

Video Game Design I

Assignment: Level 9 Review (Customize Your Jumping Game)

With the “Create with Code” lessons you completed in Level 9, you created a very simple game where the player jumps over various obstacles. Now you are going to customize this game to make it your own.

1. Open your “Prototype 3” Scene
2. Resave your scene as “Customize Prototype 3”
3. You will make the following changes:
 - a. **New Background** – Find a new background image for your scene; make sure the image you find is seamless when the game plays
 - i. You will replace the current background you have now (change this in Inspector); however, you need to turn your new background into a texture type Sprite 2D and UI (you can do this in the Inspector Window); then you should be able to replace
 - ii. Change your script OR repeat your background 1-2 times so that way it repeats on play
 - iii. Note: make sure you do NOT pick a picture with watermarks on it (from the company providing them)
 - b. **New Obstacle** – Go to the Asset Store and find a new obstacle you want to use here. Add to your scene and rename your GameObject NewObstacle. Set up your new obstacle the same way you did the old obstacle (remember you’ll need to add as a Prefab as well as add a Rigidbody and Box Collider to it). Lesson 3.1 Step #8 might be very helpful here in remembering how to do this.
 - c. **Change the Speed of your Game** – Change the speed in your MoveLeft script to make it a little more challenging. Also, to make it more challenging...
 - d. **Add a Random Number of Obstacles that Spawn** – Add some code in the SpawnManager script underneath the SpawnObstacle method that will create a random number for your startdelay variable (similar to what you see on the right).
Play around with the parameters in the Random.Range to see what works best for delays (ex. 2, 5)
 - e. **Add new Background Music** – Do a search for “music game” in the Asset Store and find free songs to use for your background (or if you have a website you want to use, that’s fine too). File should be in a .wav format.
 - f. **Add a new sound clip** – Replace either your jump sound clip, explosion sound clip, or add a new one of your choice that will take place somewhere in the game.
 - g. **Replace “Explosion” Particle Effect** – Replace your current smoke Particle Effect with something more realistic looking.
 - h. **Add something to your game that will make it different from everyone else** – Add another sound, another particle effect, floating objects from the “Challenge 3” file; you choose!
4. You can change other items as you like (i.e. add a score, add “game over” to the screen, making multiple objects spawn instead of one). But make sure you do the above items for full credit.
5. Once you are done, create (2) videos with Screencastify. Both videos will be placed in the next two available slides on your Google Slide portfolio:
 - a. One with the original Prototype 3 assignment
 - b. One with this new version
 - c. NOTE: when making your video, save as a “MP4” (so we can hear the music in your video). However, you will need to make sure you allow anyone viewing your video permission to view (you change this in Google Drive; I’ll show you how).



```
startDelay = Random.Range(______);  
Invoke("SpawnObstacle", startDelay);
```

