About the Challenges and Solutions

We hope you're excited to learn about 3D Interactions and Navigation from an expert Unity developer!

Throughout this course, you will see readings labelled as **Challenges** and **Solutions**. These readings will prompt you to complete coding challenges and other tasks in a Unity project, then check your solution against the instructor's implementation.

For each challenge, we will provide a **starter Unity project** and other materials that can be used to complete your solution. Do your best to implement a solution that satisfies all of the requirements listed. You can then check your implementation against the solution checklist and follow along with the instructor's solution video to compare your approaches. Of course, you will have your own approach to the solution, but the instructor's solution will show you a Unity-approved way of approaching the problem that aligns with the goals of the UCP exam.

Note: only students who have paid for access to this course or the Specialization will have access to the Solution readings and videos.

Approaching the Challenges

You have a few options for approaching the challenges:
- Go through the full course in order, approaching each challenge in order and getting a complete understanding of the overall game.
- Look at the UCP Exam objectives covered in each challenge and choose the challenges that you feel will best help you reinforce your Unity programming knowledge.

Regardless of which of the two approaches you take, you should always download the instructor's starter project for each challenge to make sure that you have all the assets and other preparations therein.

Evaluation

We won't be grading all of the challenges along the way because we know that each developer will have their own unique approach to programming. But you will need to complete all the requirements by the time you get to the final challenge in the course, which will be peer reviewed and count for a grade. Remember that the challenges are there to help you prepare for the Unity Certified Programmer Exam. If you don't complete them on your own, you will not get the full value of this course.

Available Help

Remember that you can use the Discussion Forums to discuss programming style or development strategies with your peers. Please do not share raw source code or full programming solutions on the Forums in order to prevent accidentally spoiling a challenge or intentional plagiarism. But we do encourage you to connect and share your experiences with other Unity game developers taking this course.