

Assignment 1 notes:
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Part 1: My role in the course project or GDW is Developer

What will I achieve within this role?

- As a developer I will be coding and creating input and commands for character such Picking up guns, getting the bullets to be attach to the gun when picked up
- Equipping guns
- Making sure the code is using the least amount of memory however do the same thing, such as using design methods like Flyweight pattern, and other patterns
- Getting plug in working and creating a new plug in to work with the GDW game for our needs

Part 2: Due to working on top of the lab work done each week, there won't be a repository for work done on week 1 since it has been changing to week 2 stuff. I will be explaining what I have done on week 1 lab.

I learn how to add on objects and models from downloaded models, to be used for example and learning. Afterwards we learn to include animation that was included in the downloaded model and looping it, then we learn to input an extension that allow new input action, where we learn to correctly find and place one and how it works, as well as how to connect it to the player controller script. Afterwards we started to create the character controller script, but it was not done, we only created the variables used to grab information or create storage information like float etc.

Part 3: Due to using the base lab project to create and upgrade what was done on week 2 lab, I will be explaining what was used or created and done during lab 2.

I learn how to finish the player controller script where it is connected to the new input action system, and learning how to get it working, so the character moves correct from left to right, forward and backwards, we also learn how to input other action inputs such as shooting, jumping, which was included. We learn to create prefab to be used for bullets. Another thing we learned was inputting coins to add in and than let the player interact with it to collect it and delete the coin. We also learn how to connect scripts to get the data from another script if it is public and can be access.

Notes for part 2 and 3:

1. week 1 for me was learning how to add objects into unity, add animation loop, get a base platform - ground and character there, include the new input action, learn about it, and create an auto create script for it, made player controller script, where it only had during that time was variables to be used for 2nd lab for character controller - movement and action key like shooting and jumping which was lab 2
2. week 2 lab, finish character movement controller script, add other input action such as shooting, jumping, create a prefab for bullets, create code to shoot the bullet calling it and making sure it shoots out at the correct spot, include coins where it sends out instance for score and delete itself once it collider with player, we learn how to use instance. than we finish up with switching camera using E.

Part 4: - Justin create add more to the base project.

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Part 5: - Create video and explain, must be under 15mins or so. Also showcase everything that occur on the base project and explain what you did and learn from week 1 and 2, also what role you are in, for GDW.