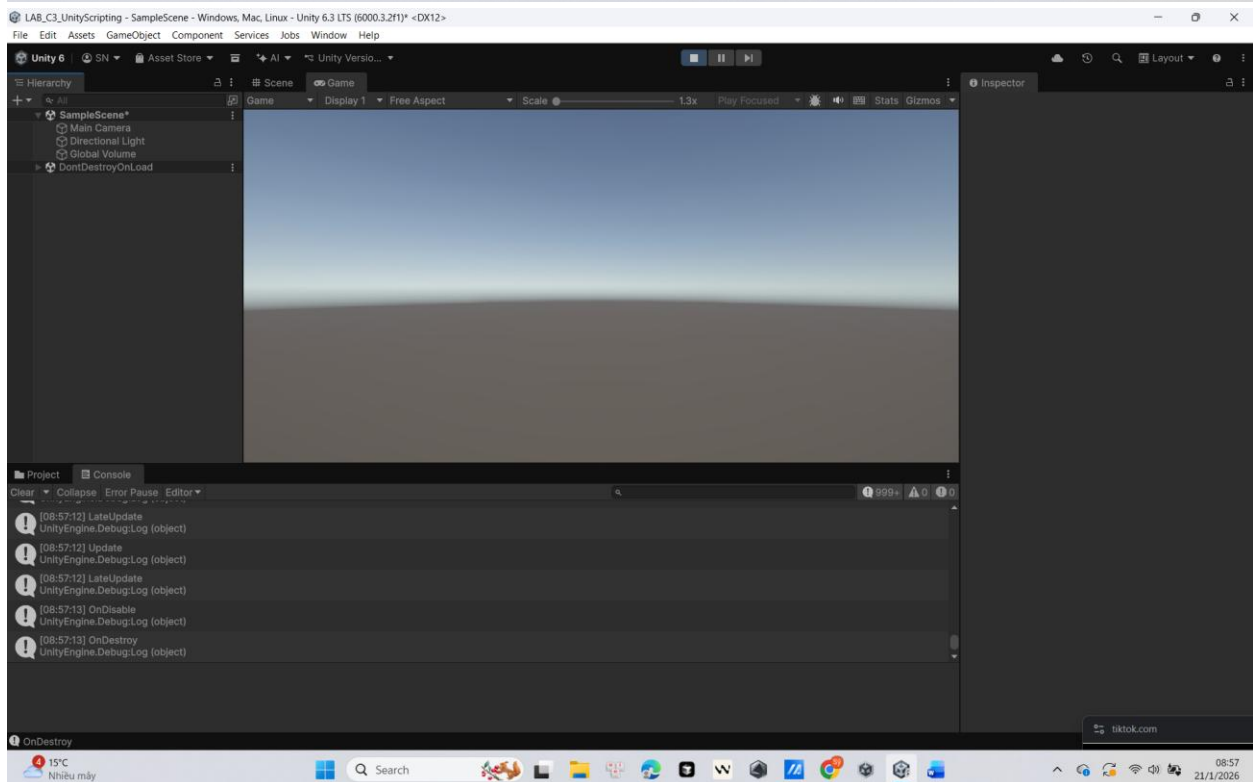
