Learning Journal. First component. Coursework 2. Harry Kitchen.

I have created a rolling motion and a directional movement component attached to a sphere made in unity. I had to add a rigid body to the given sphere to assign it physics. I used a script attached to the ball to make sure the movement was working. The ball can be moved in four directions by keypad buttons. There is also a rolling motion dependent on how much you press on a movement key. I intend to add this component into a marble roller game. I used an online tutorial for guidance and I added a material on the ball via paint to show the motion and turning whilst the ball is in movement.