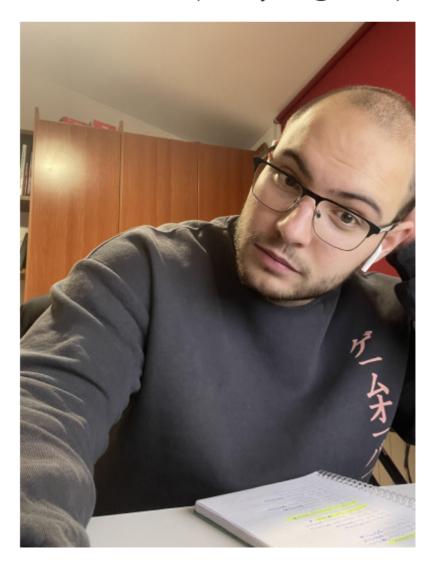
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## **Exercise 1**

- 1. Implemented in MovingBall.cs, a bool named goal dictates if the ball goes through the tentacles or not.
- MovingTarget.cs Update()
- 3. IKScorpion.cs Update()
- 4. MovingBall.cs ShootBall()
- 5. IKScorpion.cs Update()

6.

```
dirVec = target.transform.position - transform.position;
dirVec.Normalize();
```

gameObject.transform.Translate(dirVec \* shootSpeed \* Time.deltaTime);

## **Exercise 2**

- 1. IKScorpion.cs Update()
- 2. MovingBall.cs ShootBall() shown on the canvas the actualRotation
- 3. Not done
- 4. Not done
- 5. actualRotation += effect \* shootSpeed \* rotationSpeed \* Time.deltaTime;
- acceleration = force/mass;
   magnus force = ballRotationSpeed \* force

## **Exercise 3**

- 1. IK\_Scorpion.cs EnvironmentReacting()
- 2. Done on scene octopus landscape with ball v2.unity
- 3. IK\_Scorpion.cs EnvironmentReacting()
- Body.GetChild(1).transform.up = Vector3.Cross(futureLegBases[1].transform.position futureLegBases[4].transform.position, futureLegBases[0].transform.position futureLegBases[5].transform.position).normalized;
- 5. IK Scorpion.cs EnvironmentReacting()
- 6. IK\_Scorpion.cs EnvironmentReacting()

## **Exercise 4**

There are 2 triggers Goal and Stop. Starting with the first shoot it will be a goal and make the robots do the goal animation, and the other shoots will trigger the stop animation.