Gurjot Singh

# HW 2 Documentation

Dr. Ilmi Yoon

2/17/2021

GitHub ID# GurjotSingh-96

GitHub Link: https://github.com/GurjotSingh-96/CSC631_HW2.git

Partners: Kevin Wei, Zachery Ma

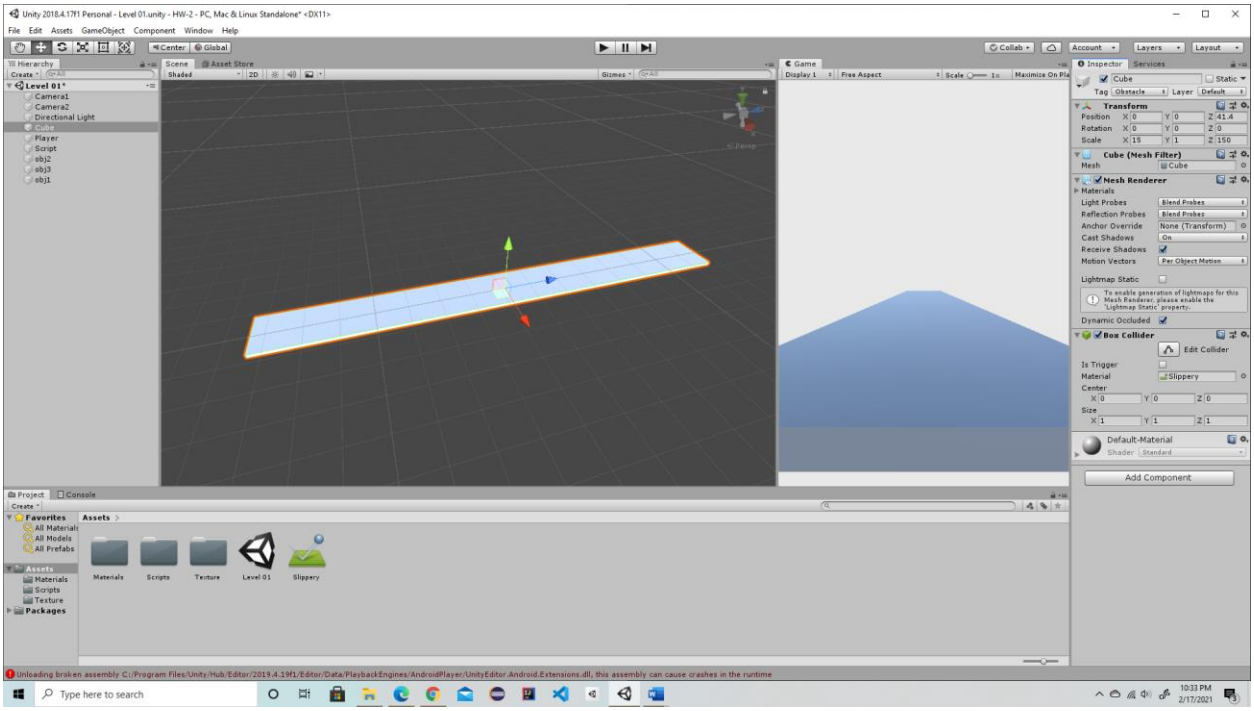
Documentation Part A-C

How to make this project work.

