COMP 305

Game Programming 1

# Lab 3

## Due: September 29, 2017 @ 11:59pm

**Instructions:**

In Unity, create a scene the test your knowledge of camera controls within games.

You are tasked to create a single level with 3 visually distinct areas (different background, texture, etc.). Your scene must also contain a controllable character that at minimum can move left and right.

In the first area of your scene, the camera will follow the movement of the character directly (1 to 1). In the second area, the camera will zoom out to a fixed point in space and remain stationary until the player leaves this area. In the third area, the camera will start zoomed out and gradually zoom in as the player approaches the end of the level.

Your character should be able to move left and right with your scene adjusting camera positioning correctly. You must use **only 1 camera**.

Build a WebGL solution to a folder called **Builds** (Assets/Builds) and upload 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
* Ensure your WebGL build is in your repository

**Marks:**

* **5xp**