

Lab 3 Player Control

Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup

10

7

4

2

0

Completed all of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup

Completed three of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup

Completed two of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup

Completed one of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup

Completed none of the following: Create PlayerController and attach to a primitive, include basic movement from user input, constrain the player's movement, organize the hierarchy and export a backup