

School of Computer Science and Engineering

Winter Semester 2020-21

CSE3029 Game Programming Lab Exercise

Assignment – 1

Implement using Unity

1. Using the viewport, implementing the view port with different ability, save the file, Save the project, file management, path management, assets management.
2. Import the character as such from net and movement of the character in Unity.

Following has to be typed in the word file and uploaded on the vtop for each and every exercise.

- a. Aim of the exercise
- b. Procedure (Step by step procedure)
- c. Screen Snap shot of the developed game
- d. Result
- e. Conclusion and suggestion for improvement