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Individual Assignment 1

Part 1: Your Role

My role in our GDW group is as a 2D and 3D artist. I chose this role because I like drawing and creating models. I am in charge of creating various props and obstacles in order to fill each of our levels. I am also expected to make the UI design once our general level designs are completed.

Part 2: Week 1

During the Week 1 laboratories we learned how to create a player controlled character in Unity. Starting off with using models from the ultimate platformer game kit as a base. We learned how to animate the player character as well as make them shoot projectiles. The main camera was also adjusted to follow the player character wherever they go, so we had the option of making a first/third person game.

Part 3: Week 2

For Week 2's laboratories, we learned how to make a score manager system. We first started off by creating a coin object that disappears when the player touches them. A score manager script is then created in order to record our current score. We also created an editor manager so we edit our game while it is running so we do not have to stop the game in order to change something.