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CS485

HW1 Roll a Ball Report

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**Github Repo:** <https://github.com/wooda012/CS485HW2>

**Introduction:** In this game you take control of a robot tasked with picking up 12 cubes scattered throughout the level while three enemy robots attempt to destroy you.

**Instructions:** Use WASD to move and Space to jump, collect the cubes by moving into them, and avoid contacting the enemy robots, because it will cause an instant game over. Collect all 12 cubes to win

**References:**

First Person Controller Script was adapted from the one created during class, with additions for pickups and scoring.

Menu scripts were also adapted from the ones created during class

Enemy scripts were also adapted from the one created during class

Pickup design and scripting was taken from my Homework1, which was adapted from the Unity Roll a Ball tutorial

Collection sound effect retrieved from <http://soundbible.com/474-Magic-Wand-Noise.html>

Additional Tutorials/Resources:

<https://answers.unity.com/questions/361390/audio-play-when-object-hit-collision.html>

**Contributions:** All work was done by myself with the additional help of online tutorials linked/listed above.