

Individual Assignment 1

Report

By: Giulia Santin 100657351

Controls:

W: Move Forward

A: Move Left

S: Move Right

D: Move Backwards

P: Saves the Position of the Object

L: Loads the Saved Position of the Object

Summary:

To create this program, I started by taking the code written in the tutorial and modifying it to create the save function, however, I left the function name as SimpleFunction. I modified this function by having it take in three floats, which are x, y, and z, as it's parameters, this way, the function can take the x, y, and z position of the moved cube from Unity and write it to the text file called save.

The new position of this cube is taken when you press down on the P key in Unity, which is when the position is recorded and put into the save function.

Then, to load the saved position, a struct vector 3 is used to read the x, y, and z position. Originally, I was going to use a method similar to what was show in the Tutorial 3 example, however, I found using a struct vector 3 worked better when sending the data back to Unity. The new positions are loaded in when the L key is pressed down.

References:

Tutorial Code

Cplusplus.com session on Input/output with files:

<http://www.cplusplus.com/doc/tutorial/files/>