

Assignment 1 Report

HOW TO PLAY:

W – to move forward

A – to move left

S – to move right

D – to move down

Mouse – to look around

O – to save location

P – to load location

HOW IT WORKS:

So how the code works is that unity saves the coordinates of our player with its transform.localPosition. In our c++ code it will have a savelocation function with 3 float parameters to get the x,y,z. The function simply takes those numbers and send it to a txt file called Map.txt. the loadLocation function does the reverse where it gets the x,y,z from the file and returns those numbers to Unity. I had to utilize a struct to make a vector3. So unity can recognize it when I call a vector3 variable in my c# file. This is a lot easier then having a separate function for x, y and z. In the c# File I just call the c++ functions after to access my information.