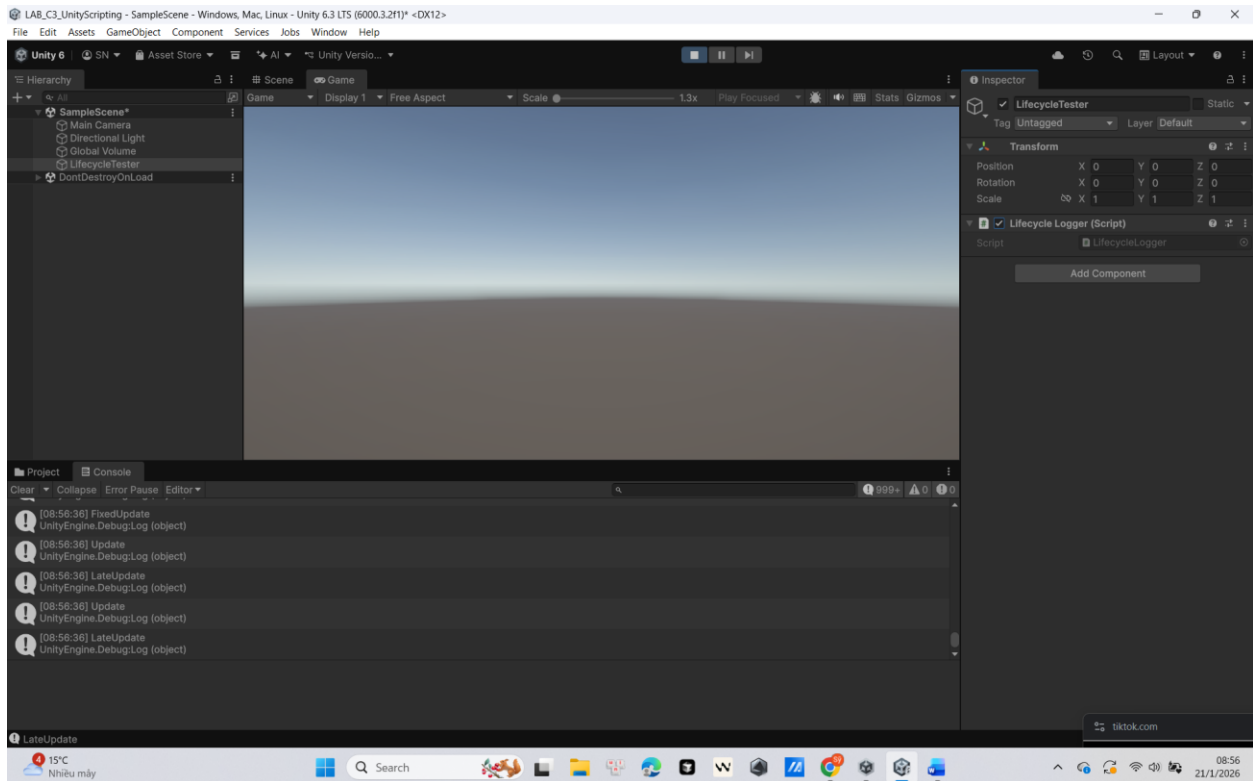
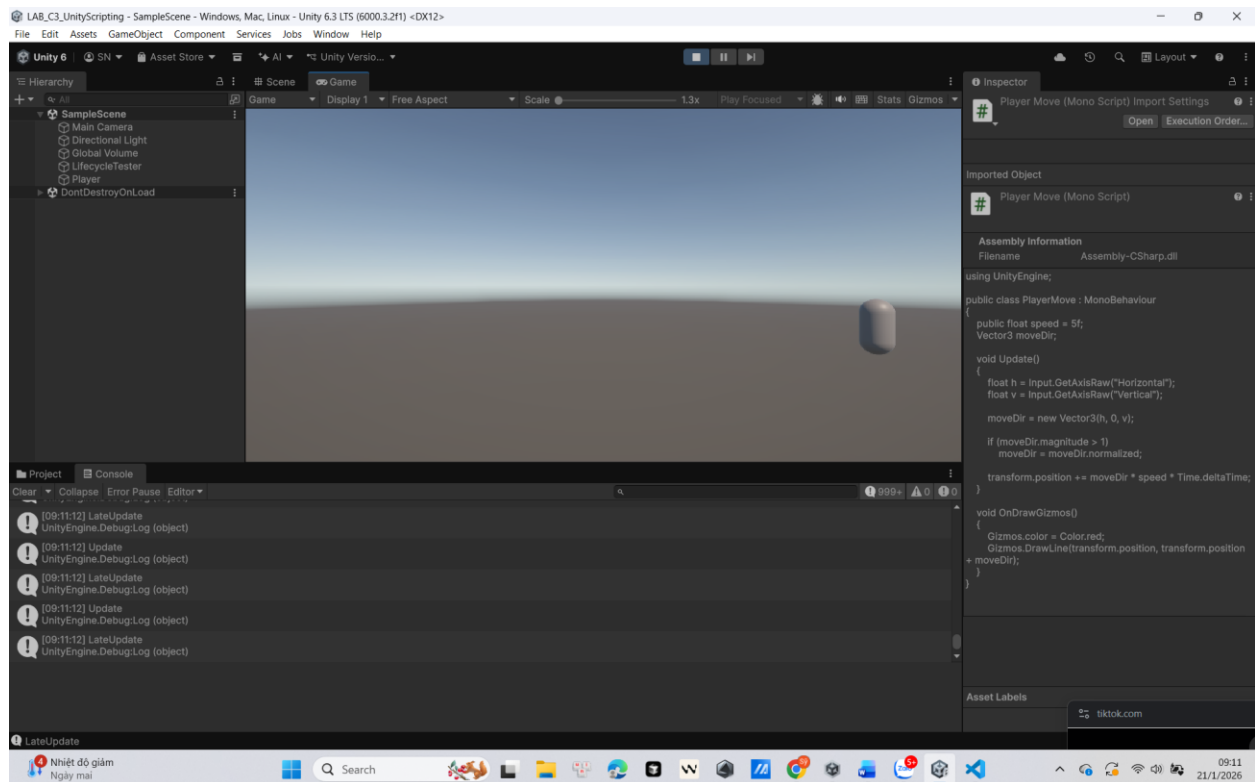
