

## **PROJECT DESCRIPTION**

WEBGL URL: <https://vinisha231.github.io/Project3FinalFinal/docs2/>

Chicken Crosses the Road is a game in which the chicken at the bottom of the screen has to cross the road with moving cars and reach the top of the screen (green grass) to win.

Controls:

- Arrow Keys – Move the chicken in 4 directions (up, down, left, right)
- R – Restart the game at any time
- SPACE – Dismiss the instructions screen at the beginning of the game

Chicken:

- Moves one unit per arrow key press in any direction (grid-based hopping)
- Starts at the bottom of the screen and aims to reach the top (grass)
- Movement is disabled while the instruction panel is active or the game is over

Enemies (Cars):

- Cars are spawned in fixed lanes across the road (horizontal rows)
- Each car has a constant speed and moves from left to right across the screen
- On collision with the chicken → calls GameOver() function

Gameplay Mechanics:

- The chicken moves one grid space per arrow key press
- Chicken starts at the bottom of the screen and must reach the grassy top area to win
- If the chicken collides with a car, the game triggers slow-motion death mode followed by a Game Over screen
- If the chicken reaches the top grass safely, the game triggers a slow-motion victory mode followed by a YOU WIN screen
- During Game Over or Win, all movement (chicken and cars) is frozen
- The game begins paused with an instruction screen, which disappears when SPACE is pressed

Time to Complete:

- 4 hours coding chicken and car behaviors, UI panels, and collision logic
- 2–3 hours troubleshooting WebGL build issues

Most Challenging Part:

WebGL build setup: Unity froze or messed up the output folder, which meant I had to build many times.