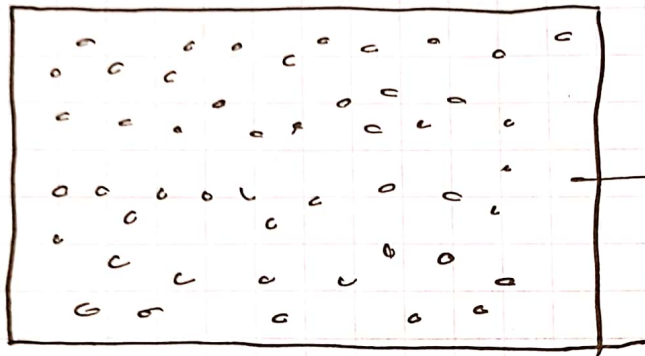


Assignment 1: Mechanical drawing

5 objects - at least 2 scripts with different functions - mouse or key pressed - use vector 2 or 3 - Lerp and animation curve - comment

6
3x planet, 1 Sun, 1 moon, 1 rocket, 1 Alien head

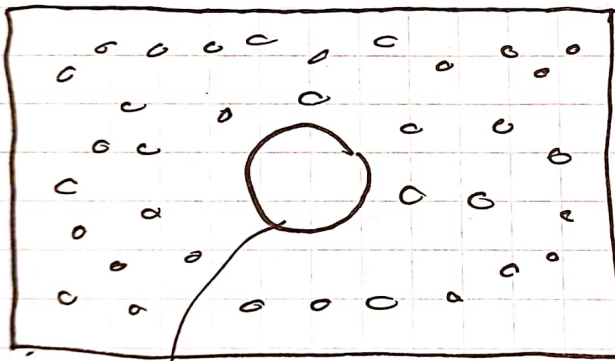
part 1:



→ Adding a Space image to use as a background

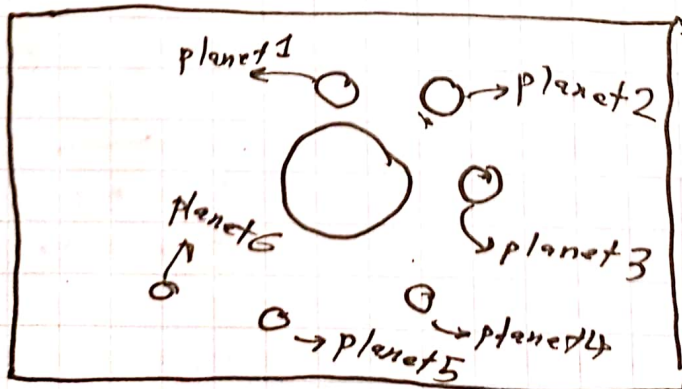
Screen

So after adding the background add the sun in the middle

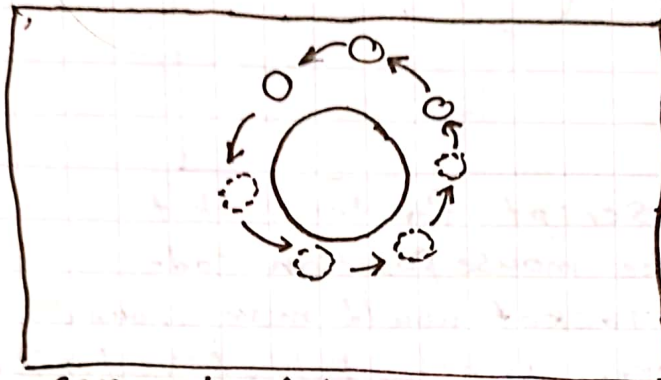


the sun

part 2: After adding the sun Add the 3 planets and make them the sun's child

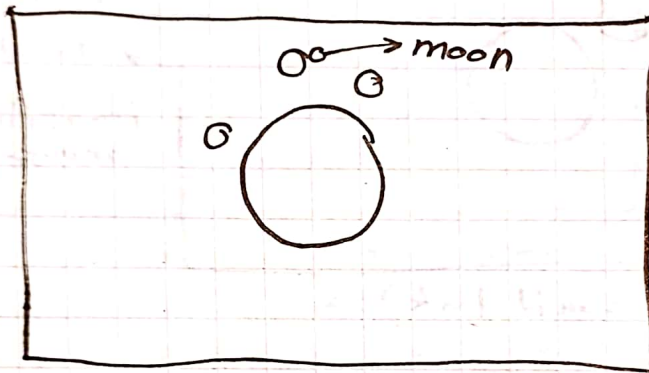


After adding all 3 planets open a C# script and use the rotation code and deltaTime so that the planets would rotate but add it to the sun so that the planets would rotate around the sun not them selves. Using ~~Vector3~~ ^{pos} ~~Vector3~~ ^{Vector3} and a float to support it would make it simpler and better.