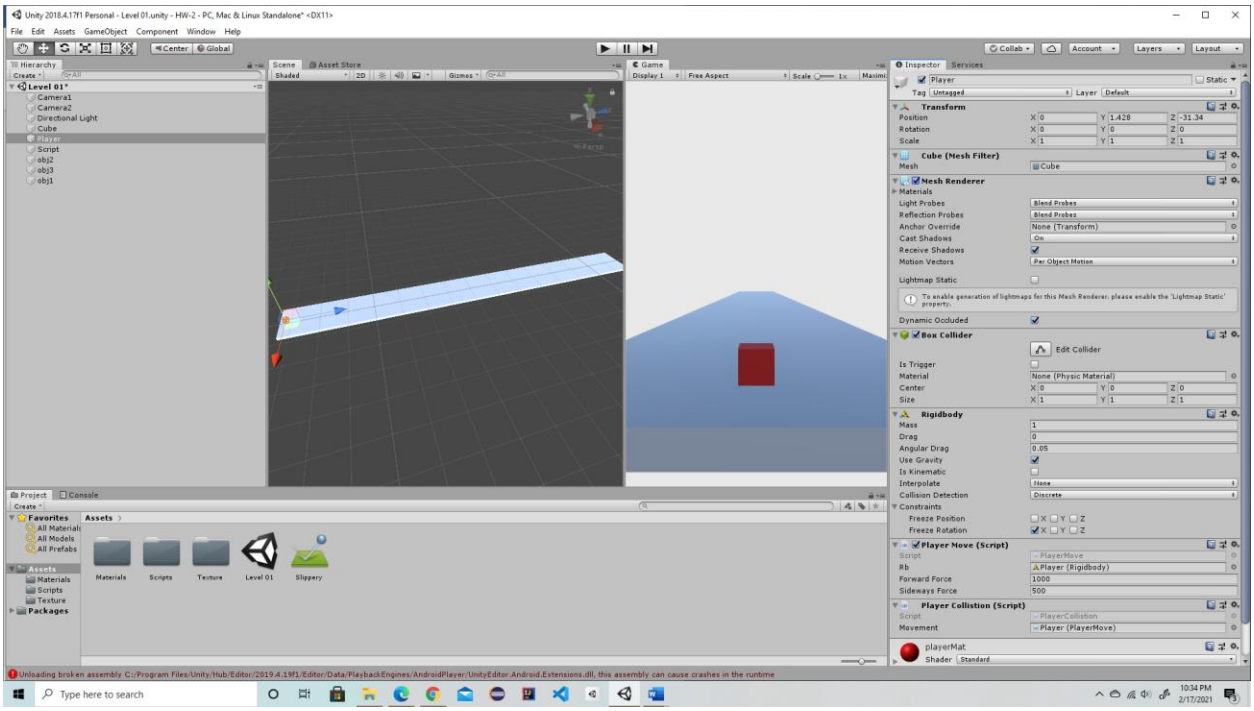
- First you must clone my Git project.
- The link to my project is provided on the top left.
- Once you clone the repo then open the project in the Unity.
- Click on the Level 01 to open the project.
- Once the project appears on your screen then click on play on the top.
- Once the player started to move then you can use A and D to move player left and right.
- Also, you can change the camera view by clicking in letter C.
- The player will change colors if collide with walls.

Details About Part A,B, and C.

- Game objects are the building blocks of a game. They can represent anything and be customized to change almost anything about their appearance. I used cubes and gave them different shapes.
- First, I made a runway out of a cube by changing scale values.



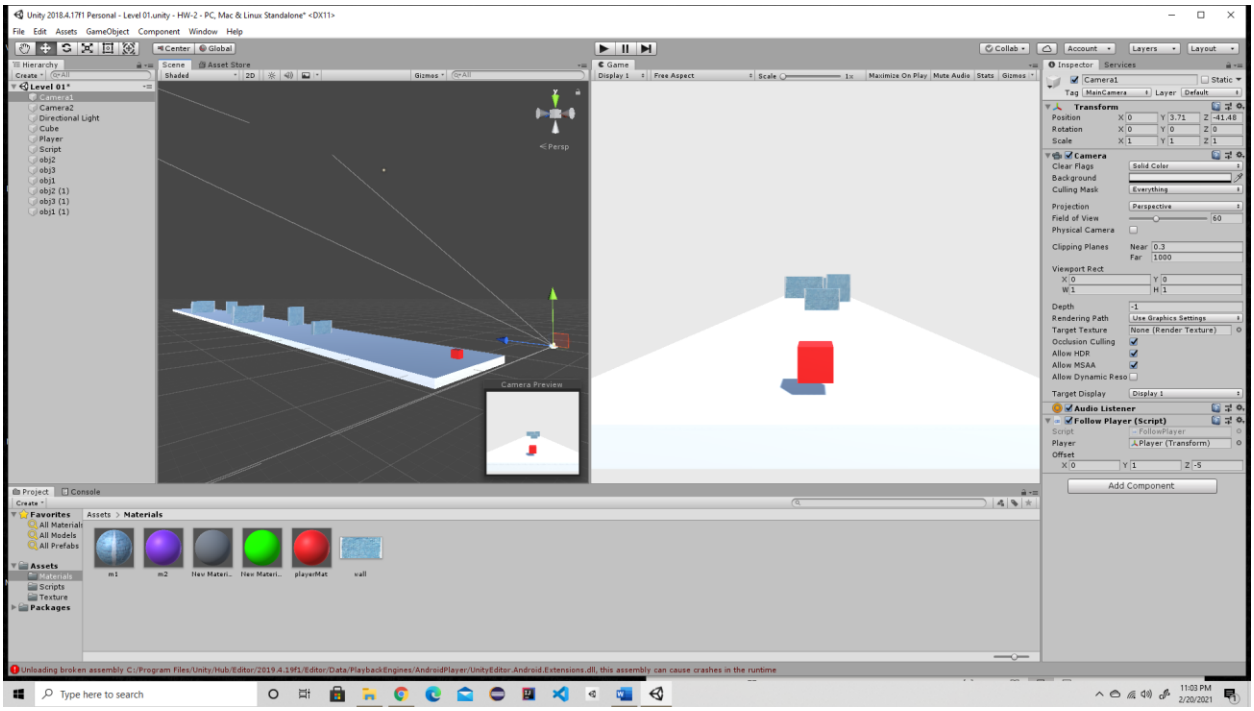
- Then I made a player out of a cube and color it red by using material option. You can move player left and right by using keys A and D.



