

CSE-411L: INTRO TO GAME DEVELOPMENT LAB

Lab 5: Unity API (Input System, Collision and Trigger Methods)

Objective:

In this lab we further explored the Unity API.

Tasks:

- Open/create a Unity scene.
- Create a player cube that moves forward, backward, left, and right.
- The camera in the scene should be set to a top-down view.
- The scene should have a plane with a maze on it (see the following picture for reference).
- The walls of the maze should be made from cubes of different sizes.
- At the start of the scene, there should be a sphere (ball) and a player cube. When the player moves the ball to the goal in the middle of the maze, the goal should turn green.
- If the ball touches the walls of the maze, the walls should turn red and return to normal when the ball moves away from them.
- Additionally, when the player touches the ball, the ball should turn yellow. When the player releases the ball, it should return to white.

Square Maze