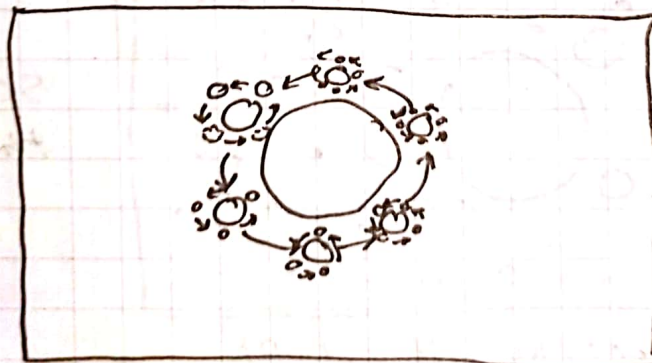


(example of 1 planet rotating)

Part 3: After that add the moon



After adding the moon make the moon a child of ~~planet#2~~ planet#2 and keep the y higher ~~the sun as well but~~ than the planet and add the same script make a new one for the planet. Same thing

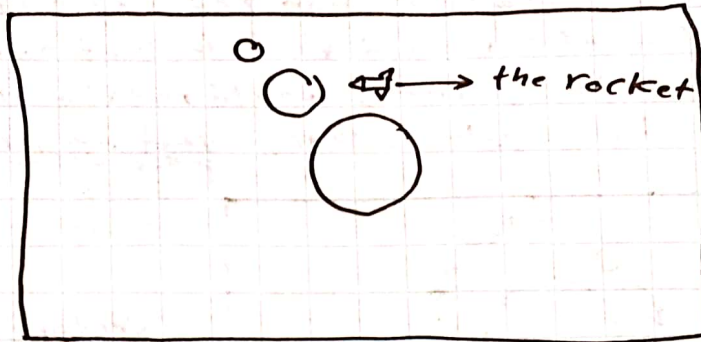


how it should look

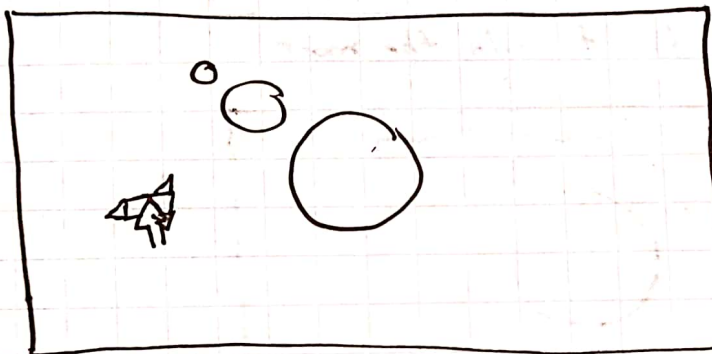
as the planets using ~~Vector3~~ ^{pos} ~~Vector3~~ ^{Vector3} and a float to support the code ~~but~~ also

Vector3 planetSpeed
transform.eulerAngles
Angles

part 4: and lastly add the rocket



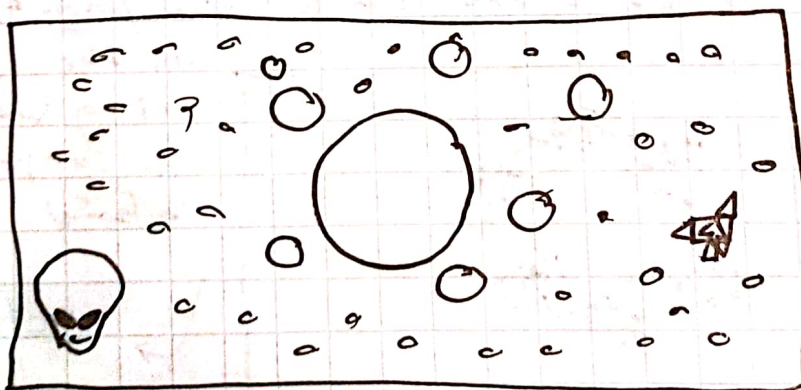
add a script for the rocket
use the mouse position code
so the rocket would move around
the screen using the help of Vector 2.



vector 2 mouse pos =
Input.mousePosition
transform.position =
mouse pos

(how it would look)