- After setting up the player and runway I created an object called obj1, obj2, and obj3. These objects are walls which stops the player if you collide.

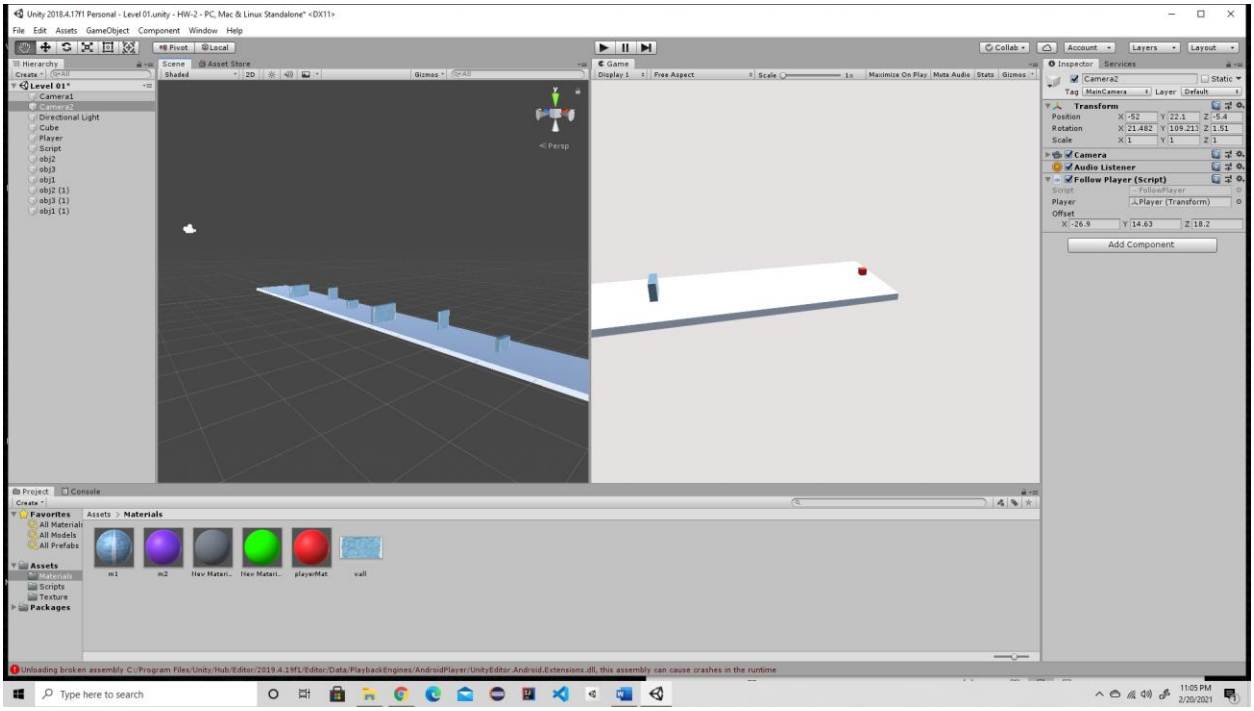
- After setting up the objects, I setup the camera and position them. There are two camera called camera 1 and camera 2.

