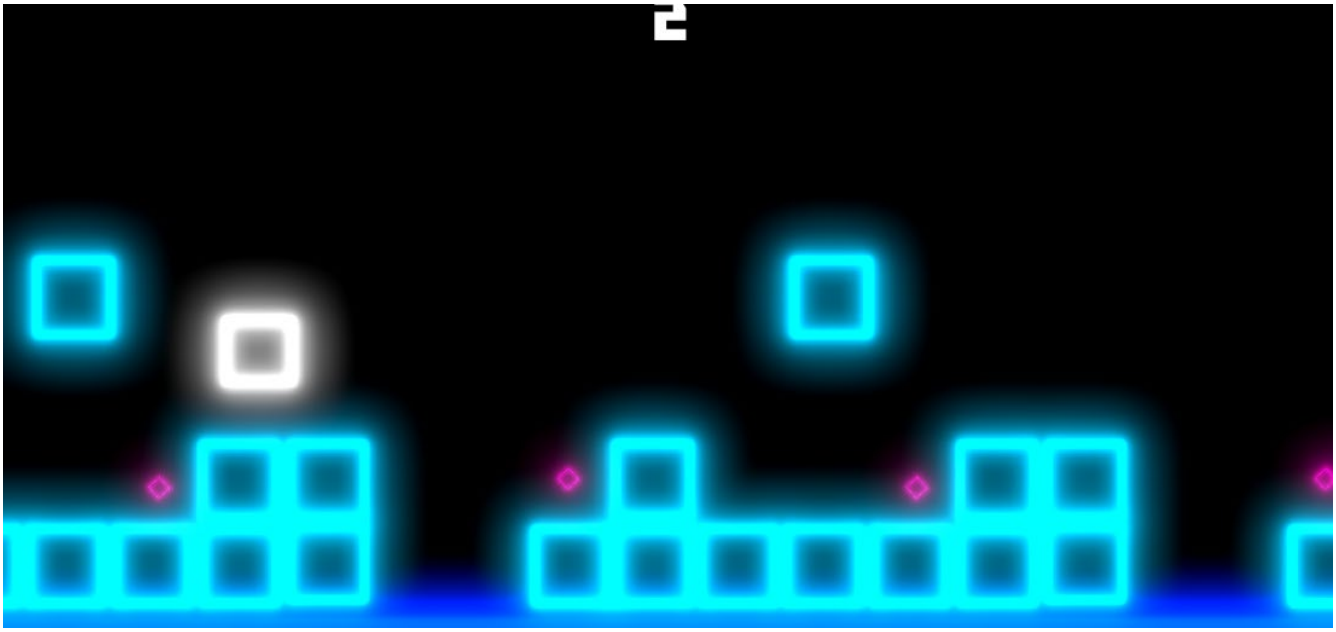
CODE NINJAS®

Bronze Belt Ninja Guide

Activity 07 Prove Yourself:

PROVE YOURSELF: POLYRUN V2



You've built one obstacle out of blocks in PolyRun, but can you build another on your own?

In the PolyRun v2 Prove Yourself, you will do the following:

1. Using the same method that you did to build the original obstacle, add another obstacle before or after the original as shown above.

2. You will need to give this object its own new spawn delay and timer or adjust the coordinates of the new obstacle. There are a few ways to do this one, which way will you choose?

LIGHTING

Everything that we see in the world is from light that is either produced by or reflected by the objects around us. Without light, there is nothing to see. The same is true with Unity. There needs to be at least one light in the scene, or the camera has nothing to show you. Every new scene that you create has exactly one camera and one light by default. If you disable or delete that light (go ahead, try it), then there is blackness. Unity provides many different options when it comes to lighting, but for now, we will just concentrate on what can be done with the default light.

