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Company Name: LeapTech Studio Hsinchu, Taiwan	Project Name: VR for Language Training
Task Assigned to: Areej, Hussna	Deadline: 2022/02/12

Welcome to the Third Dimension

Coding Task

Instructions: Please write code for the following tasks:

Use built in environment (Download from Asset Store)

1. Move the Camera inside the scene using script.
 - **Hints: Place 4 points (Cube Object and make it invisible) in the scene and move camera among these points.**
2. Use Rigidbody and write code to print the Mass of the game object.
3. Write a code for collision detection between two game objects. When collision occurs, play a crash sound.
 - **Hint: Use Audio Source for the audio sound. Please search for the Audio Source.**
4. Switch your project platform to Android and enable the Virtual Reality in your app. You can switch project platform to android in the build setting which in the File menu. You can enable VR support in the Player setting. When you run your project, it should display a split screen.

Reading Task:

Instructions: Please write a small (2 pages) report on the following topics. Make sure you understand very well the topics.

- Physics Engine in Unity
- Prefabs
- Components
- Game Objects

Note: Create GitHub Repository and upload your code in the repository. Also upload your project screenshot to the Trello Website in your own Card.

Good Luck!