- Here is the Camera 1 view



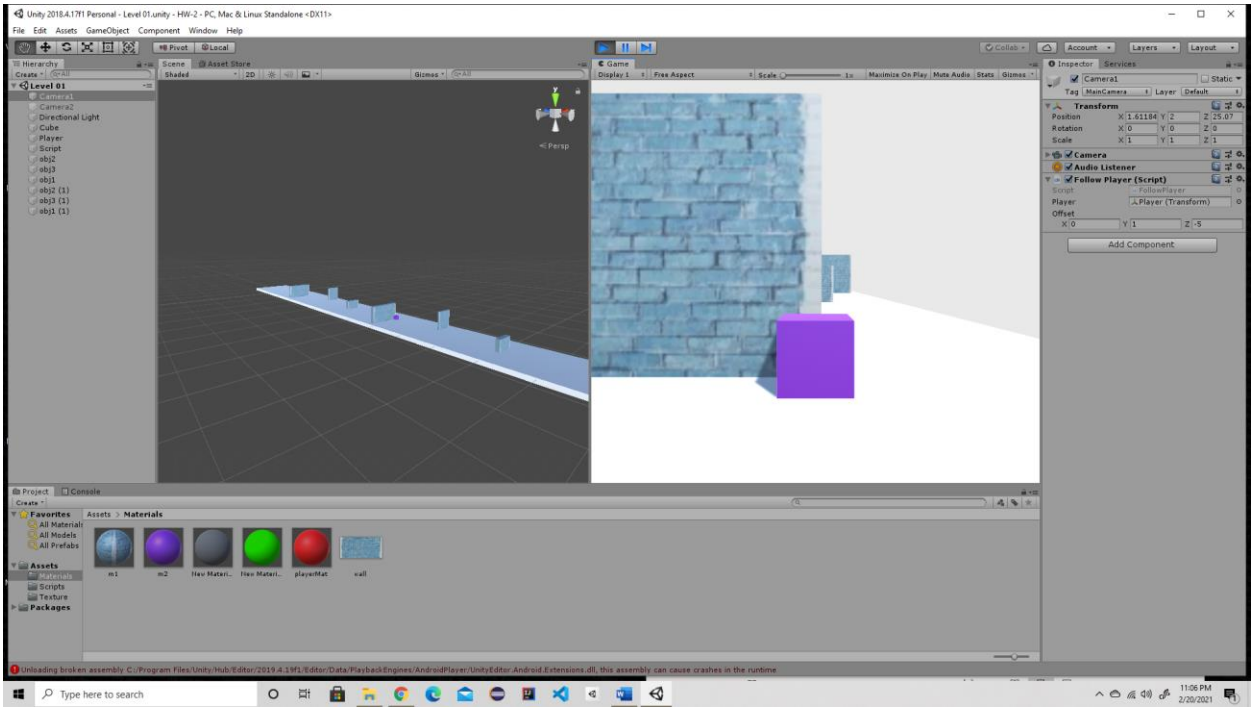
- To change the views of the camera I had to use a script which helps change the view.

- Here is the view of the second camera.

