

CSE-411L: INTRO TO GAME DEVELOPMENT LAB

Lab 4: Introduction to C# and Unity API

Objective:

In this lab we will explore the Unity API and Basic C# Code.

Tasks:

- Open/create a Unity scene
- Create 3 cubes
- Color each cube differently
- Apply 3 different scripts on each cube with the following logic
- First cube shall display “Hello” on console and constantly rotate in vector3.up direction
- Second cube shall display “World” on console and start to move in vector3.forward direction and after covering some distance it should stop and comeback to its original position
- Third cube shall display “!” on the console and should increase its scale to 5 and then back to 1 and should constantly keep on increasing and decreasing scale.