

# MR Midterm Assignment Report

By Gabbie

My game is a simple matching game, you have to put the fruit in the basket, and the counter will count each fruit. The interactions used are pick up, drop and UI. You pick the fruit up and drop it in the basket and you have to do as many as possible before the timer runs out. I used fruit assets off the Unity assets store and a table.

Some challenges I faced and continue to face are the room scanning. I would have loved to put the fruit on the table and use a “real table” for the fruit however my pass trough does not render the room correctly. I also prefabbed my spawn point, and it caused issues with how my fruit respawned, once I unpacked it completely the game worked perfectly. I also had my respawn on my fruit instead of the spawn point which was causing the fruit to respawn in the basket which wasn't the point of the game. I also wish I had more time to add a restart button.