

Assignment # 1



Fall 2024

CSE-411 Intro to Game Development

Submitted by: **Ali Asghar**

Registration No.: **21PWCSE2059**

Class Section: **A**

“On my honor, as student of University of Engineering and Technology, I have neither given nor received unauthorized assistance on this academic work.”

Submitted to:

Engr. Abdullah Hamid

Date:

23rd October 2024

**Department of Computer Systems Engineering
University of Engineering and Technology, Peshawar**

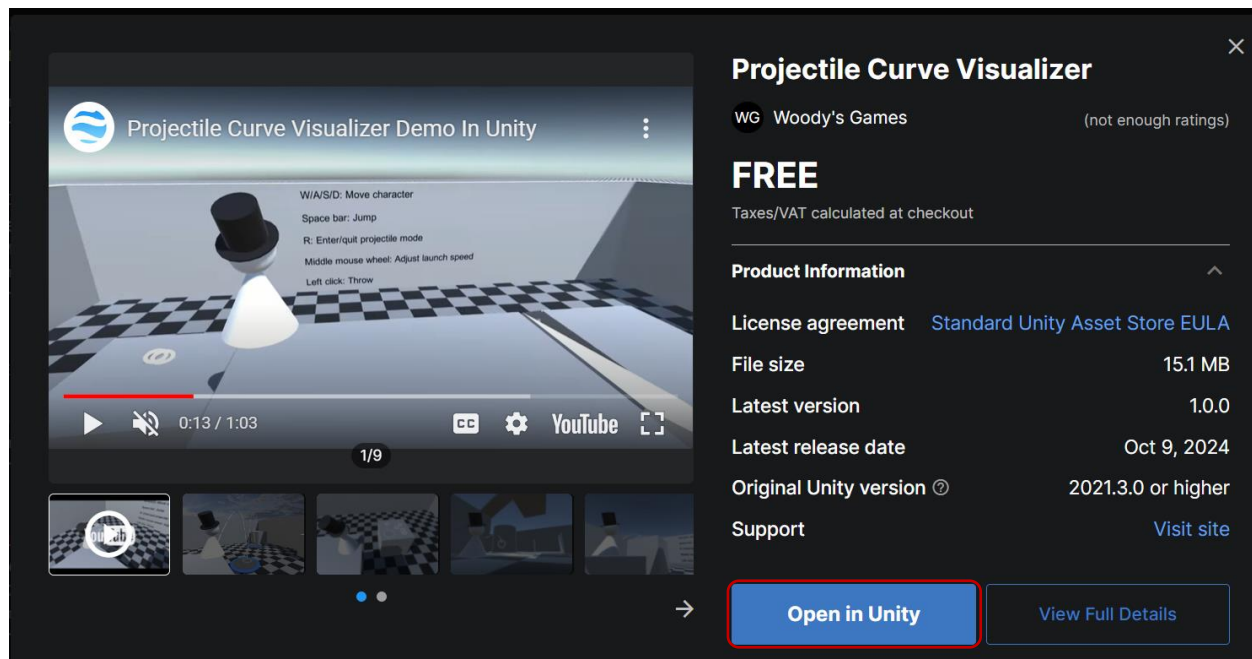
Task:

Download free assets/packages from Unity Asset Store and import them to a project and use them in a scene, explain the method step by step using screen shots and text.

Solution:

Step 1:

I first went to the Unity Asset Store and logged in using my Unity account. I searched for free assets by typing keywords related to what I needed in the search bar. The Asset Store allows filtering results by categories such as 3D, Audio, or Tools, which made it easier for me to find exactly what I was looking for. I found a free asset package called Projectile Curve Visualizer shown in figure below.



