Unity Learning

Project Module II -Rock-Up

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Add Rotate functionality

Keys

A- Left

D- Right

Directions?

Which one will be Clockwise and anti-Clockwise

Identify the axis of rotation?

Axis of Rotation

Z Axis

Unity Function?
transform.Rotate(0,0,1)

Can also be

Vector3.forward

We can rotate left now

Khoi Task

Frame rotation functionality for D Key => Right Direction

Rotation for Right

transform.Rotate(0,0,-1)

Can also be

(-)Vector3.forward

Multiplying equation/expression with minus(-) result in opposite direction

We can rotate right now

Refine the Equation/Expression

Add a variable so we can tune the rotation speed

Make the rotation speed frame rate independent

Control Rotation Speed

Add a Rotation Offset - Like we have for Thrust

Rthrust = 1f;

Make it accessible from inspector to set

Vector3.forward * Rthrust

Make this Frame independent

Add ?

Make this Frame independent...

Multiply with Time.deltaTime

Vector3.forward * Rthrust * Time.deltaTime

Need OOPs

When there is repetition of expression/task/common functionality

Use Methods/ Function overloading

- Make a method with float param
- Pass +/- value in that param