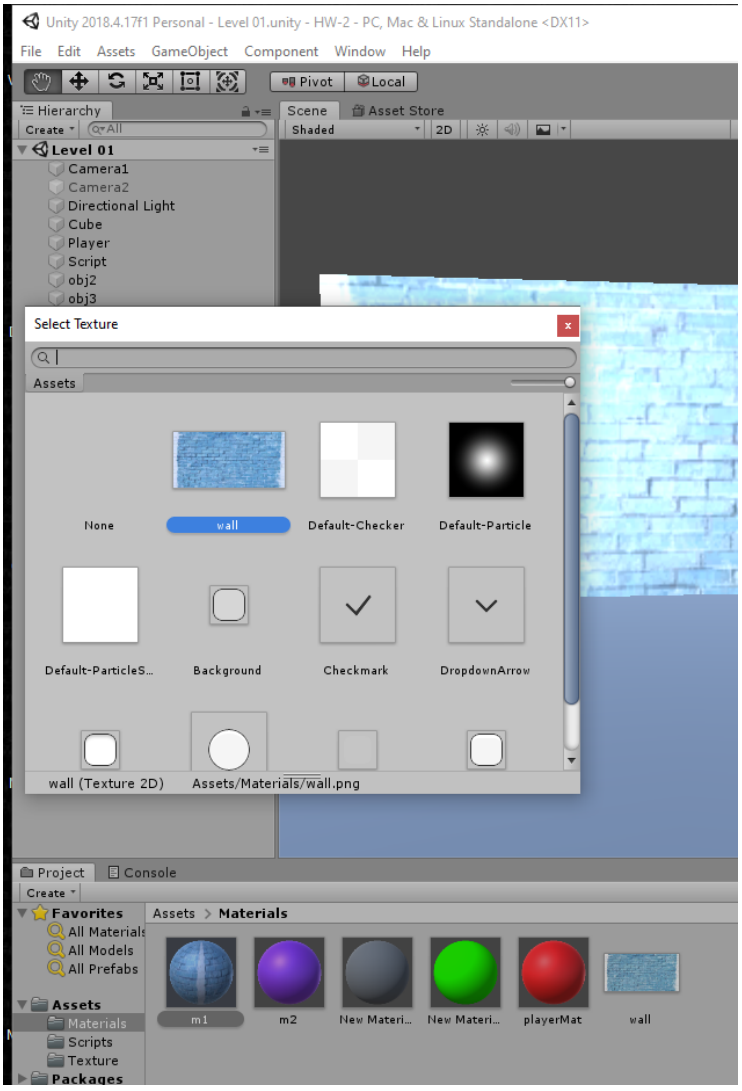


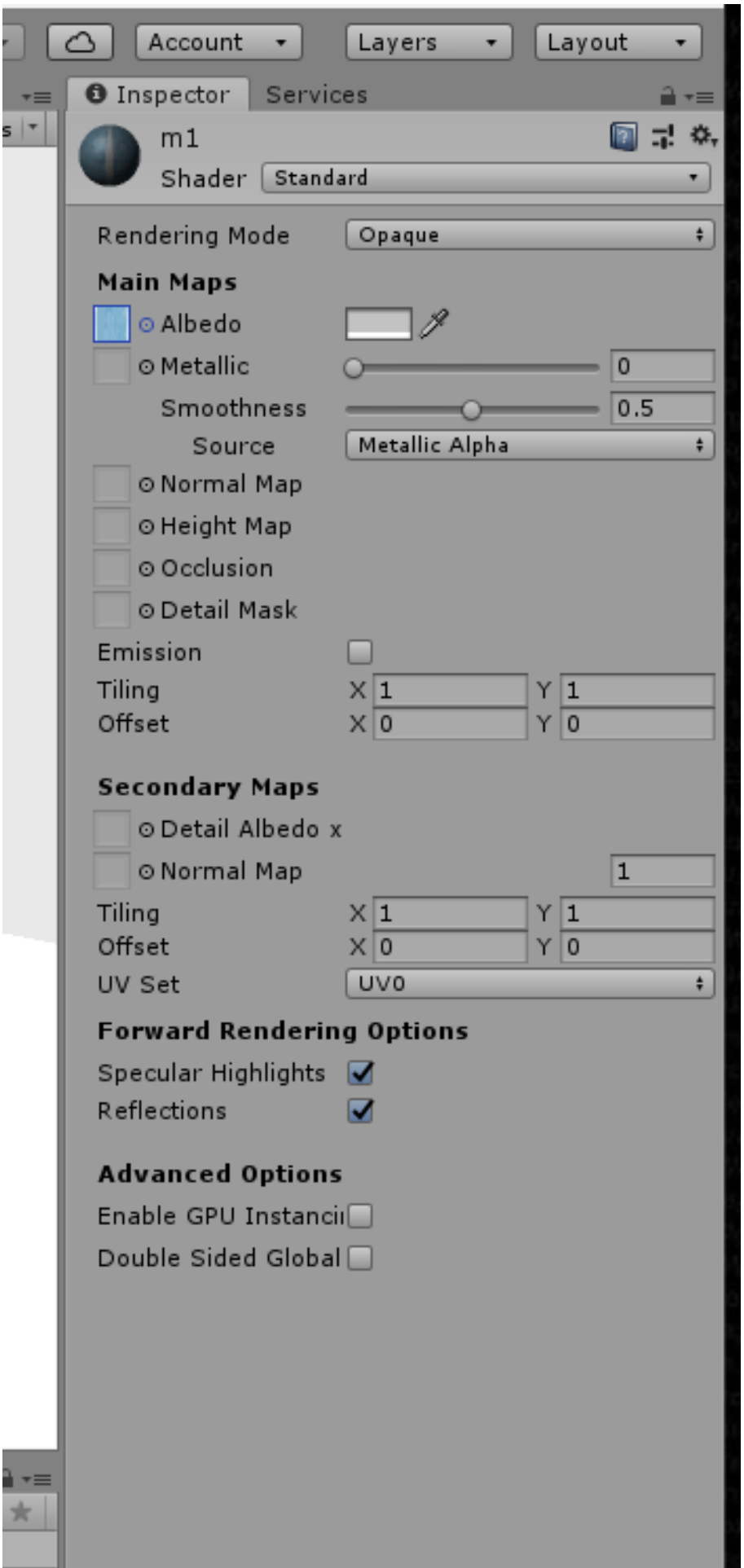
- To switch between cameras, you must press on Key C.

