Tasks - Patterns HW #2 - Zac Lindsey

Train stationary
Task 1: Set up the scene by using cube GameObjects to create the rail, walls, and control objects. **Est:** .25 hr
Task 2: Create the train and position it on the rail. Ensure that the camera has everything in view. **Est:** .25 hr

Train moves right
Task 1: Write scripts to make right command object clickable. Est: .25 hr
Task 2: Utitlize command pattern to write a script to issue a command to the train based on this command. Est: .25 hr

Train moves left
Task 1: Write scripts to make left command object clickable. Est: .25 hr
Task 2: Utitlize command pattern to write a script to issue a command to the train based on this command. Est: .25 hr

Random action
Task 1: Write scripts to make random command object clickable. Est: .25 hr
Task 2: Utitlize command pattern to write a script to issue a command to the train based on this command. Est: .25 hr
Task 3: Modify train script to add a random number and a case statement to choose a random action. Est: 5 min

Train stops based on click

Task 1: Write scripts to make stop command object clickable.
Est: .25 hr

Task 2: Utitlize command pattern to write a script to issue a command to the train based on this command.
Est: .25 hr

Train stops by hitting wall

Task 1: Add rigidbodies to wall objects
Est: 5 seconds