Blog post #1

Roll-a-Ball

Our first game project in the course was Roll-a-ball, a simple 3D game built using Unity. While we started by following Unity's official "Roll-a-ball" tutorial, we didn't just copy it—we made the game ourselves, step by step, learning how everything works and customizing parts of it as we went. Working as a team of two made it easier to understand and more fun to create.

The goal of the game is to roll a ball around a flat surface and collect all the floating cube pickups. We began by setting up a basic scene: a plane as the ground, a sphere for the player, and a camera that follows the ball. We used Unity's physics system and a Rigidbody component to control the ball's movement, applying forces with C# scripts based on keyboard input.

We created pickups using cube objects with trigger colliders and added a script to make them disappear when the ball touches them. We also kept track of how many cubes were collected with a counter displayed in the UI. Once all pickups were collected, a simple "You Win" message would appear.

To make the game feel smoother, we wrote a camera follow script that keeps the ball in view from a fixed angle. We also made some small improvements over the base tutorial, like tweaking movement sensitivity and adding basic polish to the UI and game logic.

Overall, this project was a great introduction to Unity and game development. We learned how to use components, write basic scripts, and connect gameplay elements. Even though the game is simple, it felt great to build something from scratch and see it working. Making it as a team helped us stay motivated and figure things out faster.

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