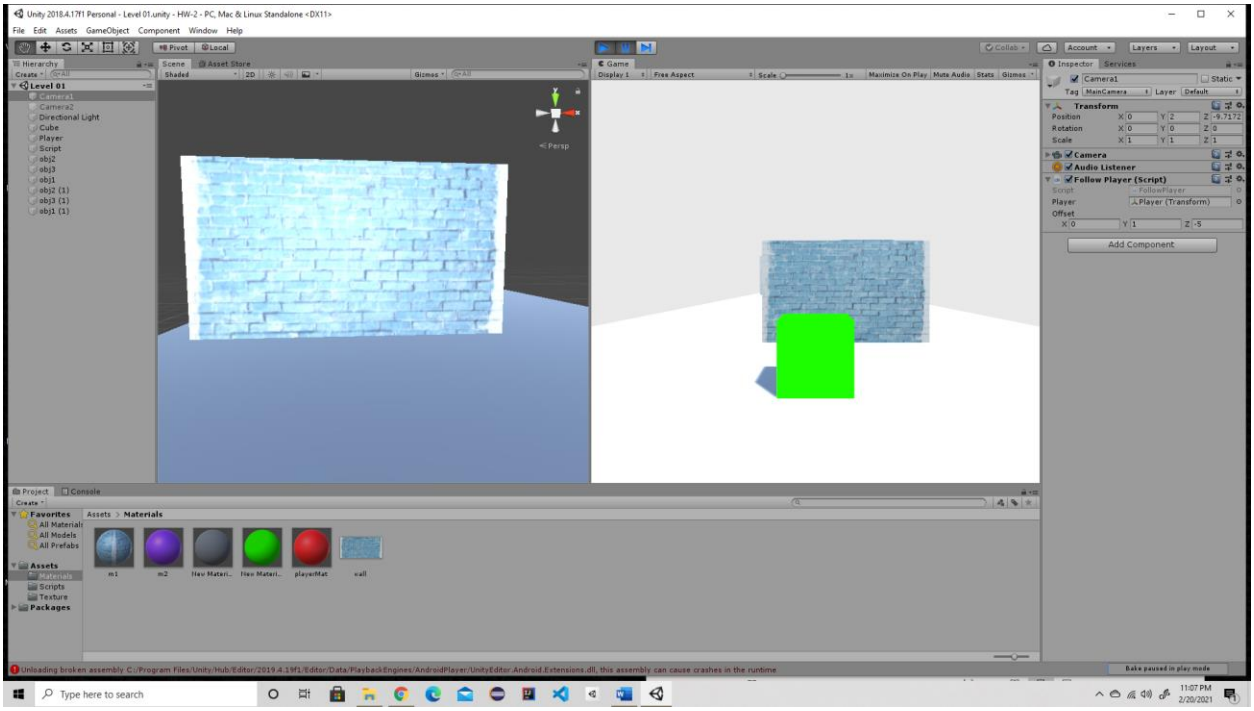
- Here is the screenshot of player colliding with walls,

