

Spring 2024 - CSC329 Game Programming - Assignment 8



Due date: Thursday, April 11, 2024, 11.59 pm, add and commit a folder assignment8/ to our class SVN repository.

Exercise 8 [10 points]

This assignment reflects this week's topic, UI. This is a programming exercise. You may want to make use of your application from former assignments. 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 `assignment8/src` whereas the binary should be placed in `assignment8/bin`.

Apply the concepts and techniques that you have learned throughout this week's course to enhance the User Interface (UI) in your existing project. Improve the UI's completeness, professionalism, and robustness by implementing best practices and adding additional features.

More specifically, we would like you to do the following:

1. Create a start screen for your game that serves as the first interface presented to the user. The screen should include a button element that, when clicked, directs the user to the main game interface.
2. Ensure that the Heads-Up Display (HUD) in your game, which was previously developed as part of another assignment, has been designed to maintain its visual integrity on various screen sizes. The HUD should be presented in a way that appears aesthetically pleasing and maintains its functionality on any reasonably-sized screen.
3. Implement a "Game Over" screen in your game to notify the player that they have lost, instead of having the game automatically restart upon losing. Once the player has lost, direct them to this screen before allowing them to proceed back to the start screen or return to the game interface.