Workshop 2 Lab3

Unity Components Communication

1. New a Unity project.
2. Add in a Cube object, rename to gameController.
3. Create Scrips folder.
4. Create a C# script VariableTracker.

Graphical user interface, text, application

Description automatically generated

1. Create a C# script ConsoleScript.

Graphical user interface, text, application

Description automatically generated

1. Attached VariableTracker and ConsoleScript to gameController object.
2. Create a C# script Testing.

Graphical user interface, text, application

Description automatically generated

1. Attached Testing to gameController object.
2. Run the scene, click on the Game scene and hit space and observe the Console.

Graphical user interface, application

Description automatically generated