- 

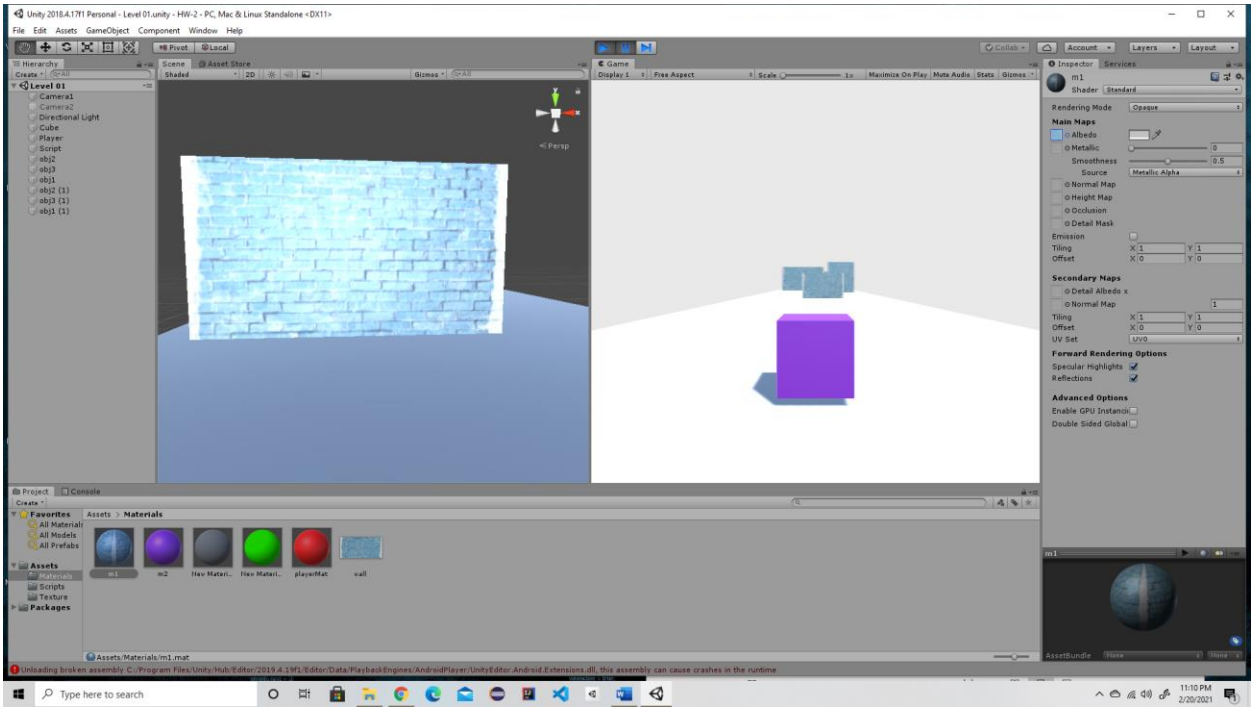
- To input a texture on the walls I had to pick the texture in the material. As shown in the pic


Unity 2018.4.17f1 Personal - Level 01.unity - HW-2 - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Window Help
Pivot Local
Hierarchy
Create All
Level 01
Camera1
Camera2
Directional Light
Cube
Player
Script
obj2
obj3
Scene Asset Store
Shaded 2D
Select Texture
Assets
None
wall
Default-Checker
Default-Particle
Default-ParticleS...
Background
Checkmark
DropdownArrow
wall (Texture 2D)
Assets/Materials/wall.png
Project Console
Create
Favorites
All Materials
All Models
All Prefabs
Assets
Materials
Scripts
Texture
Packages
Assets > Materials
m1
m2
New Materi...
New Materi...
playerMat
wall

