Due date: Tuesday, April 12, 2022, 11.20 am, 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.

Utilizing the knowledge you’ve gained this week, add on to your existing UI to make it more complete, professional, and robust.

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

1. Create a start screen for your game. This screen should be the first screen the user sees and it should lead to your game via a button click.

2. Your game should already have a HUD in it, from an earlier assignment. Make sure that you have designed the HUD in such a way that different screen sizes don’t distort it. It should look presentable on any reasonably-sized screen.

3. Instead of having the game automatically restart upon losing, go to a game over screen that tells the player they have lost before going back to either the start screen or the game itself.