GAME2341 – Assignment 04

General Points

- Assignment 04 can be completed using content from the following:
    - Blackboard | Resources | Week 4 | Videos/PPTs
        - *C# and Unity Introduction*
        - *C# in Unity Quick Guide*
        - *Unity Concepts*

Requirements

1. Create a Unity project named UnityConcepts.
2. Follow the steps in the *Unity Concepts* video listed above and include the functionality in the project as outlined and described.
3. Take at least three screenshots of your project successfully running and include with your Bb submission.
4. Submit the four .cs files and screenshots to Bb.
5. Include comments at the end of the VariablesAndFunctions.cs file with a statement explaining your experiences with Assignment 04. Make this authentic (minimum of 2-3 sentences).

TEST – TEST – TEST your application to ensure the specific program requirements are met.

- Not meeting all requirements = 0 points for the assignment.