

Challenge

Task

Hint

1	Dogs are spawning at the top of the screen instead of balls	Make the balls spawn from the top of the screen	Click on the Spawn Manager object and look at the "Ball Prefabs" array
2	The player is spawning green balls instead of dogs	Make the player spawn dogs	Click on the Player object and look at the "Dog Prefab" variable
3	The balls are destroyed if anywhere near the dog	The balls should only be destroyed when coming into direct contact with a dog	Check out the box collider on the dog prefab
4	Nothing is being destroyed off screen	Destroy the balls when they leaves on the bottom of the screen and destroy the dog when it leaves on the left	There is already a DestroyOutOfBounds script in the Scripts folder, but it may not be applied to any gameobjects
5	Only one type of ball is being spawned	Ball 1, 2, and 3 should be spawned randomly	In the SpawnRandomBall() method, you should declare a new random <i>int index</i> variable, then incorporate that variable into the the Instantiate call

Bonus Challenge

Task

Hint

X	The balls currently spawn at the exact same predictable time interval every time	Make the spawn interval a random value between 3 seconds and 5 seconds	Set the spawnInterval value to a new random number between 2 and 4 seconds in the SpawnRandomBall method
Y	The player can "spam" spacebar to spawn way too many dogs	Only allow the player to spawn a new dog after a certain amount of time has passed	Search for <code>Time.time</code> in the Unity Scripting API and look at the example. And don't worry if you can't figure it out - this is a <i>very difficult</i> challenge.