Focus Activity

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| **Objectives**  The goals of this activity |
| Create a platform and have trees randomly spawn on that platform.  This will require knowledge of:   * Spawning prefabs * Making random numbers * Loops * Changing the position of an object * Creating materials   The outcome should look like this: |

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| **Method Focuses**  New methods or functions that you will need to know |
| No new methods |
| **Property Focuses**  Properties (variables) of classes you will need to know |
| No new properties |
| **Documentation Links** |
| For Loops <https://www.w3schools.com/cs/cs_for_loop.asp> |

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| **Example Image** |
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| **Outcome Image** |
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| **Outcome Script** |
| using System.Collections;  using System.Collections.Generic;  using UnityEngine;  public class FocusActivity : MonoBehaviour  {  //MAKE TREES SPAWN RANDOMLY ON A BASE:  //MAKE SURE THE TREES DONT OVERLAP  //MAKE SURE THE TREES DONT SINK INTO THE GROUND (DEFINE THE BASE TO THE TREES)  //SPAWN THE TREES  public int treeSpawn = 4;  public GameObject aTree;      void Start()  {    for (int i = 0; i < treeSpawn; i++)  {  //Make The Values Of X And Y  float x = Random.Range(0, 5);  float y = Random.Range(0, 5);  //Spawn The Tree  //DECLARE NEW TREE  GameObject someObject;  //INSTANTIATE TREE  someObject = Instantiate(aTree);  //Change The Position  Vector3 newPosition = new Vector3(x, 2, y);  //THIS ONE MOVES THE OBJECT  someObject.transform.position = newPosition;  }  }  } |

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| **Activity Information** | | | | | |
| **Planned Information** | | | | | |
| Planned Duration Planned Sessions | 3 Hours 19, 20, 21 | | | | |
| **Real Information** | | | | | |
| Duration Sessions | 2 Hours 30 Min 19,20,21 | | | | |
| Activities Completed | |  |  | | --- | --- | | □ | Focus Activity 1 | | | | | |
| **Marking** | | | | | |
| **Time**  *Did we stay within the allocated period* | | | **Not Completed** *Project was never finished* | **Delayed** *Project took longer than expected* | **Within Time Limit** *Completed it within time frame* |
| **Planning**  *Did we spend time deciding what we need to do* | | | **Not Done** *No commenting or prior planning was done* | **Adequate** *Satisfactory levels of commenting and planning* | **Excellent** *Good levels of commenting and planning* |
| **Usage**  *Did we use the required techniques* | | | **Missed Techniques** *Did not use the required techniques and missed required features* | **Adequate** *Used suitable techniques and met all required features* | **Excellent** *Used suitable techniques and went beyond the required features* |
| **Structure**  *Was it laid out in a neat structure* | | | **Messy** *Poor spacing. Improper variable and method placement.* | **Adequate** *Satisfactory spacing, variables and methods in correct areas.* | **Excellent** *Spacing, variables and methods are placed correctly. Good spacing between sections.* |
| **Overall Quality** | | | **Poor** | **Good** | **Great** |
| Score | | 12/15 (80%) | | | |
| Comment | | This was really good for a first project. You did miss a couple things that you commented but that is okay because it wasn’t on the objectives. Try to memorise the methods and what they are called! | | | |
| Signature | | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  *By signing this you confirm that the activity has been completed* | | | |