# Activity - Journal

## Module 4 Journal

**This week has been a big week, learning about assets and scripting. After investigating some of the assets on the Unity Asset Store and learning about beginner scripting, write down some of the assets and scripts you may need for your final assessment. Remember, you will most likely have to create your own scripts or at minimum, follow a tutorial. (100-200 words)**

Input script:

using UnityEngine;

using System.Collections;

public class ExampleClass : MonoBehaviour {

public void Update() { if (Input.GetButtonDown("Fire1"))

{

Debug.Log(Input.mousePosition);

}

}

}

Move script:

using System.Collections;

using System.Collections.Generic

; using UnityEngine;

public class Example : MonoBehaviour {

private CharacterController controller;

private Vector3 playerVelocity;

private bool groundedPlayer;

private float playerSpeed = 2.0f;

private float jumpHeight = 1.0f;

private float gravityValue = -9.81f;

private void Start() {

controller = gameObject.AddComponent<CharacterController>();

}

void Update() {

groundedPlayer = controller.isGrounded;

if (groundedPlayer && playerVelocity.y < 0)

{

playerVelocity.y = 0f;

}

Vector3 move = new Vector3(Input.GetAxis("Horizontal"), 0, Input.GetAxis("Vertical"));

controller.Move(move \* Time.deltaTime \* playerSpeed);

if (move != Vector3.zero)

{ gameObject.transform.forward = move;

} // Changes the height position of the player.. if (Input.GetButtonDown("Jump") && groundedPlayer)

{

playerVelocity.y += Mathf.Sqrt(jumpHeight \* -3.0f \* gravityValue);

}

playerVelocity.y += gravityValue \* Time.deltaTime;

controller.Move(playerVelocity \* Time.deltaTime);

}

}

**Now that you have some understanding of how assets can be used and managed, explain how you might reduce your projects size using asset management. (100-200 words)**

Firstly, people can compress Meshes and imported Animation Clips so that they take up less space in your game file. To enable Mesh compression, select the Mesh, then in the Inspector window set the Mesh Compression to Low, Medium or High. In a large project, use AssetBundles and DLLs. Secondly, Make one or more code projects that compile to DLL(s) in your main project. Similarly, make any number of art projects that generate AssetBundles in your main project.