The screenshot displays the Unity Asset Store interface for the 'Projectile Curve Visualizer' asset. On the left, a video player shows a demo of the asset in a 3D environment, featuring a character and a projectile. The video title is 'Projectile Curve Visualizer Demo In Unity'. Below the video, there are thumbnails of other assets. On the right, the asset details are shown. The asset is titled 'Projectile Curve Visualizer' and is by 'WG Woody's Games'. It is marked as 'FREE' and has a note that 'Taxes/VAT calculated at checkout'. The 'Product Information' section lists the license agreement as 'Standard Unity Asset Store EULA', the file size as '15.1 MB', the latest version as '1.0.0', the latest release date as 'Oct 9, 2024', and the original Unity version as '2021.3.0 or higher'. There is a 'Support' link that says 'Visit site'. At the bottom, there are two buttons: 'Open in Unity' (highlighted with a red border) and 'View Full Details'.

Projectile Curve Visualizer

WG Woody's Games (not enough ratings)

FREE

Taxes/VAT calculated at checkout

Product Information

License agreement [Standard Unity Asset Store EULA](#)

File size 15.1 MB

Latest version 1.0.0

Latest release date Oct 9, 2024

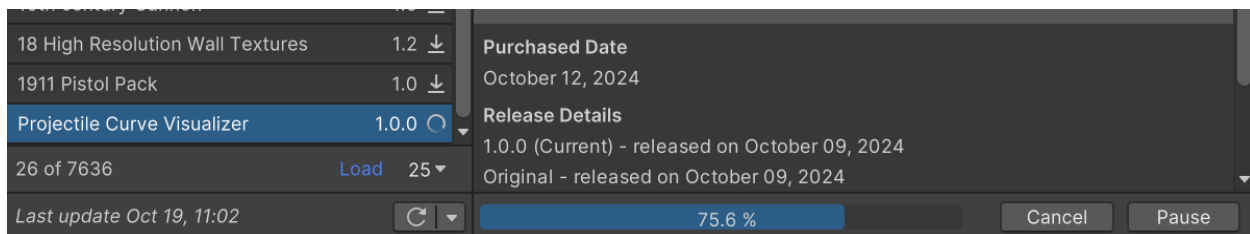
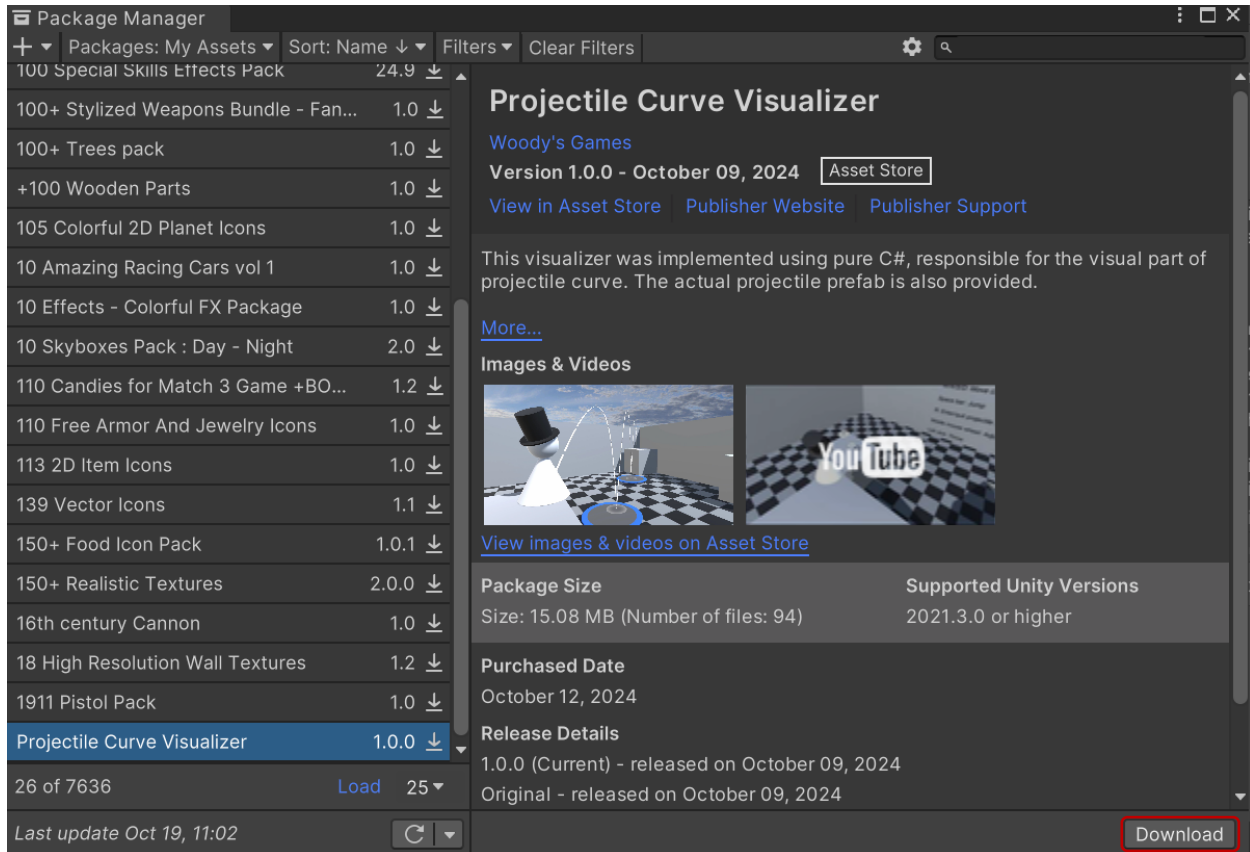
Original Unity version 2021.3.0 or higher

