**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.

Graphical user interface, text

Description automatically generated

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

Text

Description automatically generated

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.

Text

Description automatically generated

And that’s how I did the restart!