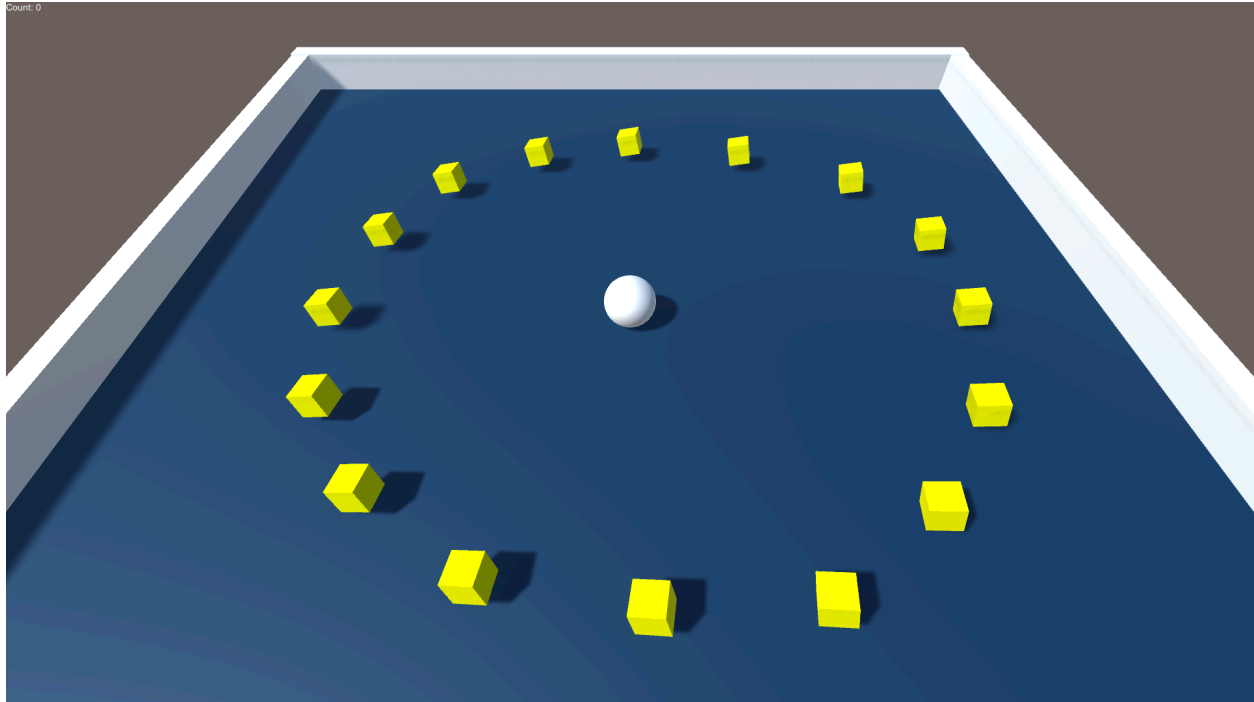


Virtual Reality Lab 1

Roll-a-Ball



In this lab we will create a simple Roll-a-Ball game with Unity's default assets.

Task 1

Follow the instructions in the link below to complete the tutorial:

<https://docs.microsoft.com/en-us/azure/mobile-engagement/mobile-engagement-unity-roll-a-ball>

Task 2

Watch the following videos:

1. Only the first 1 minute and 20 seconds, <https://youtu.be/Xcm5H2J95il>
2. From 9:30 to end, <https://youtu.be/XtR29MmzuT0?t=9m30s>
3. Whole video, and add the UI to your game, <https://youtu.be/bFSLI2cmYYo>

Task 3

Answer the following questions:

1. What is the use of an empty object?
2. How is Physics added to the Player sphere and how do we move it?
3. What is the visibility of the “speed” variable in PlayerController.cs and why?
4. What happens when we make the Camera a child of the Player sphere and why?
5. How is the direction vector from Camera to Player computed?
6. Why is the LateUpdate() function used in CameraController.cs?
7. Will the tags “Pick Up” and “pick up” match in gameObject.CompareTag()?
8. Which event is triggered when the Player sphere enters a Collectible cube and which function catches it?
9. Why do we set isKinematic to true for the Collectibles?
10. What is the role of a MeshRenderer? Does switching it off for a Collectible still allow it to be collected?