GAM303 Assignment 1

Rapid Prototyping Exercises

**Week 1**

In this week, the whole tutorial has been done, although there were problems. These problems were:

* The Apple prefabs were not instantiating, since they were destroyed in the process.
* The AppleTree GameObject did not move randomly. Instead, it kept moving to the left (until it hit the scripted distance, it just stayed there).
* The baskets were instatiated, but they did not disappear when it missed the apples nor it moved with the mouse.

Some of these problems were later be fixed in the following week.

**Week 2**

In this week, several problems had been fixed.

* The apple prefabs not instantiating were fixed. It turns out that the apple prefab used for instantiating was not from the project folder, but rather from the scene itself.
* The AppleTree GameObject now has random movement. It was fixed by changing operators in the AppleTree script, in the function that handles movement.

Some of the UI elements of the prototype were changed. The UI is now using the newer ones (while from week one, the UI used was a GUI, which is outdated).

Now, the basket in the apple picker prefab appears and can be moved with the mouse. There was a problem In the script as well, the apples did not instantiate and boxes keeps on disappearing whenever the Apple script is activated.

This week also, I have started working on making the prototype for Mission Demolition. However, there was a problem. The projectile prefab does not propel when it was shot, instead it just appeared and drop down. It was probably had to do with the prefab’s RigidBody configuration.