Reworking of MiniGolf Blog

Unity and Blender

By OboShape

**Introduction**

Ok so I tried this once before and got so far with it a few months back when I created a single hole for my one game a month challenge. Truth be told, it wasn’t the result I was hoping for and didn’t turn out right.

So, I thought since I am working offshore for a couple of weeks and have a few hours each evening I would see if I can revisit this project and try and get it more fleshed out and working the way I would have liked. And I will not how long I spent on certain areas so you can see what ive been working on and for how long (and how many tea breaks I actually have heh, shh don’t tell the mrs as she things I work hard all the time ahem)

Also in the last couple of months I have been doing a lot more study, like the physics course and more time spent on the blender course. I also purchased several new books on C# for reference.

So I think Im in a slightly better place to go through this again with a different approach, and not have the time constraints to get it completed in a month as I did last time which led to a ‘get it working no matter what it looks like’ scenario.

**Purpose of document**

So, why am I bothering to write this in the first place?

Well possibly like me, you make have had an idea or a notion to the possibility of creating a minigolf game in unity and have found that there isn’t (well none that I could find) any tutorials on how to get a similar project started and off the ground. ‘But its straight forward isn’t it? Just let Unitys physics do the work ‘ you cry!! (and I thought the same)

This is what I thought, I can just pop a rigidbody on a sphere, give it an initial velocity push and let Unity work its magic with all the colliders and physics and all will be fine!.

Its only when I started to work through it, and was asking why it was doing or not doing certain things that I would have expected, that the rabbit hole of questions without answers or easy solutions would become apparent.

So Im writing this just as a reference to show how I started it, and what questions come up along the way, and some of my interpretations of solutions. There are some things that I will try and correct from my last endeavour but I will highlight the issues I had during the first attempt. Other things I hit along the way, if your reading this on the forum, I may ask for help or thoughts if that’s ok :) otherwise, I will pause on an issue then post findings and possible solutions before going any further. One hurdle and step at a time I hope :)

Ill also pop up the original project and source blender files and a webGL build, so you can see how the first iteration of this monstrosity turned out before we proceed to try and make it better, so as you follow me though this reworking we can maybe get a half decent playable mini golf game done together.