**Project Light Game tutorial**

This tutorial will be a 4 part tutorial in creating the mechanics for a scientific light simulation puzzle game. This tutorial will focus on camera controller movement

**Task 1. Download scene from google drive link and open it.**

* Download the needed asset files from [ https://drive.google.com/open?id=1KIQEdgrfy3WKcyOXyjRxZPRl8fS4ttXi ].
* Select the LightGameTutorial folder and open the project through Unity.

**Task 2. Go into the scripts folder and create a script.**

* Make sure you’re in scene 1 by clicking in the scene folder and further in the tutorial folder ”LightScenePart1”
* Next go back to the assets folder, open the scripts folder and find a script called “CamController” and open it.
* Create a public float variable called movementSpeed = 10f;

This will become important later

* Replace the word “Update” with “FixedUpdate”.
* In FixedUpdate paste the following into FixedUpdate:

* transform.Translate(movementSpeed \* Input.GetAxis("Horizontal") \* Time.deltaTime, 0f, movementSpeed \* Input.GetAxis("Vertical") \* Time.deltaTime);

* This will get the axis keys of WASD or Arrow keys to control the movement of an object in 3D space.

**Task 3. Save and check if the CamController Script is on the CameraController Object already.**

* Check if the script is already on the CameraController Object in the hierarchy found in the “HighestPoint Group. If not put the script on to the CameraController object.
* If so press play and move WASD keys to test.
* This part one finished, move on to part 2 in LightGamePart2 scene in the scenes folder and follow the Light emitter tutorial document located in the same directory folder found when you downloaded these files.