

# CSE-411L: INTRO TO GAME DEVELOPMENT LAB

## Lab 10: Unity C# Advanced

### Objective:

In this lab we further explored the Unity API.

### Tasks:

- Create a new Unity scene.
- Add a simple plane to serve as the ground in the scene.
- Use character models from Mixamo.com to create a player and an enemy.
- Both the player and the enemy characters should have walk, idle, and punch animations.
- When the game starts, the enemy should follow the player if the distance between them is less than 5 units.
- When the enemy gets close enough to the player, it should trigger the punch animation.
- The player should also be able to trigger the punch animation.
- Use delegates in such a way that:
- Pressing **Mouse0** and **Q** triggers the player's punch animation.
- Pressing **Mouse0** and **W** triggers another animation, such as a kick.