Session 31

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| **Objectives**  The goals of this session |
| 1. Discuss the basis of programming a car 2. Write the stages of programming a car 3. Create the inputs and variables of a car 4. Learn the input manager |

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| **Method Focuses**  New methods or functions that you will learn during this session |
| **Input**  Input.GetAxis(“Axis Name”) |
| **Property Focuses**  Properties (variables) of classes you will learn during this session |
| No new properties |
| **Documentation Links** |
| <https://docs.unity3d.com/ScriptReference/Input.GetAxis.html> |

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| **Session Information**  You can ignore this | |
| **Planned Information** | |
| Session Time Session Date | 5:15PM – 6:15PM AWST 18 May 2021 |
| **Real Information** | |
| Session Time Session Date | 5:15PM – 6:21PM AWST 18 May 2021 |
| Github Name | Session32Examples |
| Session Length | 1 hour 6 Minutes |
| Activities Completed | |  |  | | --- | --- | | □ | Basics of how to program a car is understood | | □ | Input variables understood | | □ | Input manager understood | | □ | Converting km/h to m/s understood | | □ | Boolean logic understood | |
| Signature | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  *By signing this you confirm that the session has occurred and the subjects that have been taught have been allocated on this document.* |