Support [Visit site](#)

[Open in Unity](#) [View Full Details](#)

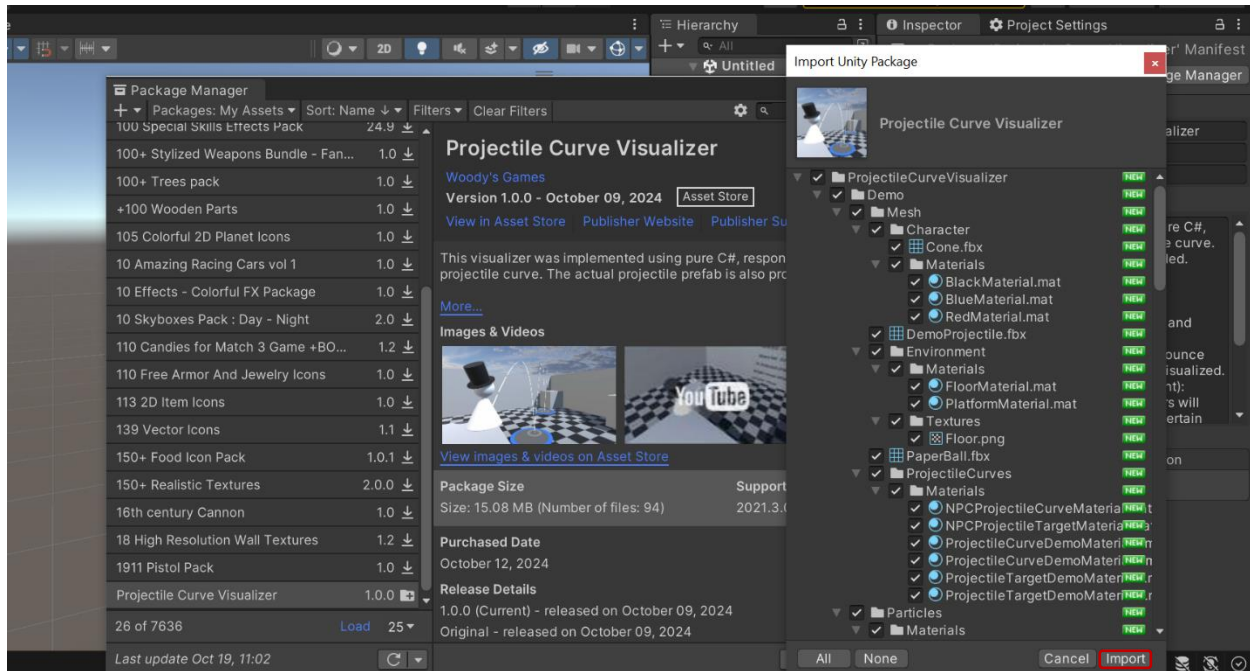
Step 2:

I clicked on it to check its description, ratings, and reviews. Once I was sure it met my needs, I added it to my account and then I clicked the **Open in Unity** button to see this package in the package manager inside unity. I clicked the **download** button to get the actual package file of this asset.



