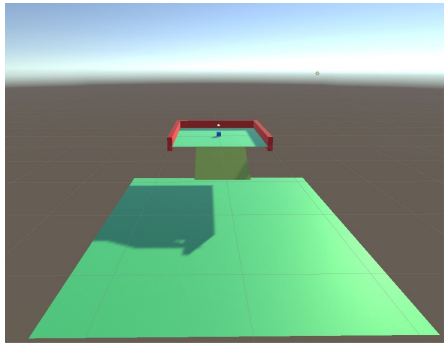


Assignment 1 Report

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In Unity you are this blue cube.



The entirety of the play space looks like the picture above.

You can move around using WASD.

The .dll file is the one from tutorial 2. I was adding to it but I'm away on friday so I'm going to hand a base in now and see if can find any time to finish.

Essentially it is a simple class that returns the value 1.

```
Plugin
1  #include "SimpleClass.h"
2  int SimpleClass::SimpleFunction()
3  {
4      return 1;
5  }
```

In Unity as you are moving around whenever you hit the "S" key it will print 1.

```

assets > _Scripts > MovementTest.cs > MovementTest > SimpleFunction()
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using System.Runtime.InteropServices;
5
6  0 references
7  public class MovementTest : MonoBehaviour
8  {
9      1 reference
10     const string DLL_NAME = "TestPlugin";
11     1 reference
12     [DllImport(DLL_NAME)] private static extern int SimpleFunction();
13     1 reference
14     public float speed;
15     // Start is called before the first frame update
16     0 references
17     void Start()
18     {
19
20     }
21
22     // Update is called once per frame
23     0 references
24     void Update()
25     {
26         Vector3 dir = new Vector3(Input.GetAxis("Horizontal"), 0, Input.GetAxis("Vertical"));
27         transform.position += dir * speed;
28         if (Input.GetKeyDown(KeyCode.S))
29         {
30             Debug.Log(SimpleFunction());
31         }
32     }
33 }

```

This is depicted in the if statement on line 22. If S key is pressed it prints SimpleFunction which returns 1 to the debug log.

The repository looked like this before I put this pdf inside of it. No need for any branches as I am the only one working on it and I'm only working on one or two tasks.

