COMP 305

Game Programming 1

# Lab 1

## Due: Sunday September 10, 2017 by 11:59pm

**Instructions:**

Open GIMP and explore the tools available to you to create art assets. Using your best ability, draw a humanoid character of your choice. Be creative with your design and try to familiarize yourself with the tools available in GIMP.

Before jumping to Unity, create a folder that will contain your Unity project. Create a GitHub repository that observes changes on the folder just created. Ensure you set the **hgignore** file to **Unity.** Save an **“initial commit”** of the blank folder (NOTE: This might be done automatically). Commit the changes by pushing the repository to your GitHub account.

Once you have drawn your humanoid character, create a new project called **COMP305-F2017** in Unity. Ensure the project is placed in the folder created earlier. Import that humanoid character created into your game scene and position it character in the middle of the screen. Save the scene as **Lab1**.

Commit all changes to your project and push to GitHub.

**Submission:**

* Link to your GitHub repository that is hosting the Lab 1 files. Submit the link to eCentennial.
  + Ensure you have a minimum of 1 push
  + Ensure your Unity files are present

**Marks:**

* **5xp**