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**Question 2a:**

Grid Snapping and Incremental Snapping are developmental tools in Unity that aid in transforming objects with precision. Grid Snapping makes sure objects move in fixed increments along a grid so that you can manipulate its position with precision. Incremental Snapping means to follow a fixed step size when moving, rotating, or scaling objects in Unity.

**Question 3a:**

The ExecuteAlways attribute in Unity is a predefined behavior for a class where it allows a script to execute in the Scene mode and Game mode. We can use this attribute to test a script’s behavior when developing the game.

**Question 5a:**

The linear interpolation function allows game objects to experience smooth motion whenever moving from one point to another point. The input parameters are the start position, the end position, and t, where t is the travel percentage. The start position is the initial position of the game object. The end position is the position you want the game object to eventually end up in. The travel percentage, t, is a value between 0 and 1, where t=0 signifies the start position and t=1 signifies the end position. To simulate smooth motion, we incrementally increase t towards 1.