Video Game Design I
Assignment: Level 7 Review (Milliken Madness)

With the "Create with Code" lessons you completed in the first series for Level 7, you created a very simple driving simulator which allowed your car to move forward/backward as well as turn left/right which allowed you to steer around (or through) obstacles in the road. Now you will change your driving simulator into a game that is traveling down Milliken Ave. in which you are heading to Los Osos! You will avoid traffic and obstacles (much greater than before) in order to get to school on time.

1. Open your "Prototype 1" Scene in the Prototype 1 Project
2. Resave your scene as "Milliken Madness"
3. In the Handouts folder, import the project called "Milliken Madness". This file has streetlights, traffic signals, and a finish line image you will use in this assignment.
4. The street you currently have on your scene will be Milliken Ave. You will create two other major streets as the cross traffic in your game (one for Vintage Drive and the other for Banyan St.). Copy/Paste the street you currently have in your scene (2 times). Make these into intersections with Milliken (as shown in Figure 1).

Figure 1

5. You will now add the following:
   a. Add traffic both going down Vintage and Banyan, coming down Milliken, and traveling with you on Milliken.
      i. Start by laying out various vehicles (add at least 10 vehicles)
      ii. Create a script that will be attached to each of these vehicles called "OtherVehicles"
      iii. Just like you did in Lesson 1-2 (Step 5), create a script that will allow vehicles to move forward at the start of the game. Instead of having a constant speed of 20, create a public variable for the speed so that you can change the speed of each vehicle (for example, some have a speed of 15, some 10, some 5).
         1. You will have vehicles that run off the road once they reach the end of the street or even crash into other obstacles (this is OK).
      iv. Make some vehicles fast and some slow. But time it right so that your player has the ability to get around these vehicles in getting to Los Osos (but of course, make it challenging as well).
   b. Add more obstacles to the road that are more challenging than they were before
      i. Have some obstacles stack on top of others (at least four sets)
      ii. Have some obstacles where the player can run into them and some obstacles where the player cannot (how would you change the mass to make this happen for each?)
      iii. Have some obstacles fall from the sky (not too many; we still want the ability of your player to get through on the street)
   c. Add streetlights and signals to your streets (use the files given in the project you imported)

   d. Create a finish line at the end of Milliken Ave. (you can use the image given in the project you imported OR use your own)
   e. Use the timer script (included in your import) to attach to your player. Run your timer for a short period of time (probably no more than 15 seconds).
6. You are more than welcome to add other items (residential houses, a school at the end representing Los Osos, ramps, etc.). But make sure you complete all steps in #5 above first.
7. Run and test your game often. While we want a sort of chaos created in your new scene, it needs to be realistic that the player can cross the finish line before time expires.
8. You will need to create a short video for your artist statement. In order to show just your game playing in the video, click the "Maximize on Play" button (in Game View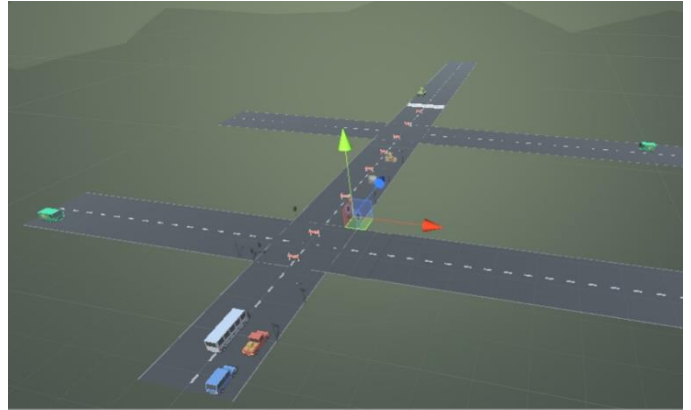). This will only show your Game View when played.