Assignment 1 report.

1. Name: Nam Ho
2. Brief introduction:

Roll a ball.

Zombie killing: player will control a soldier to kill zombie.

1. Instruction:

Scene 1: Roll a Ball game: player use arrow keys to move the ball to pick up coins.

Scene 2: Zombie shooting game VR – player use phone on VR mode or tilting 360 degree the phone to move the gun around, if the sight is aligned with a zombie, it will shoot to kill zombie and spawn a new zombie.

1. Credit:

Google VR SDK.

Tutorial from Matthew Hallberg: https://www.youtube.com/watch?v=kIATVY0sXuU

1. Contribution:

Fix all the script to make them compatible with new unity3d version.

Re-work the script for zombie.

Tweak parameter.

Fix some bugs: ie if zombie is too close to the gun, player can’t shoot it.

New gun model.

Make shooting action more realistic compare to old version (in this new version, player can miss the zombie and has to shoot it again, in original version, player will never miss the shot)

1. What do I learn from this assignment:

Implement Google VR SDK.

Asset creating: model, material, animation, sound

Adding asset from store to game.

Physical collision.

Level design.