

Report

Implemented the shake screen by setting up a coroutine and randomly moved the camera for a short period of time. I set up my scrolling screen by adjusting the wrap mode of the texture and setting it to repeat and making a new script and having it cycle through the image at a set pace. I implemented the audio through an audio file script and coded it to play with the player go hit and was shooting. I implemented the game UI but designing the health bar and score holder then writing a new script to to update these two thing using a scorekeeper class and a player health method. Scene transitions I made a new script to load between the scenes depending on what button you press.