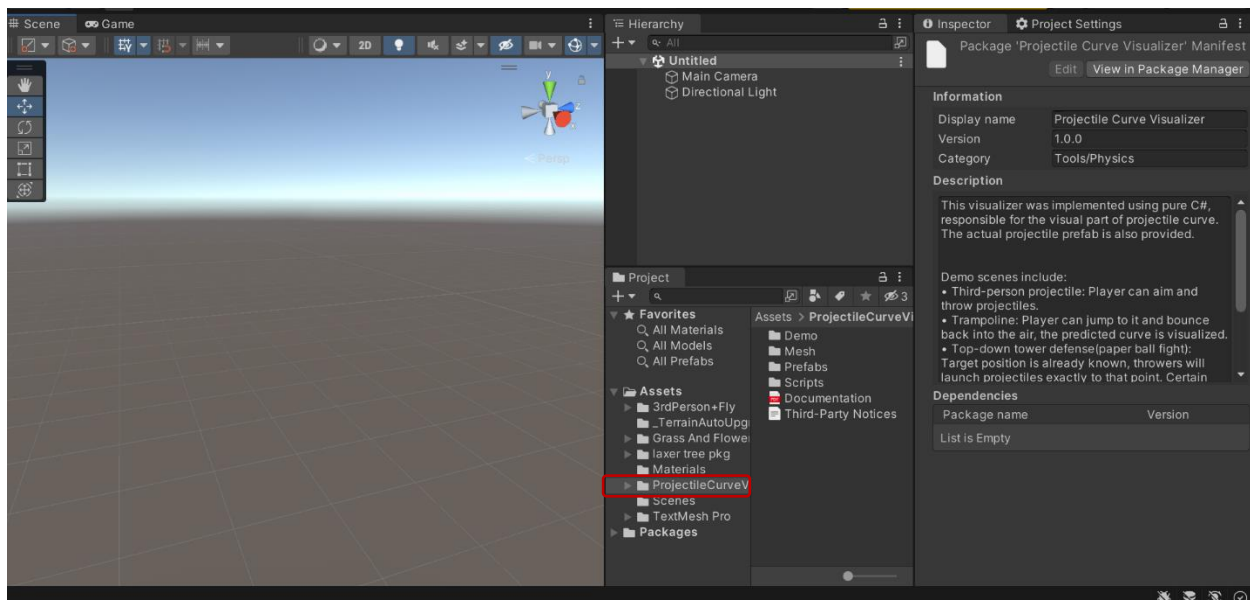
Step 3:

Once I hit Import, Unity showed a list of all the files included in the asset package. I selected the files I needed and clicked Import again to add the assets to my project.



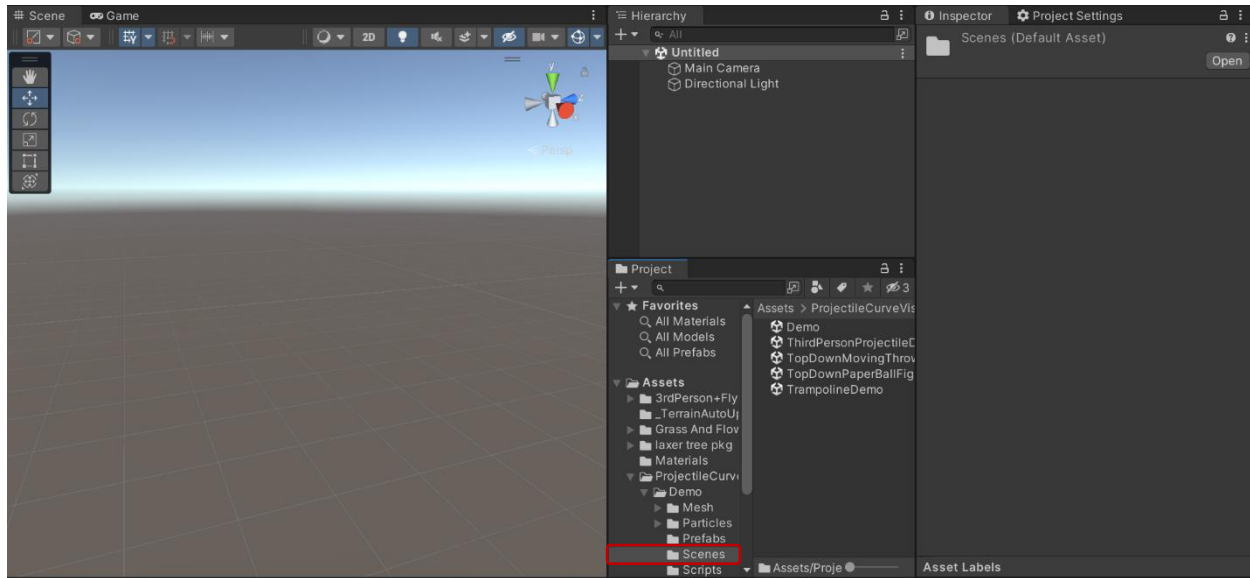
Step 4:

