Student Name   : _____

Student I.D   : _____

Lebanese International University - Saida Campus

School of Arts and Sciences - Department of Computer Science

Course Name	: Introduction to Game Development	Course Code	: CSCI377
Date	: 20 January 2022	Section	: A
Instructor	:	Time	: 6:00 – 7:30
Auditorium	:	Seat Number	:

Number of pages	: 2	**Allowed Time**	: 90 minutes
Documents	: Allowed	**Calculators**	: Allowed

Problem#	Grade	Total Grade
Part 1	/15	
Part 2	/15	
Part 3	/25	/100
Part 4	/20	
Part 5	/20	
Part 6	/10	

Good Luck

Part 1: Scene Construction [15 points]

Create a 2D Game and add the following scene game objects:
   a. Add the desert background to the scene
   b. Add the spider, add to it a **RigidBody2D** and collider components.
   c. Add a butterfly, add to it a collider "**capsule or circle**".

Part 2: create butterflyprefabs [10 points]
   a. Create a butterflyprefabs, as the spider hits the butterfly, the butterfly will be destroyed, and audio sound plays for few seconds, name the script code as your initial name.

Part 3: Move the spider [25 points]
   a. Add a script to the spider name it as **firstNameSpider**
   b. Implement the following behavior: The spider moves along the x-axis, y-axis, using the arrows key (up, down, left ,right).
   c. As the spider hits the butterfly, A variable score will be incremented.

Part 4: Instantiate a Food on the scene [25 points]
   a. Create an empty gameObject. Call it **YourLastNameSpawner**. Add to it a script called **YourLastNameSpawner**. In Spawner script instantiate a **butterfly** every 3 to 5 seconds, only one food will be instantiated

Part 5: UI [10 points]
   a. Add the necessary code, components to the game to display the score each time the spider eats a butterfly.
   b. Display text message on the scene center displaying your **studentname _ ID.**

Part 6: Build [10 points]
   a. Export your game to windows/mac platform executable file.

Instructions: Each student should upload on goggle classroom these files
1. The scripts code.
2. The executable game file "part 6"
3. Record a short video (2 to 4 minutes) showing the run of the game, the scene Hierarchy, inspector, and the assets, you have to state your name in the video.