

Quest 5 - Player Interactions

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- First Person Character Controller Interactions

Summary

Create a series of interactive environment objects to use with the first-person player controller.

Core Loop Requirements (Part C)

Inputs/Actions

- First-Person character rig from Q3
- WASD Movement
- Mouse Look
- E to interact

Obstacles/Challenge

- Locked Doors
- Keys

Goal

- Explore

Additional Quest Details/Requirements:

- Project Name - "Q1_LastNameFirstName"
- Scene "Q5"
- Interactable Content Requirements
 - A door you can open directly
 - A door that is opened using a nearby button
 - A door that opens if a specific key has been collected
 - A door that is opened using a nearby button if a different key has been collected
 - Three light switches that control 3 overlapping lights of different colors