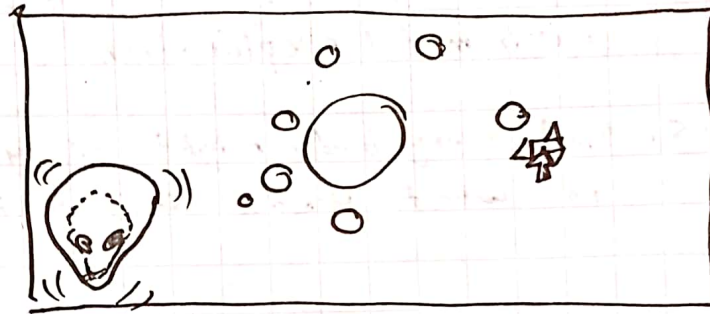
part 5: after doing that and adding
(scraped) the code to the rocket
add an alien head to the
bottom left corner of the screen



Scrap
this

make another C# script
and add curve to it
so it would beat but also
make it a if statement

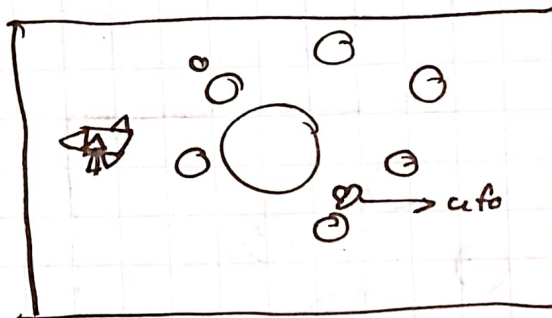
So like if the rocket
gets closer to different planets it
would beat



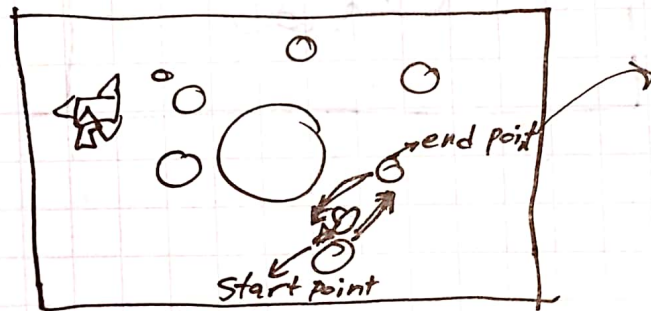
Scrap
this

Part 5:

add a small ufo



make a new script for it
and make it bounce between
2 planets and use curve with it.



the mouse
make the UFO with pressing ~~key~~

Overall this toy is made for
people who enjoy space this toy is
also made for ~~people~~

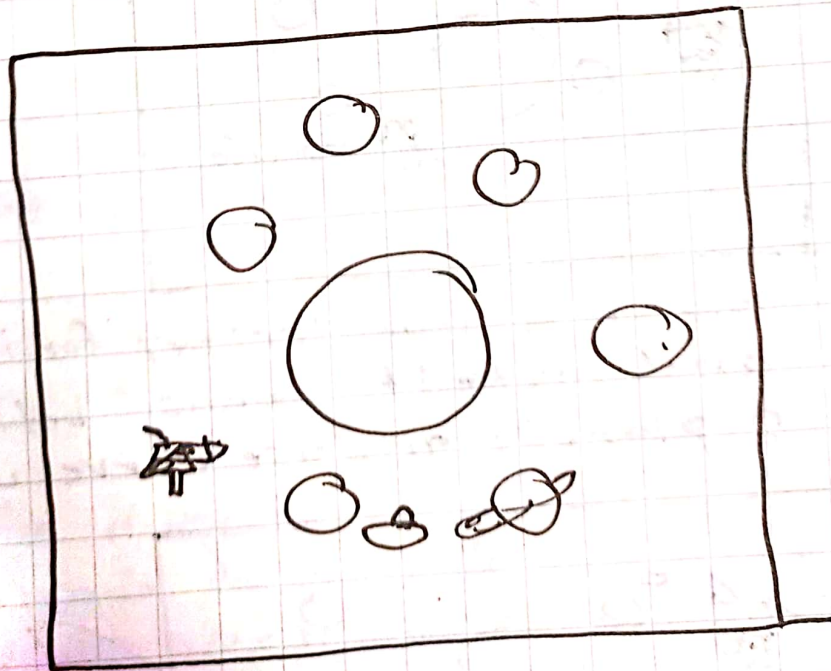
simple and easy to play with

so people of every age would be able to
enjoy this toy also the person

playing with the toy would experience
the best space adventure of their life.

pros: simple and easy to use, enjoyable
environmental exploration

Cons: Not every body might enjoy it, being limited
in what I can use to make it



parent: sun
 children: planet1,
 planet2, planet3,
 planet4, planet5,
 planet6
 parent: planet2
 child: moon

~~Rocket: Vector2 mousePos - Camera.main~~
 Rocket moves with mousePos

moves with transform.position
 and with lerp and curve
 also uses Time.deltaTime
 to make it move smoother



All planets and the sun and moon
 spin around with euler Angles and
 the Z position but the planets are
 children of
 the sun
 and the
 moon is the
 child of planet2