

Assignment 3 Interactive scene draft advances

James Pham 100741773 & Frederic Lai 100748388

Unity Scene will contain the player in a first-person view camera surrounded by 4 walls. The goal is to demonstrate the inputs of the mouse interacting with the scene. By moving the player using the joystick analog stick control on the side of the mouse. The front two key switches will be the left click (mouse 1) and right click (mouse 2) of the mouse. The other two key switches will be extra buttons for the players to customize depending on the game they are playing. In the unity scene pressing key switches will spawn a cube until the key switches are let go. Same goes for the side buttons but it will spawn spheres instead, lastly the scroll increase and decrease number on the user interface. In the console it will display messages of the mouse's inputs being activated, as of right now in the video it shows that the analog sticks are working, and key switches being activated with the LED.