# Exercise – Scripting: Ocean Rescue part 1

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 *naturePack_127* model (the cliff model inside the *Nature pack extended* folder) 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:
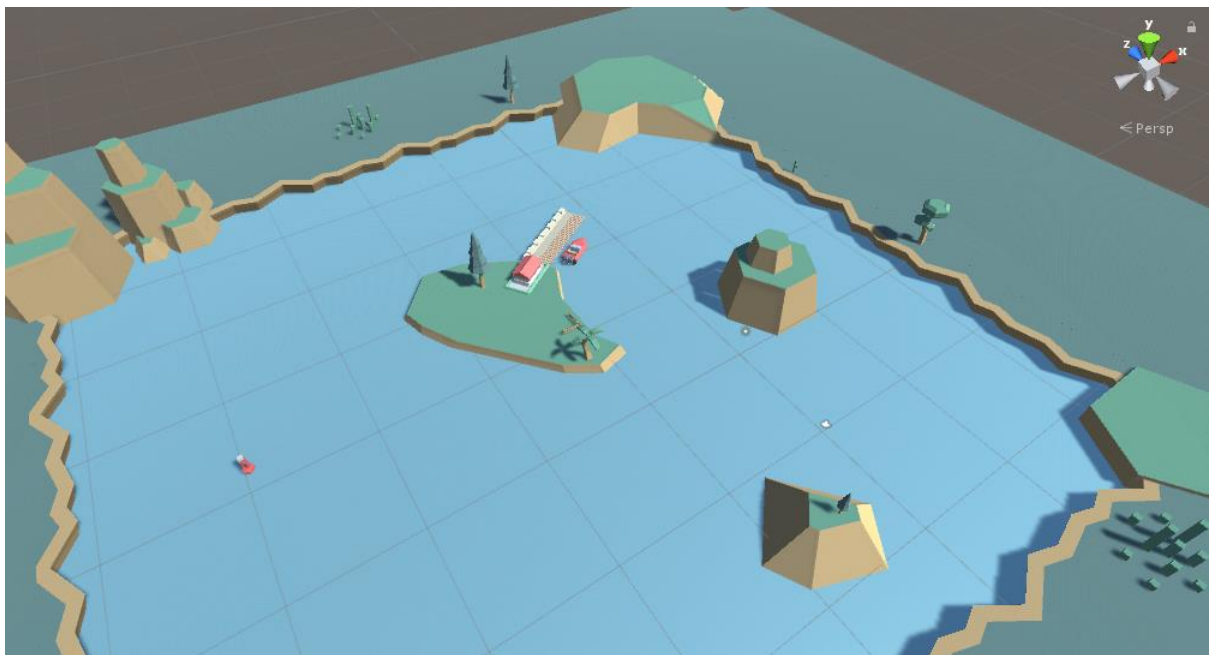
2. The current position of the camera will make your game hard to play.

   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.

   For example, setting the rotation of the camera to X = 40, Y = 60, Z = 0, and then positioning the camera so that it is looking down on your boat will produce the following view when your game runs:
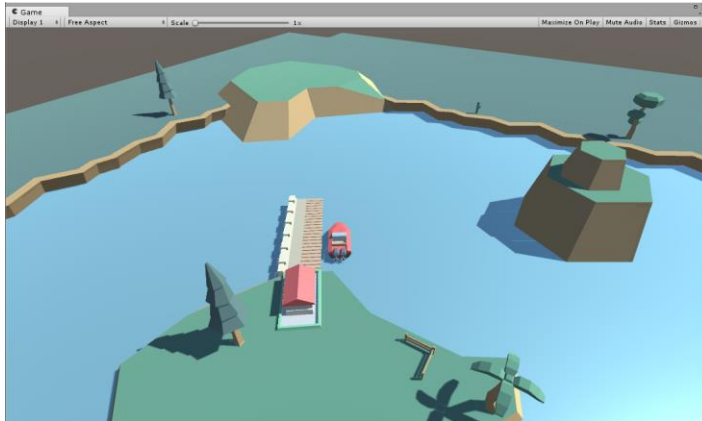
(Note, you don't have to play your game to see how it looks. If you open the *Game* tab you'll see a preview of your game).

