# GAME2341 – Assignment 07

## General Points

- Assignment 07 can be completed using content from the following:
  - Blackboard | Resources | Week 7 | Videos/PPTs
    - *Prefabs*
    - *RollABall*

## Requirements

1. Create a Unity project named *RollABall*.
2. Follow the steps in the *RollABall* video listed above and include the functionality in the project as outlined and described.
3. Include a Start Scene and an End Scene.
4. Include some other *enhancement* of your choosing.
5. Complete the game using asset(s) that you download/create.
6. Include the three C# files: PlayerController.cs, CameraController.cs, Rotate.cs, and any others that you might use.
7. Take screenshots of your game successfully running and include the screenshots with your Bb submission.
8. Submit the files individually to Bb.
9. Include comments at the end of the PlayerController.cs file with a statement explaining your experiences with Assignment 07. Make this authentic (minimum of 2-3 sentences).

Note: The requirements above are the minimum. You are welcome and encouraged to include additional functionality. Have fun!

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

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