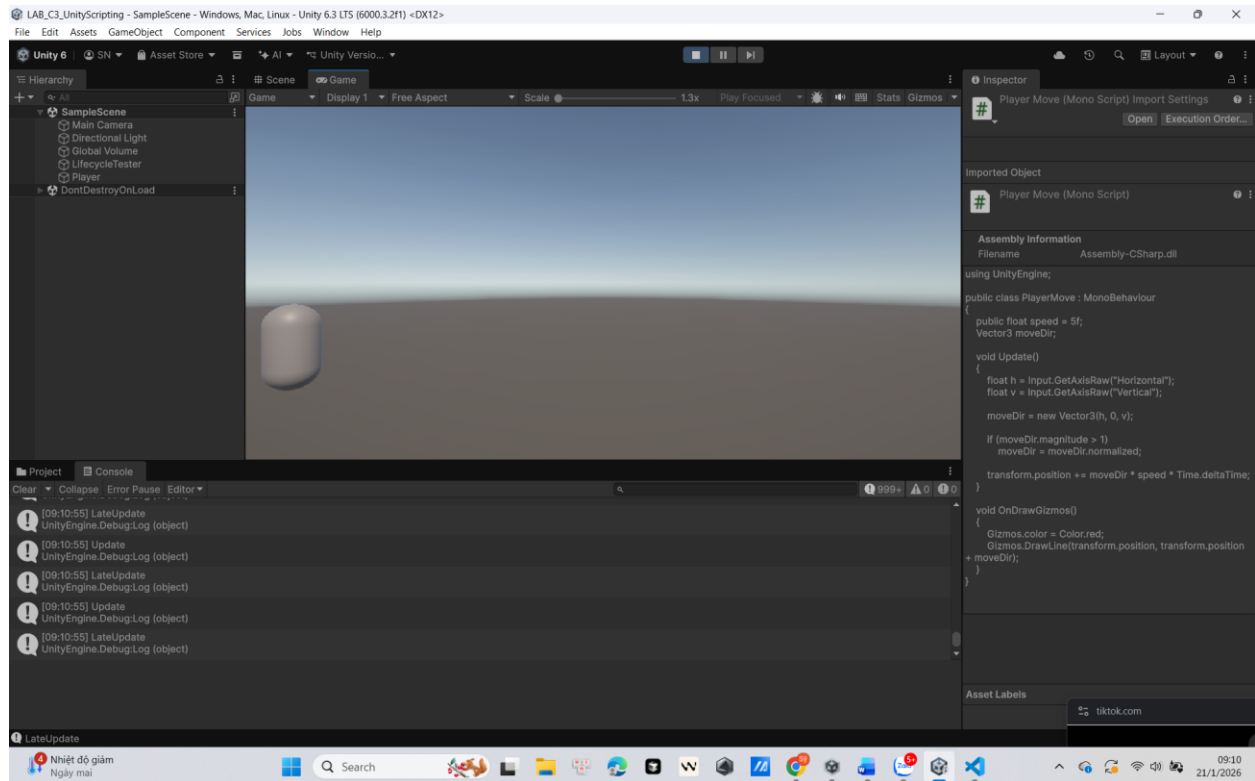


