

## Spring 2024 - CSC329 Game Programming - Assignment 5



**Due date: Thursday, March 7, 2024, 11:59 pm, add and commit a folder assignment5/ to our class SVN repository.**

### **Exercise 5 [10 points]**

This is a programming exercise. It is an extension of assignment 4. We expect you to build your project as a Unity game and commit both the **sources** and the **binary** to the class SVN-Repository. The sources should be placed in the folder `assignment5/src` whereas the binary should be placed in `assignment5/bin`.

Here, we would like you to do the following:

1. Create some Prefabs for your game including collision components and triggers (if it suits your game). Make sure that you stay in the 2D environment here, i.e. the 2D physics colliders don't mix with the regular physics colliders as they run on different physics engines.
2. Write a collision script that runs if a game object collides with your player/hero. Alternatively, you can use the trigger. This depends on your game.
3. Create textual feedback (e.g. for the user's current score) on your screen. Make use of the UI text component. Find a suitable location on the screen and let the text change depending on the game situation.
4. Create a killbox that restarts your game.