**AGGP 225  
Lab 3**

**READINGS:**

**Bolt API Documentation**<https://docs.unity3d.com/bolt/1.4/manual/index.html>

**Unity Tutorials:**Getting Started : <https://www.youtube.com/watch?v=aQceChK-kC4>  
Unite Now 2020 : <https://www.youtube.com/watch?v=DtbyC1OBpFg>

**LAB REQUIREMENTS**

* Create a screenshot for each Graph you create in Bolt
  + Name it with the same name as your graph
  + Scale should be at 1x
    - *Don’t troll with a small scaled Graph!*
  + Place this image at the root of your Unity Project
    - If you have many graphs, collect them in a directory “GraphImages”

**Part 1:**

Create a Bolt Macro that spins a game object.

* Use a flow machine with a graph macro asset
* Vector3 SpinRate will be an Object Variable
* SpinRate will be multiplied by Time.deltaTime in your Flow Graph

**Part 2:**

Demonstrate the following features of Bolt

* Bolt using a custom type (i.e. your own script)
  + Your Graph(s) will
    - Call public methods
    - Set and Get public members
* Graphs that use a Super Unit (Graph Functions)
* C# Code that are able to access a object level variable.
* C# Code that can trigger a Custom Event in an Event Graph