Directions

- Complete Chapter 6 **"Getting Your Hands Dirty with Unity"** 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 6 Summary in Brief

1. **Environment** object should have children:

   a. **Ground:** Plane with Scale 3, blue Material

   b. **Walls** along edges of ground: Cubes named Wall_01, 02, etc. Scale x30, y1.5, z0.2.

   c. Prefab - **Barrier_01**: 5 cubes form a turret-like formation. Total of 4 copies of Barrier, one in each corner of Ground.

   d. **Raised_Platform:** Cube in center of Ground. **Ramps** (angled Plane) lead from platform to Ground.
      i. *Notes*: For the sake of collisions, you may want to make your ramps out of Cubes instead of Planes. Also, ramp creation step 4 says to "Create a Plane and scale it into a ramp (x: 10, y: 0.1, z: 5)" but I found it looked better with **Scale x:1, y: 0.1, z: 0.5**. Then I rotated it to 5.7 on its Z axis.

2. Prefab - **Health Pickup: Capsule** scale 0.3, yellow **Material**.

3. **Health Pickup** spins perpetually in place, using script ItemRotation, which does an ItemTransform = this.GetComponent<Transform>(); then ItemTransform.Rotate(RotationSpeed * Time.deltaTime, 0, 0);
      i. *Note*: The book does not specifically say to do so, but disable the script before applying animation in the next step below...

4. Window | Animation | Animation panel, made Animation clip **Pickup_Spin** and an Animator controller, recorded 3 keyframes with different z rotation settings. In Curves view, adjust the curves to be straight lines, OR in Dopesheet mode right-click first and last keyframes and select Auto.