Entry Task:

Date: \_\_\_\_9/5/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

One of my favorite games is Assassin’s Creed Unity, A few things that make the game good are the numerous amounts of collectables scattered around the map. The second thing that interest me into playing the game is that you can travel to three different countries with travel points and the quests are fun and slightly different.

There are many things that make games good, Like the diverse creativity that each game holds with different scenes and objectives, fun art styles or scary horror games. Quests or story lines are also some interesting events that add more purpose to the world, so it doesn’t feel like a waste of time and gives you a reason to come back and keep playing.

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The first line moves the object up one unit.

The second line moves the object up and to the right at a angle of 0.01 units.

The third line rotates the object on the Z axis.

The fourth line rotates the object on the Y axis.

The reason you would use this is for a 2D platform top-down game.

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A trigger when collided with makes an event happen, and with collision it is when two object collide and either don’t move or will push the other object to the side if it has a greater mass.

You could use a trigger in a horror game for when you get to a certain area it would trigger a jump scare where an object would spawn in a certain location to try an frighten the player. Another instance where you would use a collision aspect could be for a puzzle game where you would have to push an object to a few specific spots to get to different locations.

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Time.deltaTime is used because it isn’t dependent on the computer’s framerate but instead on a fixed framerate.

Tags are useful for making sure every object works the way you want it on a certain “layer”.

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_