I was able to see the imported assets in the Project window. I could then simply drag and drop them into my Scene to start using them.



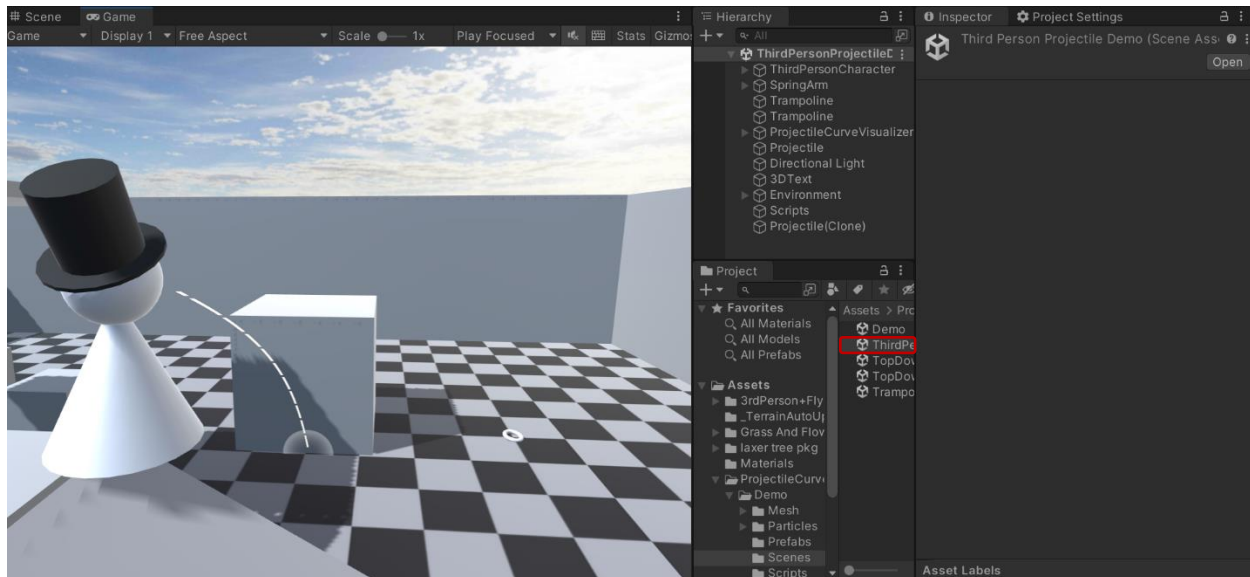
Step 5:

I navigated to the demo scenes of this asset. It's always good practice to see some demos before using the assets in a project.



Step 6:

I opened the Third Person Projectile Demo Scene and understood the working of this package.



Step 7:

Finally, after playing around with the demos, I got the idea of how to integrate this free package with my own game scene. I dragged the contents of Third Person Projectile Demo Scene into my terrain scene from lab 3. Now I have this character in my scene which can throw projectiles.

