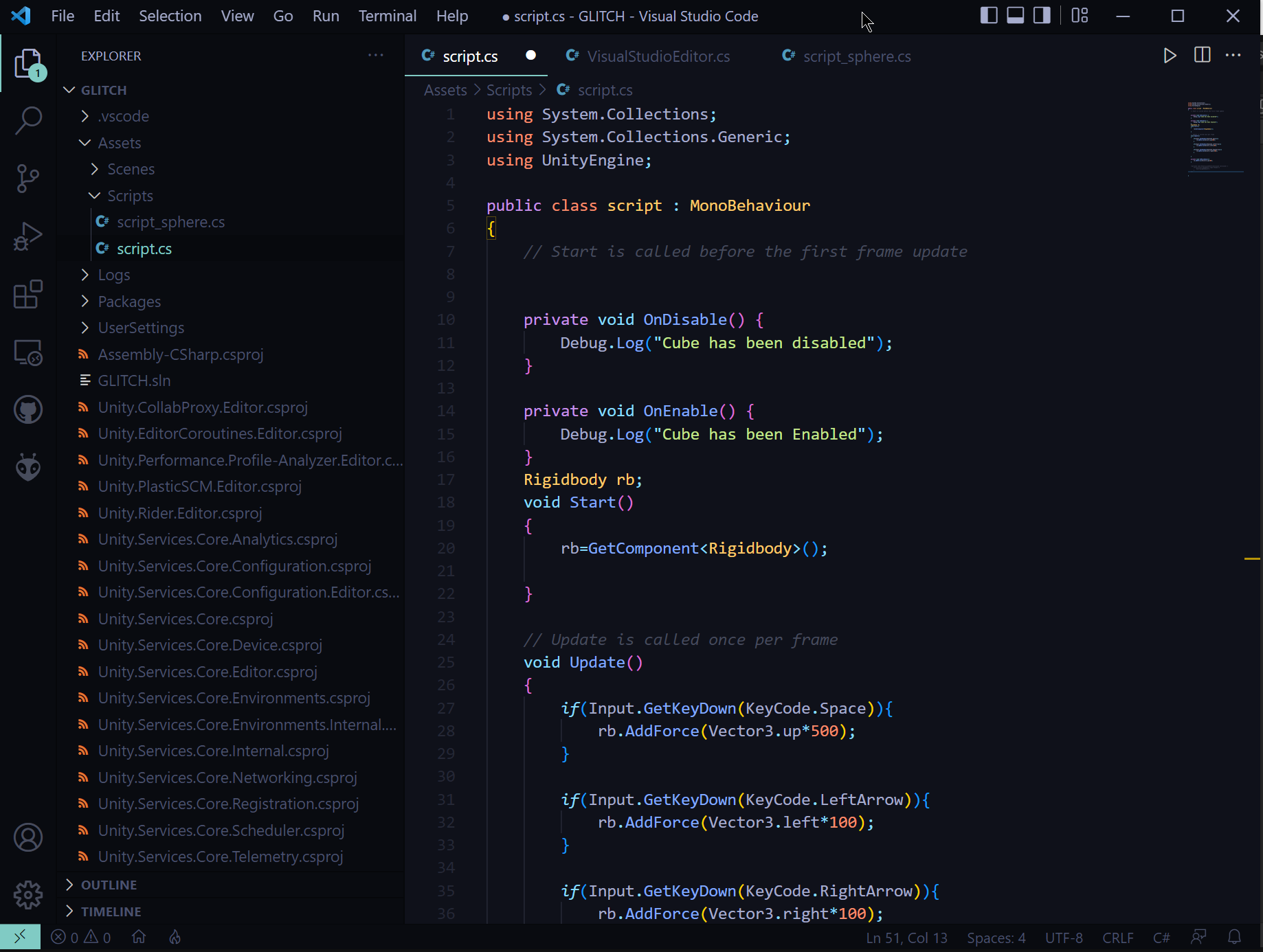
Task 0 :



