

# Lab 05 – Small game

Návrh a vývoj počítačových hier  
Tvorba a dizajn počítačových hier

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**GDD Submission Deadline!**

# Task – Create Whack-a-Mole

- 3x3 grid with “moles”
- Each mole has a key assigned
  - Press the key to whack it – only when it’s visible
- Hides and shows in random intervals
- Print score whenever you whack (even when you fail)
- Bonuses: add assets
  - Nicer 3D models
  - Add textures
  - Show score on screen
  - Restart game
  - Show effects for whacking

# Unity code

- Add script components to game objects

`Start()`

`Update()`

`Time.time`

`Input.GetKeyDown(KeyCode.Space)`

`gameObject.SetActive()`

`Debug.Log()`

<https://docs.unity3d.com/ScriptReference/>

# Challenge Task - Ball in a Maze

- Create a 3D maze
- Your goal is to tilt the maze to get the ball to the finish
- Control the maze with keys/mouse
- Add holes that end the level with a fail
- Restart the level (key press or when you fail)
- Create multiple levels & menus to go between them
- Add leaderboards for levels – best time for level
- Save leaderboards to disk between executions
- Add teleport – teleport the ball between two places in levels
- Add pickable objects that increase your score (show your score!)