

# Lab Week 1

50.033 Game Design and Development

1004147 --- Riley Riemann Chin

Are you participating in the Weekly Lab competition? Yes/No

Provide the YouTube/other platform link to your screen recording:

<https://youtu.be/5tIU4XrE66Y>

Provide the link to your lab repository:

<https://github.com/rileychin/50.033-Game-Dev-Labs/tree/master/Lab%201>

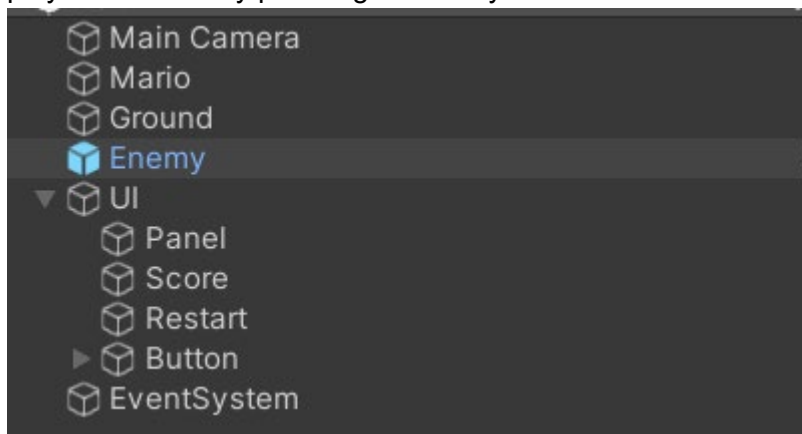
Describe what you have done to achieve the desired checkoff requirement for this lab:

[Your high level description here]

- You don't need to be too specific. This is just to assist us when we check your repository
- Scripts added, Assets added if any
- General modifications that you have done: eg animating the enemies, implementing FSM for the NPCs, etc.

Implementation of the restart function was done with a simple SceneManager.LoadScene(0).

I first placed a restart text in the UI parent which is initially disabled as a prompt for the player to restart by pressing the 'r' key.



After instantiating the restartText object in PlayerController.cs, I added a restart mechanic using the following code.

```
// Restart mechanic
if(Input.GetKeyDown("r"))
{
    SceneManager.LoadScene(0);
}
```

This would load the scene from the start.

Mario dying was then handled by setting the `Time.timeScale` to be `0.0f`, which freezes the game to prevent further actions.

```
void OnTriggerEnter2D(Collider2D other)
{
    if (other.gameObject.CompareTag("Enemy"))
    {
        restartText.gameObject.SetActive(true); // Set active to be true for restart text to tell people how to restart
        restartText.text = "Press 'R' to restart";
        Time.timeScale = 0.0f; // Restart
        Debug.Log("Collided with Gomba!");
    }
}
```

And that's how I did the restart!