

Introduction to Virtual/Augmented Reality and Telepresence

Assignment 1

Topic: ROLL-A-BALL TUTORIAL

Create a simple rolling ball game that teaches you many of the principles of working with Unity.

In your first foray into Unity development, create a simple rolling ball game that teaches you many of the principles of working with Game Objects, Components, Prefabs, Physics and Scripting. No asset download required. Follow the tutorial instructions provided at:

<https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>

In addition to the tutorial specifications, I would like you to add extras such as:

- Texturing the balls with various images
- Adding basic shaders to the game
- Improving user interface

The making will be based on the following:

- Functionality of the game 70%
- Additional features: Texture 10% Shaders 10% New interface 10%

Send the working game (build for PC) to me at e-mail VRARMM806@gmail.com on September 29.