

Game Design and Development

Exercise 0

Out: Wednesday, September 23

Due: Saturday, September 26, 11:59pm.

Windows users: make sure to unzip the assignment and remove the zip file before beginning.

This exercise will give you basic experience with working with the Unity3D system.

Part 1: Install Unity

Download and install [Unity3D](#) and your development environment (either visual studio or rider).

Part 2: Learn the Unity UI

Watch the [tutorials on the UI at the Unity web site](#). Watch tutorials 1-6 of the section *Using the Unity Interface*.

Part 3: Working on a game

Open the Levels directory and double-click on the file named *Easy*. Run the game. You will find that the game runs, but the keyboard controls don't work.

Important: for this last part, you may not work with other students or ask anyone for help. You are allowed to do as much googling as you want, however; just don't post questions to help boards like stackoverflow. Part 3 isn't actually an exercise in programming, it's an exercise in reading documentation and figuring things out for yourself. You'll inevitably need to do that for this class, so you should start now.

Find and read the Unity documentation on the Input class and the KeyCode enumeration. Now edit the file PlayerController.cs, and edit the code for the methods TiltLeft(), TiltRight(), PushUp(), and PushDown() so that they return true when their respective keys are pressed:

- TiltLeft: left arrow or A
- TiltRight: right arrow or D
- PushUp: up arrow or W
- PushDown: down arrow or S

Finally, test out your game to verify that the keyboard controls work.

Turning it in

Submit your PlayerController.cs file to canvas.