

YOUR ASSIGNMENT, CHAPTER 1 OF GAMER TO GAME DEVELOPER SERIES 3

Make a cool FPS project where the player is a treasure hunter, but when they take the treasure enemies spawn and chase them! The player must then fight back and defeat them.

Features you must implement	Complete?
1. A welcome message that appears on the screen and tells the player that a treasure awaits them. The message disappears after a short while.	
2. The treasure is a trigger. It can only be triggered by the player.	
3. When the player walks into the treasure the following happens: <ol style="list-style-type: none"> a. The treasure disappears and the trigger can't happen again. b. Enemies spawn and they will chase the player and smash down block walls in their path. c. The scene lighting changes to give a more dangerous feel (Optional). d. A message appears on the screen taunting the player; for example, "FOOLISH ADVENTURER, NOW YOU SHALL SUFFER". It's up to you how you want to say that. <ul style="list-style-type: none"> • I recommend you use an event to make all this happen. 	
4. The player has a grenade launcher that fires a grenade whenever the left mouse button is pressed.	
5. The grenade is under the influence of gravity and so has a trajectory.	
6. The grenade emits an explosion force on contacting a collider.	
7. Enemies struck by the explosion are thrown back by the explosion force, and they are eventually destroyed and so removed from the scene.	
8. When all enemies are destroyed the following happens: <ol style="list-style-type: none"> a. The scene lighting changes back to normal (Optional). b. A message appears on the screen saying something like, "NOOOO I HAVE BEEN DEFEATED BY A FOOLISH ADVENTURER". 	
9. Make a video of your game in action and post it up on YouTube.	
10. Post the video on the Unity forums thread for S3 so that I can watch it too!	
<ul style="list-style-type: none"> • I recommend that you place some walls or invisible collider borders around your level so that the player can't fall off the map. • No need to use models or animations for this assignment. 	