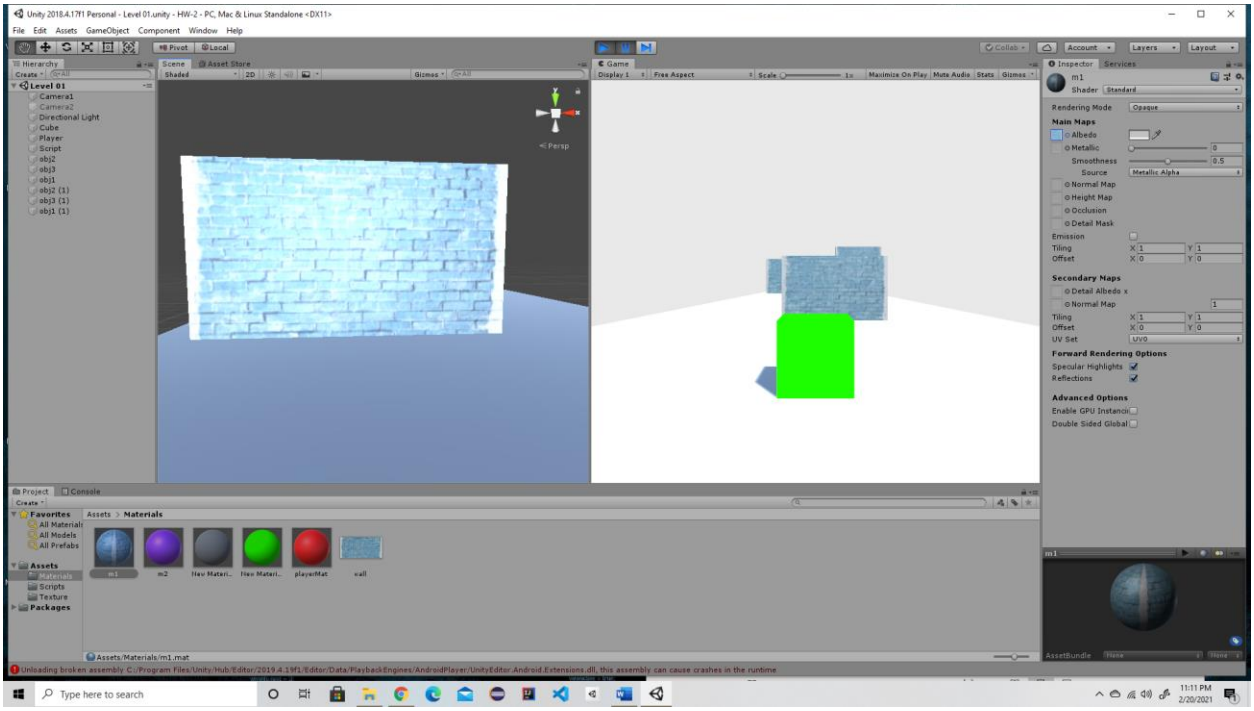
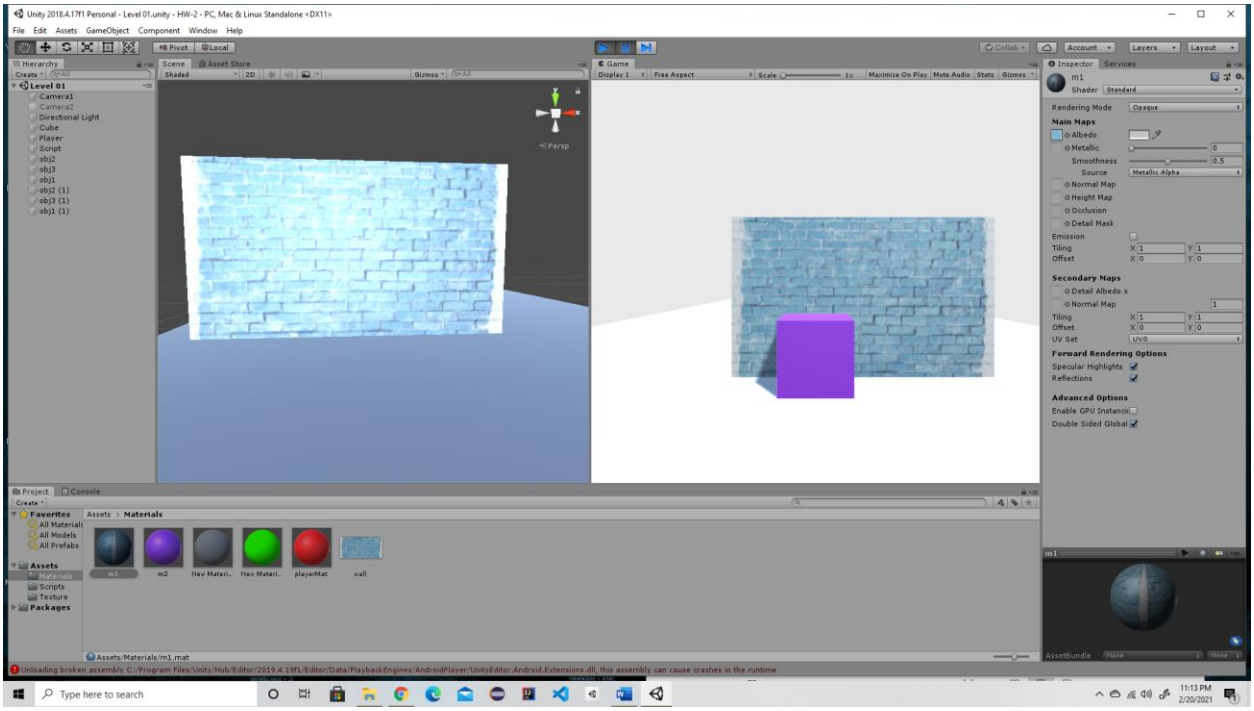

Account
Layers
Layout
Inspector
Services
m1
Shader
Standard
Rendering Mode
Opaque
Main Maps
Albedo
Metallic
0
Smoothness
0.5
Source
Metallic Alpha
Normal Map
Height Map
Occlusion
Detail Mask
Emission
Tiling
X 1
Y 1
Offset
X 0
Y 0
Secondary Maps
Detail Albedo x
Normal Map
1
Tiling
X 1
Y 1
Offset
X 0
Y 0
UV Set
UV0
Forward Rendering Options
Specular Highlights
Reflections
Advanced Options
Enable GPU Instancii
Double Sided Global



- The player change color on collusions as shown in the pictures.
- The color is purple before the player hit the ground.



- The color change to green as the player hit the ground



- And the color change to purple when the player collides with the wall.