

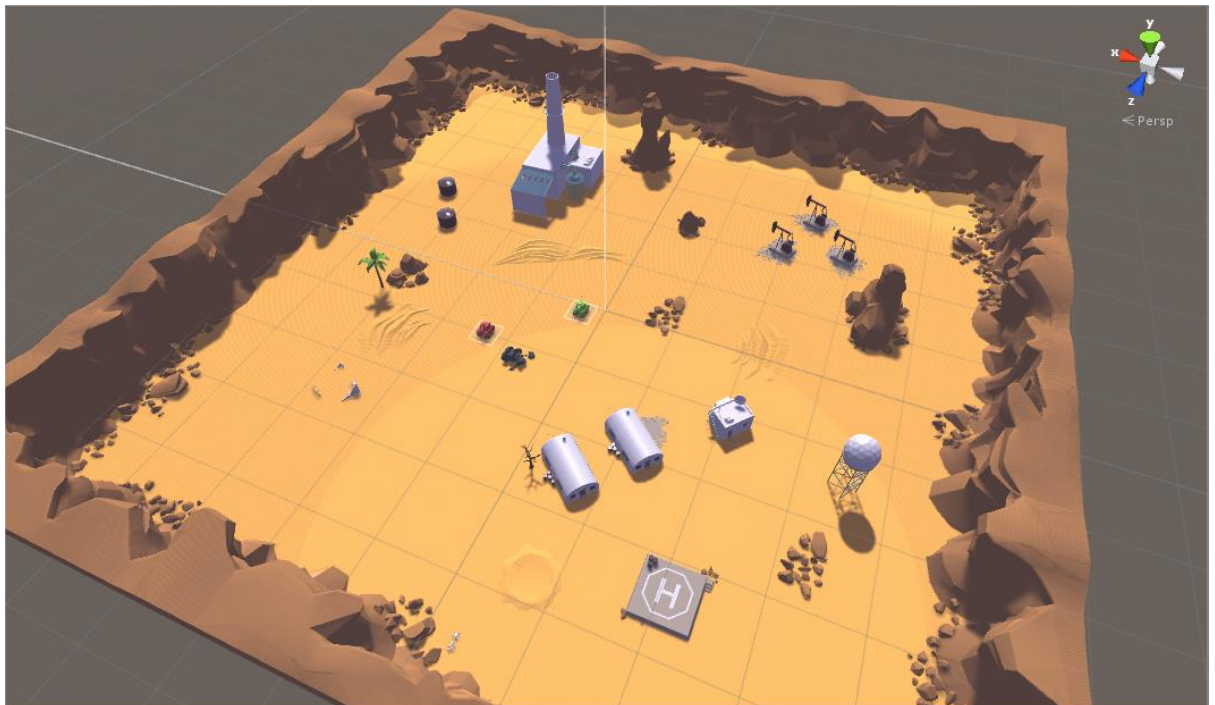
## Exercise – Scripting

Make sure you have completed the Tutorial for this session first.

1. Browse the *Models* folder and add models to your level. Try to make an interesting level that you think will be fun to play in.

Add the *Cliff* model to the scene as a boundary. Put one *Cliff* along each side of the plane so that the player can't fall off the game world.

Here is an example of a completed game level:



2. The position of the camera will make your game hard to play.

We'll add a script to the camera in a later session that will make the camera follow the player, but for now position the camera in your scene so that it is looking down at the tank.

If you run the game now, you should be able to see most or all of the level.

3. If you play your game now you may notice that the tank can move through the other objects in your scene.

Add **Box Collider** components to these objects so that the tank will collide with these objects instead of moving through them.

You may need to adjust the *size* and *center* properties of these colliders so that the tank doesn't appear to collide with empty space.

For greater precision with the collisions, you can experiment with using more than one collider for an object, or with using the *Sphere Collider* or *Capsule Collider* components.

Here is the same scene above with all the colliders shown:

