Unity Project – Fergal Moore and Ryan Kelly

Roles and Contributions:

Contributors:

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\*\*Fergal Moore:\*\*

- \*\*Scripts:\*\*

- Button.cs

- PlayerManager.cs

- RoadManager.cs

- \*\*Implemented:\*\*

- Models integration into the game.

- Assigned "obstacle" tag to all vehicles.

- Created road prefabs.

- Created the game over panel.

- Troubleshooted and researched to address various issues.

\*\*Ryan Kelly:\*\*

- \*\*Scripts:\*\*

- PlayerController.cs

- CameraController.cs

- \*\*Implemented:\*\*

- Created the three lane environment.

- Player can move left or right using the arrow keys.

- Player can only move in three lanes.

- Camera always follows the player.

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Sources:

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Button.cs: [SceneManager.LoadScene](https://docs.unity3d.com/ScriptReference/SceneManagement.SceneManager.LoadScene.html)

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PlayerManager.cs:

- [Time.timeScale](https://docs.unity3d.com/ScriptReference/Time-timeScale.html)

- [GameObject.SetActive](https://docs.unity3d.com/ScriptReference/GameObject.SetActive.html)

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RoadManager.cs:

- [Instantiate](https://docs.unity3d.com/ScriptReference/Object.Instantiate.html)

- [Destroy](https://docs.unity3d.com/ScriptReference/Object.Destroy.html)

- [Transform.position](https://docs.unity3d.com/ScriptReference/Transform-position.html)

- [Instantiating a list of GameObjects](https://stackoverflow.com/questions/44701073/instantiating-a-list-of-gameobjects-in-unity-c-sharp)

- YouTube Video: [How to instantiate a RANDOM OBJECT in Unity](https://www.youtube.com/watch?v=pmTcpCLRkCs)

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PlayerController.cs:

- [CharacterController](https://docs.unity3d.com/ScriptReference/CharacterController.html)

- [ControllerColliderHit.transform](https://docs.unity3d.com/ScriptReference/ControllerColliderHit-transform.html)

- [GameObject.tag](https://docs.unity3d.com/ScriptReference/GameObject-tag.html)

- [Input.GetKeyDown](https://docs.unity3d.com/ScriptReference/Input.GetKeyDown.html)

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CameraController.cs:

- YouTube Video: [Smooth Camera Follow in Unity](<https://www.youtube.com/watch?v=ZPUtQ4pGGWs>)

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- Models: [Unity Asset Store - 3D Characters](https://assetstore.unity.com/?category=3d%2Fcharacters&price=0-0&free=true&orderBy=1)

- Additional Code and Tutorials: [Unity Learn - Create with Code](https://learn.unity.com/course/create-with-code)