LAB THỰC HÀNH – CHƯƠNG 3: UNITY SCRIPTING

Lab 1 – Component Lifecycle Debugger



LAB 2 – DI CHUYỂN WASD + VECTOR NORMALIZE

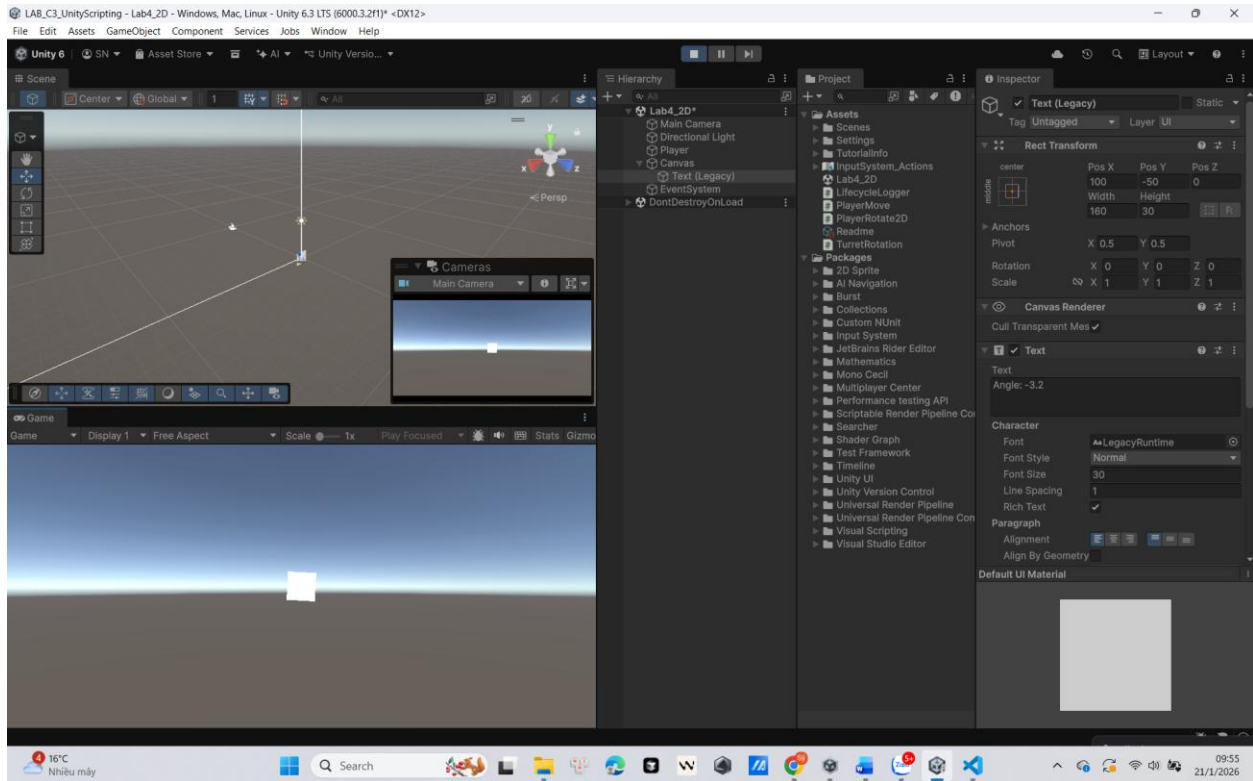


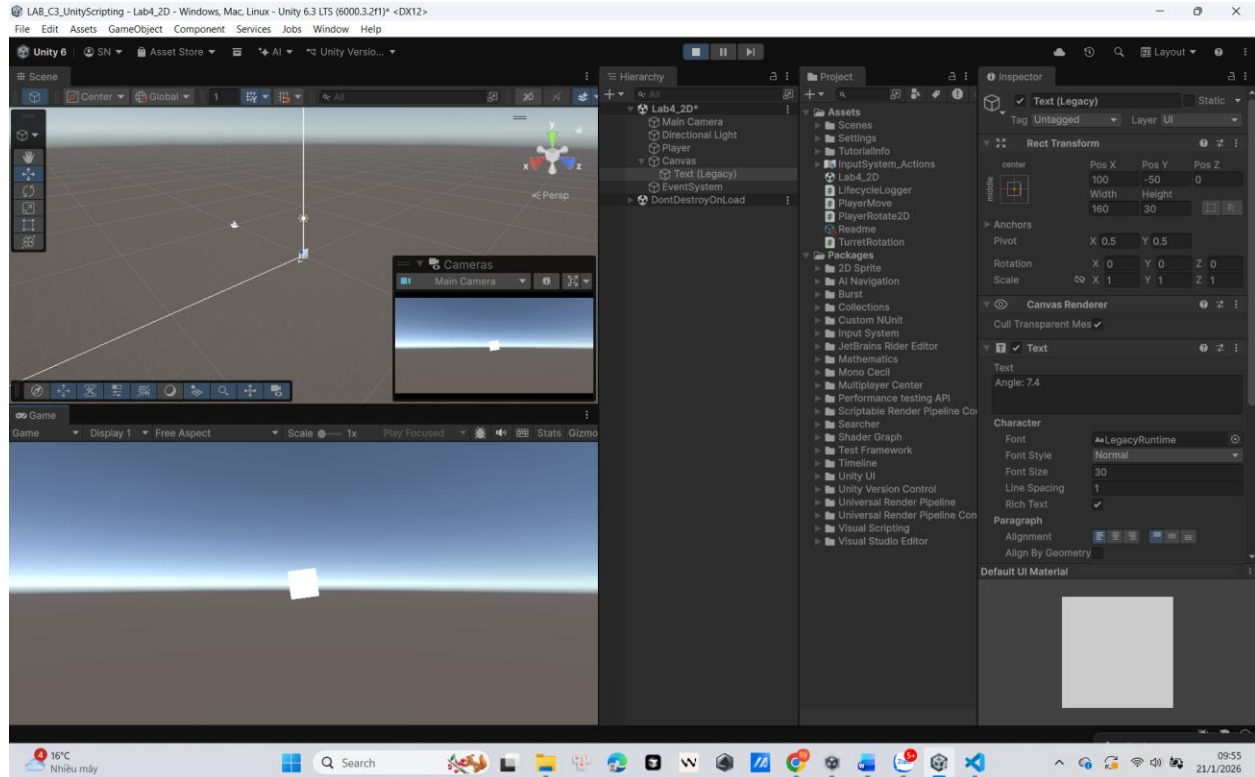
LAB 3 – QUATERNION ROTATION (TURRET)

Link video demo:

<https://drive.google.com/file/d/1EVzIGdEdLZEJ0hLBddrizaBHzJH0S46D/view?usp=sharing>

LAB 4 – SIGNED ANGLE (2D)





LAB 5 – OBSERVER (C# EVENT)

Link video demo:

https://drive.google.com/file/d/1gtbV-JH3ty_Om7a7SYJckUo6y2oVNB6/view?usp=sharing

Lab 6 – Observer Pattern (UnityEvent)

Link video demo:

<https://drive.google.com/file/d/1GusQuY62HkfYTUfp0VTjHlCrdTl9aDoB/view?usp=sharing>