CO1301: Games Concepts
Lab 1 - Advanced Exercises II

The methods below were introduced in the lab, look carefully at the example usage at try writing code to implement the tasks that follow.

```
// The Set functions allow you to set the X, Y or Z coordinates of a model to a given value
void SetX( float ); // e.g. cube1->SetX( -20.0 );
void SetY( float ); // e.g. cube2->SetY( 10.0 );
void SetZ( float ); // e.g. cube2->SetZ( 7.5 );

// Set all axes at once (as CreateModel)
void SetPosition ( float X, float Y, float Z ); // e.g. myModel->SetPosition( 20, 0, 10 );

// The Get functions return the current X, Y or Z position of a model
float GetX(); // e.g. xpos = sphere->GetX();
float GetY(); // e.g. if (sphere->GetY() > 10)
float GetZ(); // e.g. zpos = sphere->GetZ();
```

1. Create a new TL-Engine project called **Lab1_ControlledSphere_Project**.

2. Load a sphere mesh, then create a sphere model and move it upwards until its Y reaches 30, then return it to its starting position..

3. Update your code so that the sphere bounces left and right between X = -40 and X = 40.

4. Can you make the sphere roll while it bounces?

You will need to use your programming skills (specifially selection using "if" statements) from The Four Week Challenge to complete these tasks.