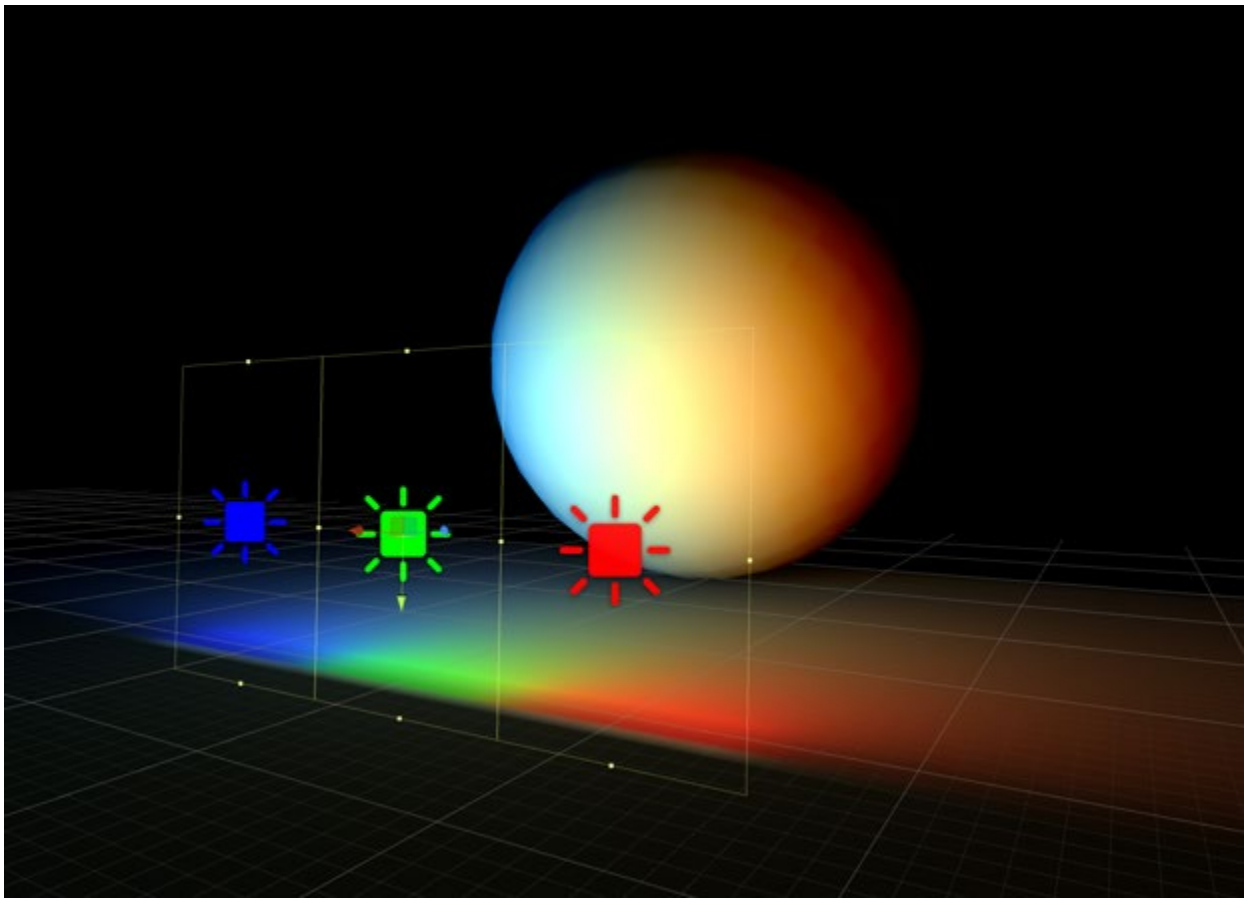
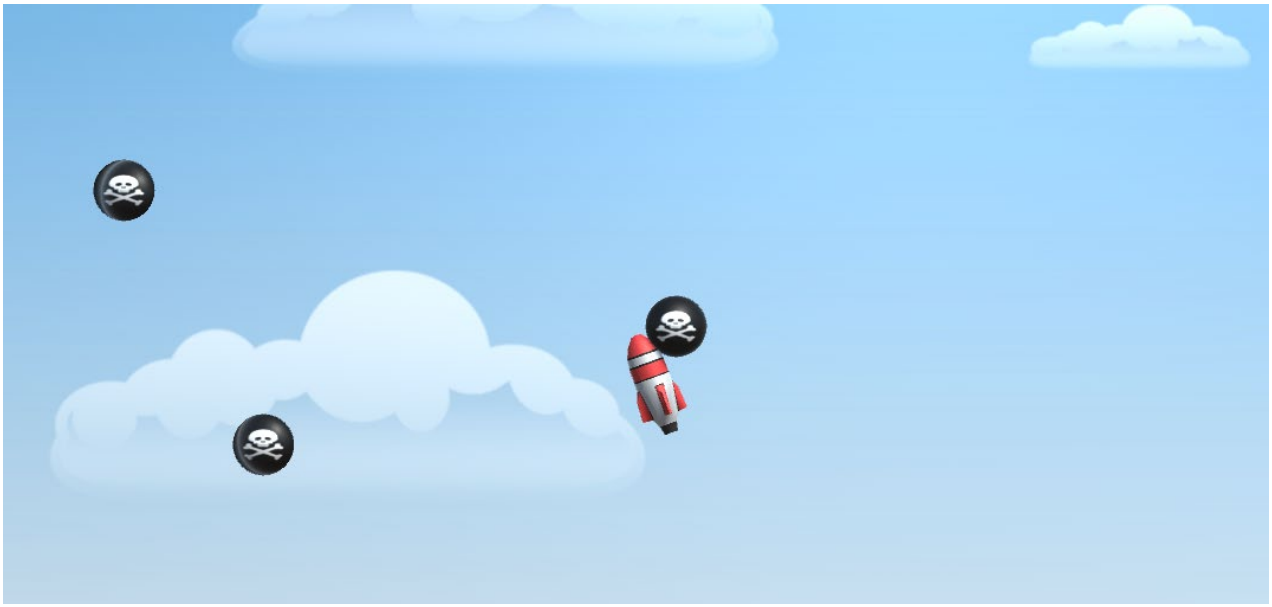


