Homework Assignment
Unity Integration of Roll-a-Ball and ML

This homework is the continuation of Unity 3D interactive graphics.
The objectives of this homework is to set a stage to integrate Roll-a-Ball game with Karting game.
1. Save the result of the previous homework part 1 shown below as a project, use the following project name:
firstName-lastName-last4digitsSJSUid-unity-karting-path-2021-mm-dd

and submit your project, be sure to test out your saved project can be opened and included all the asset so it can run and can be tested by others.

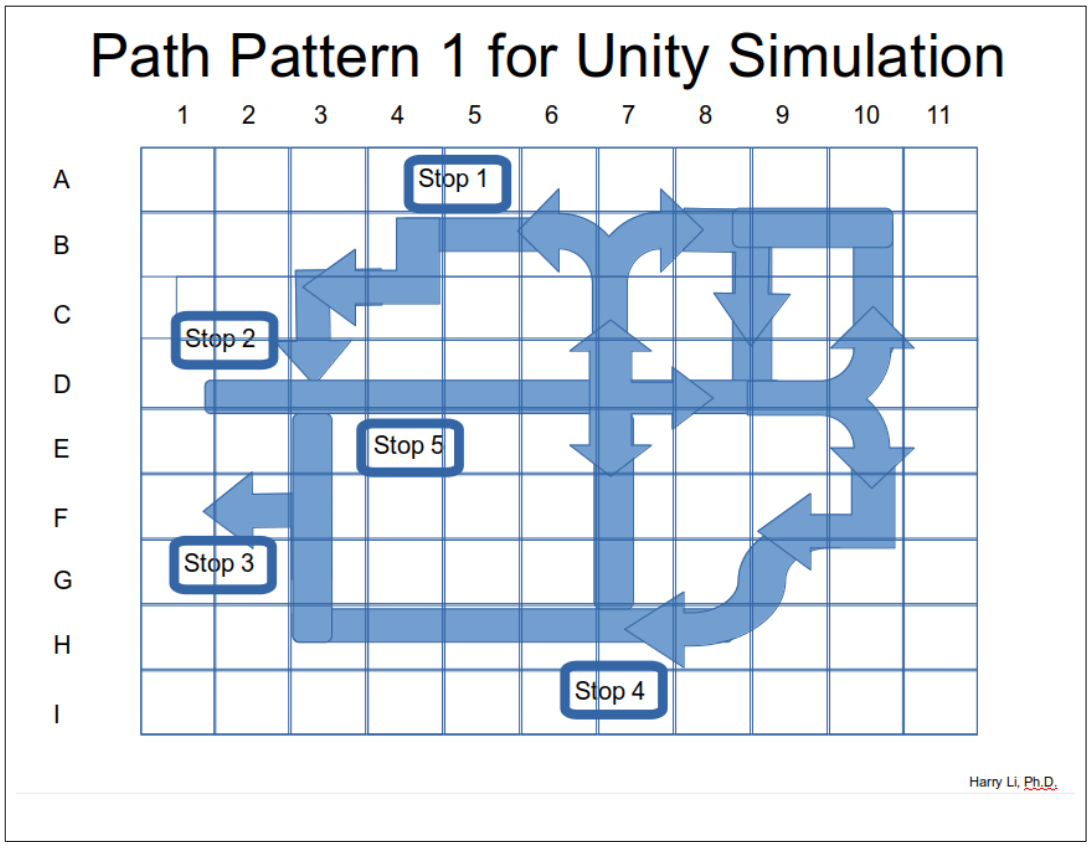

Figure 1. Driving path to be implemented.

2. Then save the migrated the cart (motor bike and the rider) from the Karting game to this environment, as a second project shown below, with the following name:

firstName-lastName-last4digitsSJSUid-unity-karting-path-part2-2021-mm-dd

and submit your project, be sure to test out your saved project can be opened and included all the asset so it can run and can be tested by others.

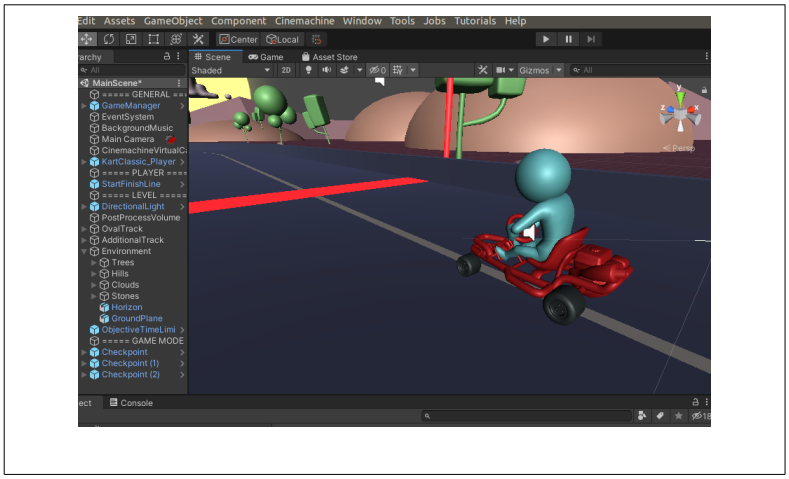

Figure 2. Screen capture of the karting game.

3. Implement world coordinate system and draw it on the screen.

Submission requirements:
(1) source code;
(2) compiled binary;
(3) 5 second video clips;
(4) put all in a zip file with the following naming convention:
FirstName-LastName-nameOfProject-4digitsID-YY-MM-DD.zip
for example:
Harry-Li-3Dworld-1116-2021-9-30.zip.

(END)

Figure 2. Select “roll a ball from” the Learn window under project.

4. Go through this training and build your interactive graphics to learn:

(1) Use Unity Editor and its built-in capabilities to set up a simple graphics environment;

(2) Write your own custom scripts to create the game functionality, as simple as “hello, the world”;

(3) Create a basic user interface to improve the game experience, keep it very simple please, do not over design at this point. All you need is to get yourself familiar with UI;

(4) Build your interactive graphics, e.g., a game, so others can play it.

5. Submit your design on Canvas and in email, and prepare show-and-tell in class.

(END)