**Worksheet – Interactive Lab Project #2**

*Provide concise sentence form answers to the questions below.*

*Include cropped screenshots, diagrams or illustrations to help clearly communicate your answers.*

| **Score** | **Out of** | | Question |  |
| --- | --- | --- | --- | --- |
|  | |  |  | Identify an example of a vector math calculation (from the assignment requirements) found within the Unity project. Explain how the results of this calculation were used to accomplish a specific task or result. |
|  | | **2** |  |  |
|  | |  | 1. a) | Identify an example of inter-object communication within the Unity project. Explain why this inter-object communication was desired or necessary. |
|  | | **2** |  |  |
|  | |  | b) | List the steps and describe the requirements (in C# and in the Unity Editor) for enabling inter-object communication in this case. |
|  | | **2** |  |  |
|  | |  | 1. a) | Choose a Sprite Animation from your project. List the **Parameters** (name and type) that you created in the **Animator** window. |
|  | | **1** |  |  |
|  | |  | b) | Provide a rationale for why these types were chosen for creating the desired transitions between animation states. |
|  | | **2** |  |  |
|  | |  | 1. a) | Identify an example of linear interpolation (Mathf.Lerp, Vector3.Lerp or Color.Lerp) within your project. |
|  | | **1** |  |  |
|  | |  | b) | Explain why linear interpolation was an appropriate choice for changing a value over time. (As opposed to other ways of changing values, such as simply adding a constant to a variable). |
|  | | **2** |  |  |
|  | |  |  | Choose 1 dynamic UI element within the Unity Project. Describe and list the requirements (in C# and in the Unity Editor) for updating the UI element at runtime. |
|  | | **2** |  |  |
|  | | | | |
|  | | **14** |  |  |