

Username: University of Pittsburgh **Book:** Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

Summary

That's it for the Mission Demolition prototype. In just one chapter, you've made a physics-based game like *Angry Birds* that you can continue to improve and expand on your own. This and all of the following tutorials are really meant to be frameworks on top of which you can build whatever game you want, and there are a ton of additional features you could add, some of which include the following:

1. Use `PlayerPrefs` to store the best score on each level as was done in *Apple Picker*.
2. Make the castle parts out of various materials, some of which would have more or less mass. Some materials could even break if struck hard enough.
3. Show lines for multiple previous paths rather than just the most recent one.
4. Use a `Line Renderer` to draw the rubber band of the slingshot.
5. Implement actual parallax scrolling on the background clouds, and add more background elements like mountains or buildings.
6. Limit the number of shots so that the player loses the level if she doesn't hit the goal in only 3 shots. Adding risk like this increases the tension and excitement in the game.
7. Anything else that you want!