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Mini Game Design Document

Original Challenge: I did not have to make any changes to meet the requirements for the original challenge. I got a 5/5 and you said that everything was working well here -good job!

Visual Challenge: In the BGScroller script I added a public GameCrontroller gameController and changed the private int score; in the GameController script to public so that I could access it. Then in the void update in the BGScroller script I added an if statement that references my GameController script. I made it so that when the player reaches 100 the scrollSpeed gets changed to -50 and the background moves faster. Next I created a script for the starfield that lets me override the default playback speed of the particle system and I attached that to the children of the StarField game object. I then changed the speed of the stars to 25 in the inspector. That changes the speed of the stars once you reach 100 points.

Audio Change: In the GameController script I added two AudioClip’s and one AudioSource. I then added an if statement in the void UpdateScore() that when you reach 100 points clip one starts playing. Under the public void GameOver() I added some code that allows clip two to play when you die.

Gameplay Changes: I made a pickup object into a prefab so that when the payer goes through it makes the ship shoot faster. I added a rigidbody, box collider, and the mover script to it. In the player controller I made a private bool isActive =false; so that you can’t pick up more than one object with the tag Pickup. Then I added a void OnTriggerEnter(Collider other) so that I could make a compare tag. It would say if you have gone through the object with the tag Pickup then the fireRate doubles. I then added that to the hazards in the Game Controller inspector. I also had to freeze the rotation of the pickup object in the rigidbody because it would sometimes spin.

The second change I made was to make a new pick up that increases your score by 25 points. I first duplicated an asteroid and made a new shader color for it. I then made that asteroid into a prefab and dragged it into the hazards in the Game Controller inspector. I also increased the speed of it slightly so that it would be harder to hit since its worth more.