

# Lab 05 – Small game

Návrh a vývoj počítačových hier  
Tvorba a dizajn počítačových hier

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**Work on your projects!**

**22. 10. 2023**

**Idea Approval Deadline**

**Send email with idea & team  
to [michalferko1@gmail.com](mailto:michalferko1@gmail.com)**

**OR!**

# Optional 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
  - Show score on screen
  - Restart game
  - Show effects for whacking



# Unity code

- **If you're lost, this should be all you need**

```
Start()
```

```
Update()
```

```
Time.time
```

```
Input.GetKeyDown(KeyCode.Space)
```

```
gameObject.SetActive()
```

```
GetComponent<ComponentType>().enabled = false;
```

```
Debug.Log()
```

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

# Optional 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)
- Add teleport – teleport the ball between two places in levels
- Add pickable objects that increase your score
  - show your score!

