Game States and Dynamic Content

Week 3 - Day 2

with Connor Settle
How do we make a cohesive experience?
Game Manager

- Making one of these is good practice!
- Create an empty GameObject
- Attach any scripts to it that you want always running
Prefabs

- Ever created an asset you needed to duplicate a bunch of times?
- You can make this easier by making it a prefab!
- Store the asset's data in a way that makes it easy to replicate
- This is a Unity method
- Allows you to spawn prefabs with code!
- You can tweak a lot of settings, like initial velocity, color, and lifetime
Particle Effects

- Can attach particle emitters to objects
- Really just a fancy way of instantiating 2D images
- Extensive tweaking and customization
Spawn Some Cubes!

Requirements:
- GameManager object
- Have the game manager Instantiate cubes over time
- Cubes must move towards the player (or at least in a consistent direction) once spawned

Tools:
- Prefabs
- Instantiate()
Homework

Requirements:

- Build to the GO and get some cubes shattering in VR
- Lightsaber should be movable via VR controller
- Cubes should spawn repeatedly over time
- If they get past the saber, they should be destroyed on their own
- Should do something interesting when destroyed!