Touchscreen Interaction

Application Development and Software Prototyping, Assignment 1 (WEEK 1)

# Objectives

1. Create two separate Scenes in Unity and build them to your Android mobile device.
   1. Name the Scenes “TI\_Scene1” and “TI\_Scene2”
   2. Each Scene must have a Win and Lose condition
   3. Each Scene must have a working Restart button
   4. TI\_Scene1: A minigame that features a Touch Gesture
      1. 3D primitive objects are fine
      2. You can also download free assets from the Unity Asset Store
      3. If you use assets or assets you’ve purchased, state that in your video
   5. TI\_Scene2: A minigame that features a Virtual Joystick
      1. Pick one from the free [Joystick Pack (Fenerax Studios)](https://assetstore.unity.com/packages/tools/input-management/joystick-pack-107631) on the Unity Asset Store
      2. You can use the Example Scene from the Joystick Pack as a starting point
2. Using a Screen Recorder app on the device, record each of the two Scenes demonstrating Objective 1.
   1. This must include audio of your voice describing each Scene:
      1. What is happening in the Scene (i.e. “a swipe gesture will do *x* to *n* object”, or “virtual joystick is controlling *n* object by applying force”)
      2. If you handed this off to another developer, where could they take the development (i.e. “if you add a Run ability to Mario, he could jump farther”)
      3. What went well, what went wrong, what can you do better for next time (Post Mortem)
   2. If you have lost your voice, subtitles are acceptable, the goal is to communicate to the viewer so make them readable.
   3. While you can record audio through a Screen Recorder app, it may be easier to capture the video first, then edit it using a video editing application on your PC/Laptop. Speak to your Instructor for help/guidance on improving your presentation through video editing.

# Due Date

Assignment 1 is due by the beginning of Week 2 Lecture