

## Directions

- Complete Chapter 7 "Movement, Camera Controls, and Collisions" in the Learning C# textbook by Ferrone.
- You are expected to do everything in the chapter for this submission--and beware: the book doesn't always number the steps!
- The summary below is to help you know what to show in your recordings. It's NOT a substitute to reading the chapter.

## Chapter 7 Summary in Brief

1. Prefab - **Player**: Capsule, Rigidbody, Freeze Rotation X, Y, Z, green material.
2. Player has script **PlayerBehavior**, `transform.Translate(Vector3.forward * _vInput * Time.deltaTime);` where `_vInput = Input.GetAxis("Vertical") * MoveSpeed;` similarly rotates using `_hInput`. Later inside `FixedUpdate()` add use of `Quaternion.Euler` and `Rigidbody` class methods `MovePosition` and `MoveRotation`
3. Main Camera has script **CameraBehavior**, which has `transform.position = _target.TransformPoint(CamOffset);` to position it behind player, always rotates to face player due to `.transform.position = GameObject.Find("Player").transform.TransformPoint(new Vector3(0f, 1.2f, -2.6f));`
4. Health\_Pickup has script **ItemBehavior**, which destroys pickup if colliding with Player.
  - a. **Note: for the health pickup to respond to the player, the player's Rigidbody component may need to be ABOVE the Collider component.**
5. Prefab - **Enemy**: Capsule, red Material, Sphere Collider, `isTrigger`, Radius 8 (bigger than enemy), script **EnemyBehavior** that logs "attack!" `OnTriggerEnter` and logs "resume patrol" `OnTriggerExit`.