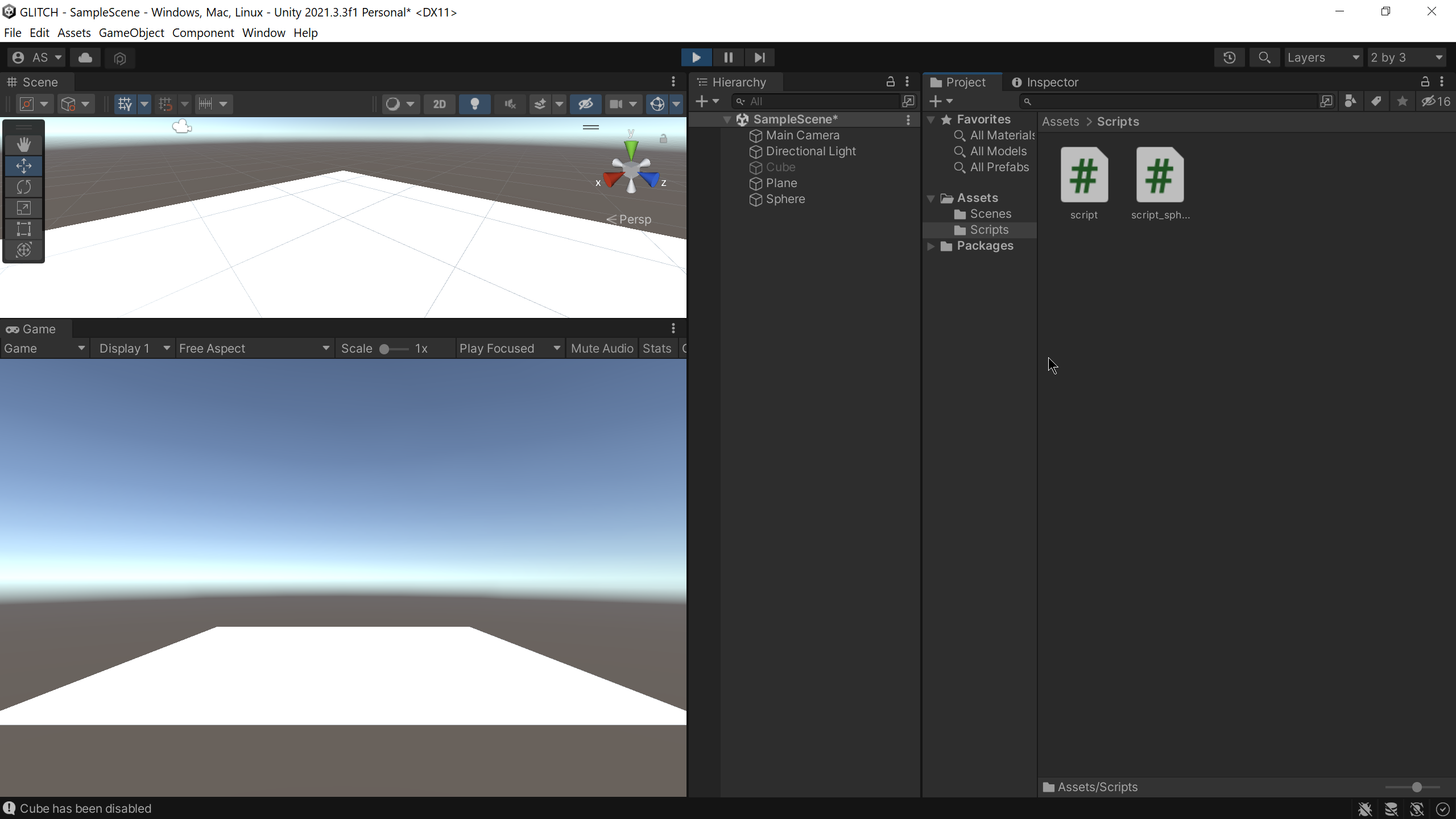
Task 1:

Visual studio Code IDE:

