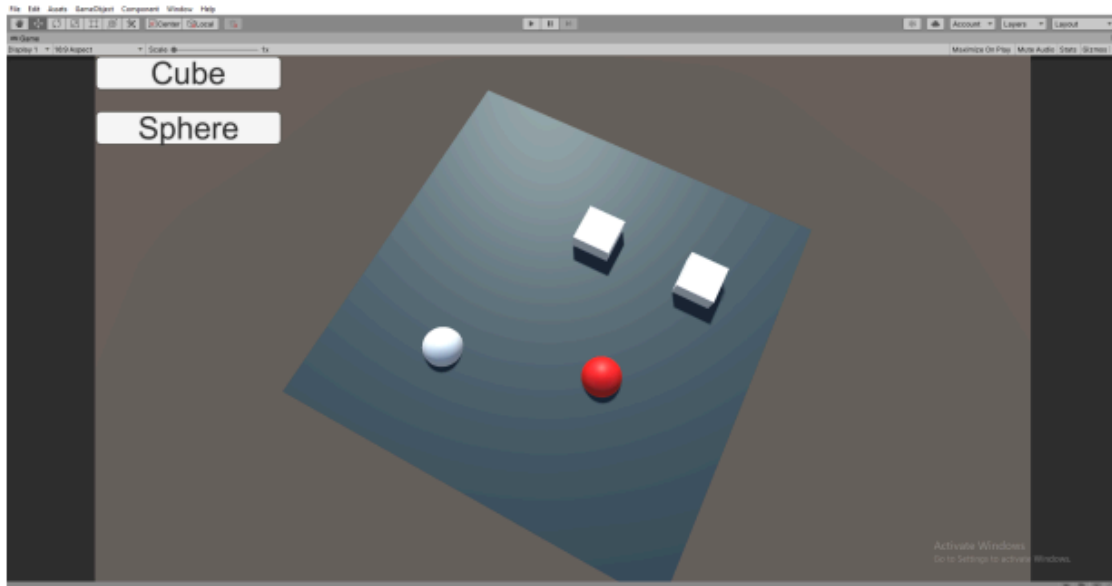


Project Name

Simple Object Navigation



Agenda Basic UI:

1. Create a basic UI system including
- 2 buttons (Cube, Sphere) Object Instantiation:
2. Create a default plane to instantiate objects on it.
3. If the Cube button is pressed, then the cube creation option will be turned on. Now if the user presses somewhere in the plane, a cube of some predened size will be created on the plane exactly on the mouse clicked position. The size of the cube can be initialized with a public vector3 variable.
4. Same mechanism for Sphere

Object Navigation:

5. The instantiated cubes and spheres are clickable. If the user clicks any cube or sphere, edit mode for the object will be turned on (you can change the default material or you can place another plane under the objects to show that which is on edit mode) he or she can drag the selected object.
6. In edit mode an object can be dragged by mouse to translate in x and z axis
7. After pressing "R" on the keyboard they can be rotated by mouse drag. Again Pressing R will go back to translate mode. "R" will work as a toggle button for translate and rotate mode.
8. Final scene states(number of created objects and their transform) will be saved even after turning o the play mode.
9. Any object can be deleted from the scene by selecting and pressing delete key. Things to keep in mind • Camera navigation : You may use free camera movement to navigate camera

like scene view even in play mode. • Be Careful about : after pressing Cube or Sphere users will need to press only the oor to create an object. Pressing elsewhere will not create anything.