**Lab Homework Steps**

1) I created a project which was 2020.1.16f1 because my computer is Mac and Microsoft products does not works on it and while I was installing Unity, I setup it for 2020.16.f1 (.Net Core and OmniSharp etc.).

2) First of all, I did research about homework and I watched some videos.

3) I made a decision about Player and Enemy characters for my project and I installed “Player Character” with their **Animations** from **Mixamo.com** but Enemy’s Packages installed from Asset Store.

4) I did some modifications Player and Enemy’s Animations.

5) After animations and its modifications, I did **“Mouse Click Events”** on our main character and also I did its animations tree with their parameters. In addition to them, I did gravity for player.

6) When I finished mouse clicks events, I started to doing **“Speed Boost Object”** which is a Cube and prefab in the game and turn around itself automatically. When Player takes it, it gain a speed boost with a limited time an I use for it **“Is Trigger”**. For turning around itself, I wrote a script namely Cubes under the Scripts/SpeedBoostObject path.

7) I did Player Animations which are Idle, Walk and Run(With Speed Boost) and their parameters which are “Speed” and “SpeedBoost”. I use Blend Tree for Idle and Walk Animations. When value of float is 0, it represents Idle Animation and when its value equal to 1, it represents Walk Animation. When speed boost active, SpeedBoost parameter take the value of “true”, after some seconds it turns the value of “false”. Also, the player have a dead animation. Its Transition connected to “Any State” and when player health equal to zero. **“Death Animation”** is playing. Its parameter is boolean which name is “Death”.

8) After that, I started to doing Enemy which name is Skeleton in the game. First of all, I did its animations which are Idle, Walk, Attack, Hit and Death. For the Skeleton’s Movement, I use a “Nav Mesh Agent” because Enemy walks itself in the game duration but it depends on the “walksPoints” which are empty game objects. Also, I wrote a script for enemy’s attack and enemy’s health.

9) I changed to mouse cursor icon because I learned it from a video and it is easy to do. I wrote a script which name is “Mouse Script” for it.

10) I wrote a script for camera that follows my player and also, enemy’s health bar always turning to main camera(LookCamera).

11) Lastly, I put the some obstacles, speed boost object and enemy on the plane.

***12) I did not to solve NullReferenceException because I did not find it any of my research. It is always seem. Also, my animations is ready to use from internet so, I could not open and close My Player’S Box Collider using Animation Record and then I tried to close and open in scripts but again I could not it.***

***Thanks for reading.***

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