In this case I've created an 'over-the-shoulder' view (also called a third-person view). This is the view I'll use for this tutorial, although you might prefer to put the camera in a different position for your game.

For example, moving the camera closer to the boat will change the view to a 'first-person' view, and give the game a completely different feel when played.
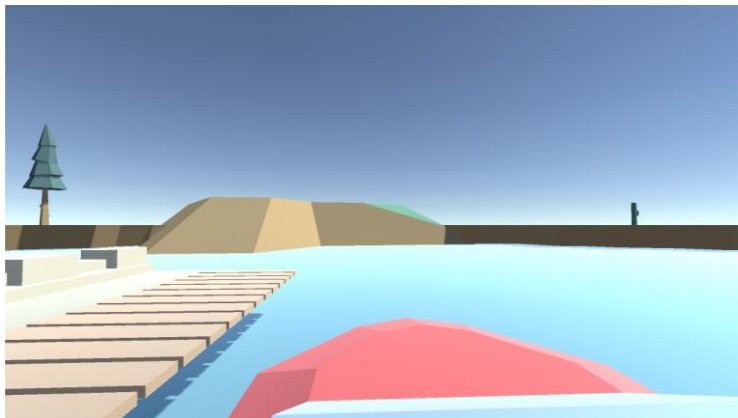

3. If you play your game now you may notice that the tank can move through the other objects in your scene.

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

    To do this, select the object (for example, an island), and in the *Inspector* window click the *Add Component* button. Under *Physics*, select *Box Collider*, or search for *Box Collider* in the search window.

    Add the component to your game object. You should see a thin green box appear around the game object in the *Scene* window.
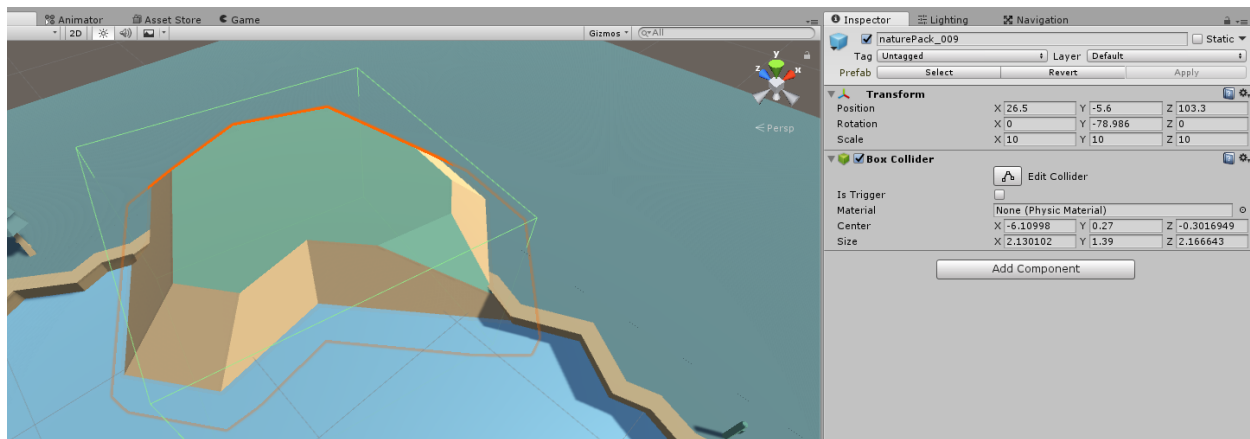
You may need to adjust the *size* and *center* properties of these colliders so that the boad doesn't appear to collide with empty space.

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: