

The objective of this lab was to study, understand and comprehend user input and how to implement it into unity and your game. In the first phase, everything was very easy from getting the key inputs from the keyboard to setting up when the player could jump. I included a finish post for the player, whenever they touched the post the game would post a text box saying that the player had won.

The second phase was a little trickier, I wanted to be able to use the maze that I had used for the previous project, so I had to figure out how to turn that into an asset. It took me a while to figure out how to make the sphere move correctly. I got the horizontal movement for the ball working correctly, but I had trouble figuring out the vertical and horizontal movement together. Whenever the player hit any of the walls the player would respawn, so I looked up how to do it from [docs.unity3d.com](https://docs.unity3d.com) and it showed me how to reload the scene whenever the player came into contact with the walls. I included a finish line at the end of the maze, whenever the player runs over it, the game will show a text box saying that the player has won.

The third phase was the hardest for me, and took me the longest to complete. I had to figure out how to use `OnMouseDown`, `OnMouseDown`, and `OnMouseDown` to get the coordinates that the player first clicked, the amount they dragged, and when they released. I used [docs.unity3d.com](https://docs.unity3d.com) again to help me figure out how to use them and what they did and returned. I created a small golf course for the player to play with and I included some obstacles that they would have to cross. I wanted the camera to move with the ball, but whenever I made the camera a child of the player, it would rotate along with the player. At first I gave up and decided to lock the rotation for the ball that way the camera wouldn't roll, but I didn't like how the ball would just glide across the ground, it didn't feel natural. I went back to the website and found a way to have the camera follow the player around without having it become a child or rotating with the player. When the player hit the ball into the hole, the game would create a text box saying that the player had won, and whenever the balls velocity wasn't 0, I set the cursor to be invisible that way the player wouldn't be able to hit the ball and it would become visible again once the ball had stopped.

The build for the game allows me to change the inputs that I use to control the player, even though I changed it nothing happened, since the player is still doing the same thing as long

as I put the inputs correctly. I was able to learn how to use rigid bodies, colliders, keyboard inputs and mouse inputs and implement them in the game that I was creating.