Virtual Reality Lab 2
Survival Shooter Game

In this lab we will create the first half of a Survival Shooter Game.

Task 1

Follow the instructions in the link below to complete the tutorial:
https://codingchronicles.com/unity-vr-development/day-5-survival-shooter-tutorial-i

Make sure that you type in the code and don't copy it directly!

Task 2

Answer the following questions:
1. What is the difference between a Quad and a Plane?
2. What are Drag and Angular Drag in RigidBody for?
3. What does enabling Freeze Rotation Y do?
4. Why do we need to normalize Movement for Player?
5. Why does the Player not rotate when the mouse is pointed outside the Floor?
6. What does setting the Layers as Floor do?
7. What's the difference between Orthographic and Perspective modes?
8. How is the Awake() function different from Start()?
9. How is the FixedUpdate() function different from Update()?
10. What's the difference between Static and Dynamic objects? Which of these can be Baked to create a NavMesh?