CS 485 HW Assignment 1 (50 pts)

Due: September 9ᵗʰ (Wednesday) 12:00pm, 2020

1. Objective

Develop a simple 3D game using a game engine. Be familiar with the user interface of Unity3D. Learn C# or JavaScript scripting for object control and movement. Gain experience in game design.

2. Submission

a. Upload a screen video of your game on Youtube, then submit the Youtube link on cougar course. If you cannot upload your video to Youtube, you can also submit your screen video file on cougar course directly. The size of the screen video should be less than 20 MB. You can google free screen capture software. Powerpoint can do screen capture as well.

3. Requirements

3.1 Create two objects: (40 pts)

Create two objects, let these two objects move when the user presses any key.

Hints: you can use Input.GetKeyDown() or Input.GetButtonDown(), and transform.Translate(direction * Time.deltaTime * speed).

3.2 Make the game look more beautiful: (10 pts)

Use assets to make your game look more beautiful. For example, you can make beautiful objects, beautiful plane or background.

ACADEMIC HOMESTY: *Please read the academic honesty policy on the syllabus.*

WARNING: *This assignment will catch you off guard if you leave it to the last minute. Make sure you are getting enough time and learning for the assignment. This assignment is critical for your knowledge of Unity and basic game programming concepts.*