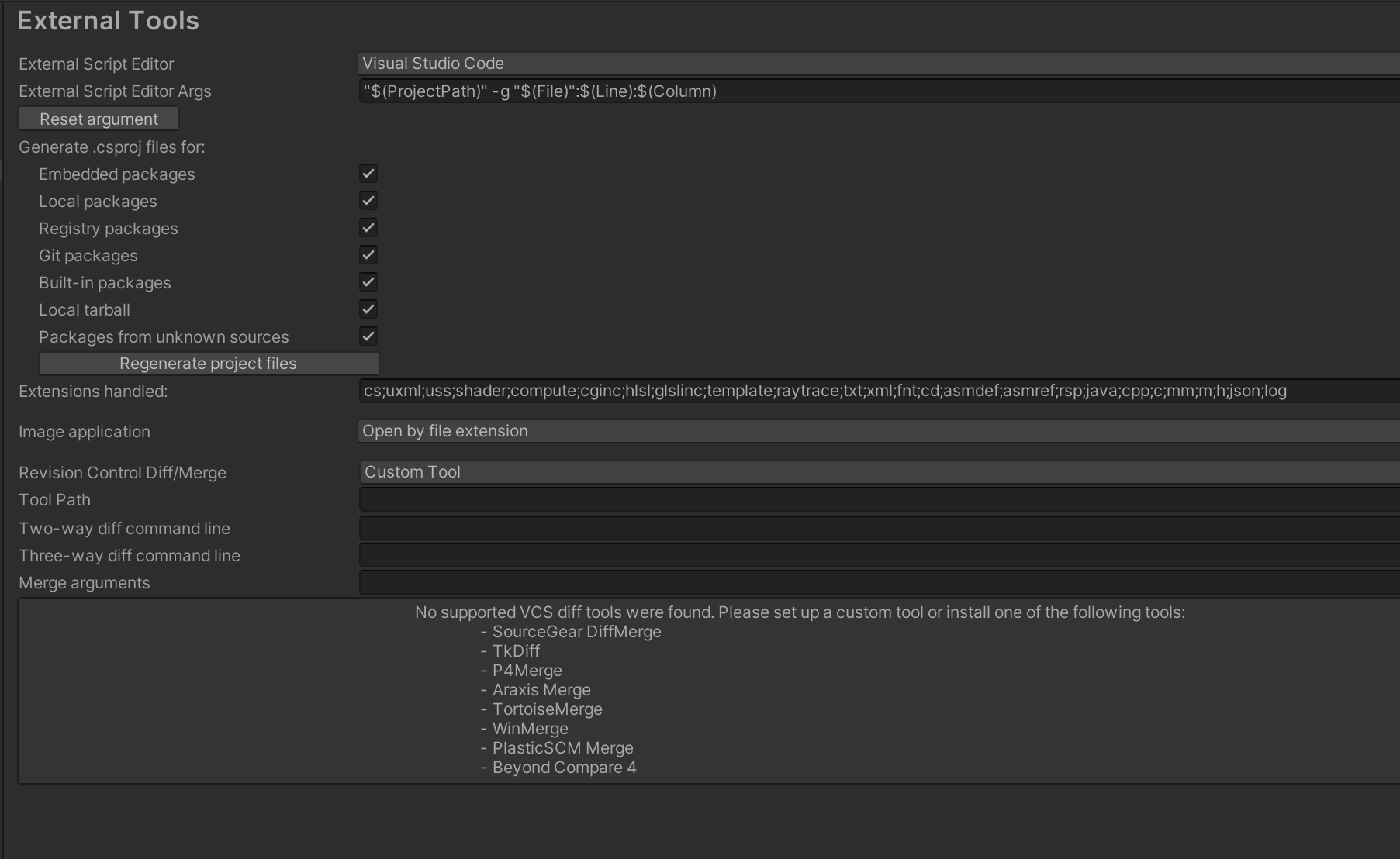


Task 2:

Unity installation:



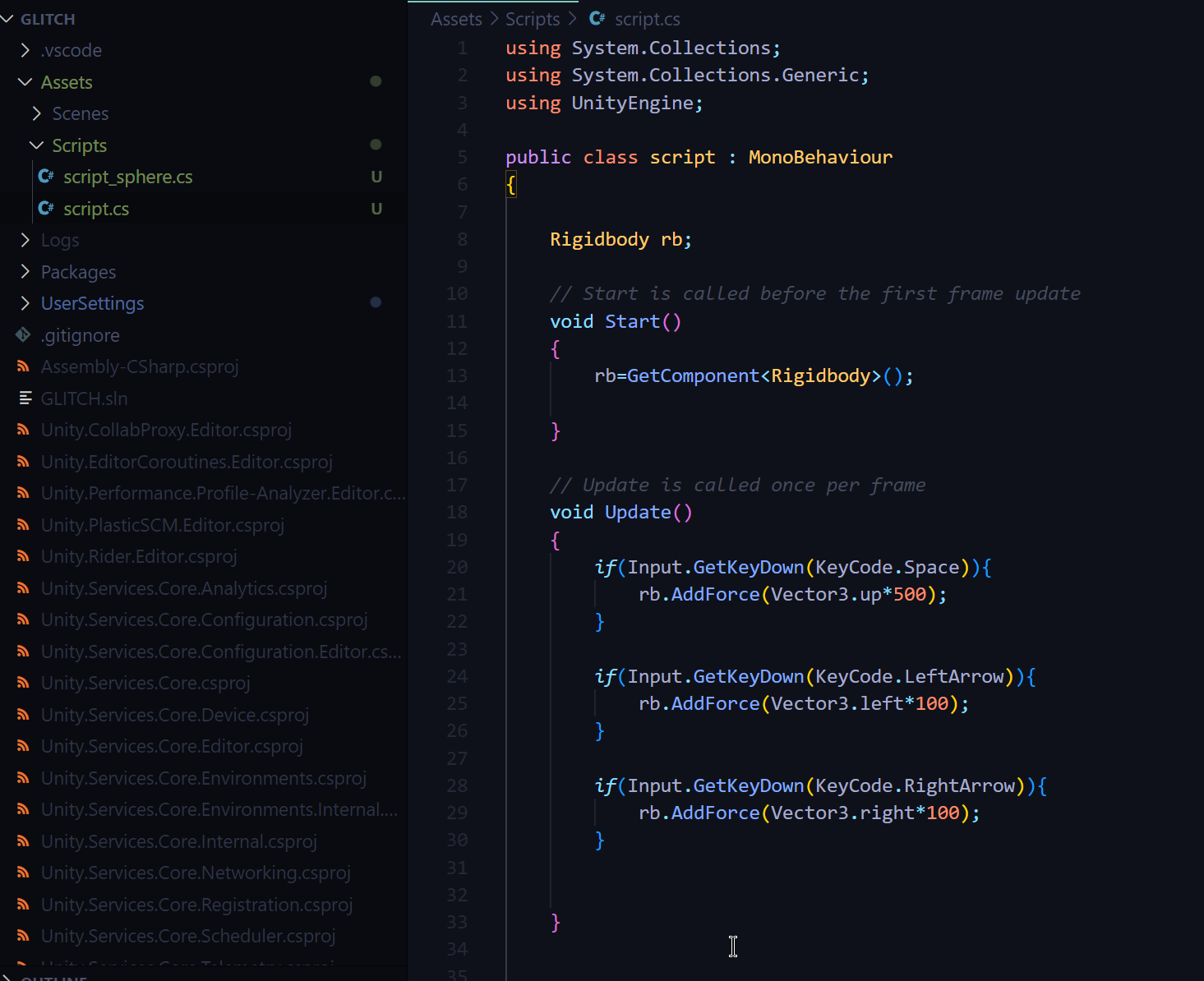
Integration with Vscode :



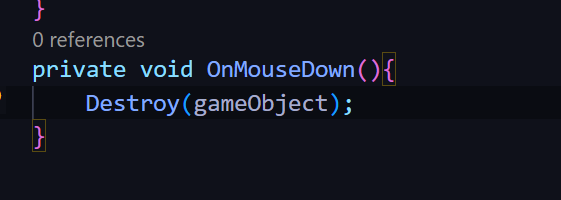
Task 3:

Task 4:

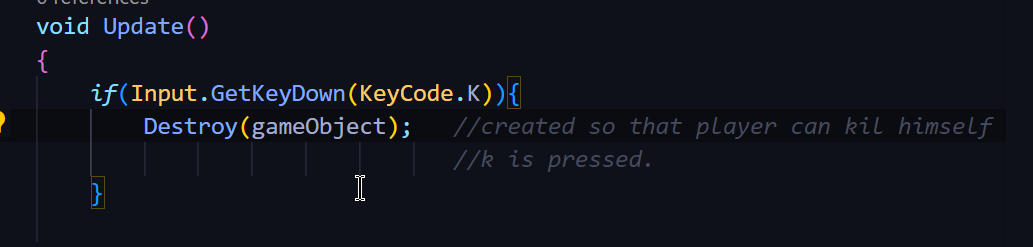
Integrating physics to 3D objects : Adding force



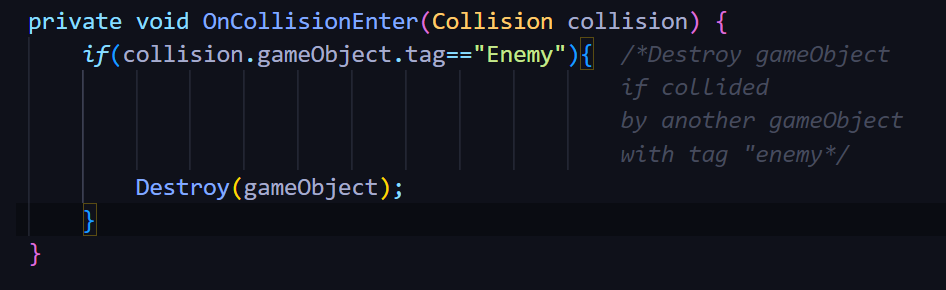
Using Mouse clicks to destroy current gameObject



Reading Inputs from keyboard



Detecting collisions and manipulating gameObject



Moving gameObject using velocity

