CSYE 7270  
Building Virtual Environments

Take-Home Exam

* **YouTube Link:** 
  + <https://youtu.be/i1vJEVe5pZI>
* **Description:**
  + Building on the game How to make a Balance Racing Game Replica in Unity <https://www.youtube.com/watch?v=0-gPQUQCWt4>
  + You will be adding some functionality related to:
    - Physics
    - Sound
    - Shaders
    - Animation
    - Particle effects

* **Features added** 
  + Add three units of the special effect.
  + An indication of how many shots are available which decreases by one on each shot until 0. Adding shader graphs for designing the planets
  + Adding a particle effect for the bullet
  + Adding a special shot sound that is played at the position the special shot initiated.
  + Adding a new shader when the crate is hit and dissolve effect is made.
  + An animation is added when special weapon is launched.

**Is it ok to show my work ?**

* + Yes