

# Virtual Reality Assignment 1

## Survival Shooter Game

Max Marks: 50



1. Finish making the Survival Shooter Game by following the Training Day Phases videos here: <https://unity3d.com/learn/tutorials/s/survival-shooter-tutorial>. You can use the game made in the lab and continue from video number 5. Make scripts from scratch and type the code while watching the videos. Using pre-existing code by copy-paste or simply using the provided scripts will be counted as plagiarism. (20 marks)
2. Extend the game to allow the player to jump (on mouse right click) onto existing objects and then shoot from above (i.e. it must be possible to shoot downwards to the object in the direction of the mouse pointer, so that if the mouse points at the head of a Zombunny then it must receive a hit). After a fixed time period the player should be sent back to ground if it is high up on an object due to jumping, like the clock or the table. Create a collectible, which activates this power for 10 seconds. (15 marks)
3. Do one of the following: (5 marks)
  - i. Create a collectible which increases the current health of the player by 50 points.
  - ii. Create a collectible which provides invincibility/shield for 10 seconds.
  - iii. Create a collectible which sets Damage per shot to 100 for 5 seconds.
4. Create a CollectiblesManager and spawn the collectibles from Q3 and Q4 at random positions on the floor, only when the score has exceeded a multiple of 50, i.e. 50, 100, 150... (10 marks)
5. Bonus: 2.5 marks for each extra collectible implemented from Q3. (5 marks)