Image Source: https://learn.unity.com/tutorial/introduction-to-lighting-and-rendering-2019-3

Advanced Animation and User Interface

Thus far, we have been covering the essential elements of Unity, basically how to get things to do what you want them to do, when you want them to. But that's only part of making your own game. These next few activities will be covering small steps that add style to a game.

A good game needs to be easy to use (even if it's hard to win!). The User Interface is perhaps the most important part of a game. It shows the user what's going on in the game and lets them know what they need to do next.

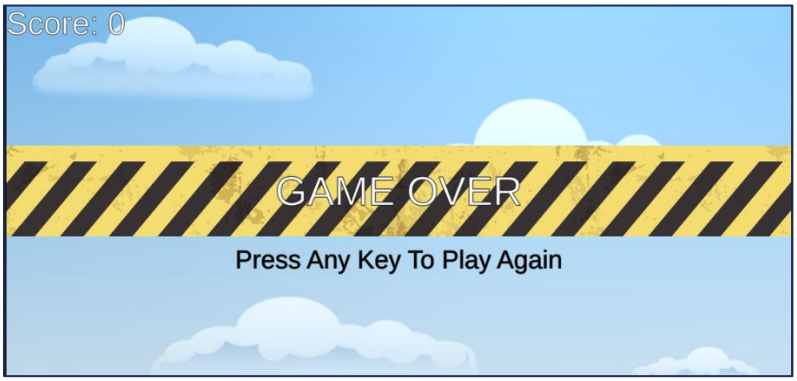


Communicating Through the User Interface

Many of the previous activities have objects that only serve the purpose of giving information to the player. The most basic information is feedback that tells the player how well they're doing, usually with some sort of score text. Other useful information is what to do next - such as "press any key to continue." Playing a game without instructions can be confusing, which isn't very fun.

Make It Clear

Elements of the **User Interface (UI)** need to be extremely easy to understand. Information that is difficult to read is not very useful. Use bold text and contrasting colors so that the interface stands out.



In this example, the color is important. Bright colors on bright backgrounds create a clash. We want colors that stand out and don't try to hide within the other colors of our background.

Keep It Simple

Complicated graphics and decorative fonts may give the user interface a special look, but if the user must spend too much time looking for important information, they may spend less time focusing on the game. Make sure the information is specific and timely throughout a game.

Make It Attractive

Along with UI, you will often hear about **User Experience (UX)**. The **User Experience** is how the user feels about using the product. Your goal is to give them a good experience. UI and UX go hand in hand. A good user interface is the cornerstone of a good user experience. As with the UI, keep it simple, clean, and easy to understand.