# Workshop 6 Lab 1

In this activity, we are going to apply different type of forces on a circle and animate the circle like a ball

**Procedure:**

Create a new Unity Project “Force” with 2D template.

Add in two 2D object => Sprites => Circle

Please it somewhere in the scene

Chart, bubble chart

Description automatically generated

Name the two circles, circle1 and circle2.

Graphical user interface, text, application

Description automatically generated

Create a new C# Script “Mover”.

Text

Description automatically generatedGraphical user interface, text, application

Description automatically generated

Attached the Mover script to the two circles game objects.

Set the Mass to 10000.

Create a new C# script Engine

Text

Description automatically generated

Create a new game object, Engine

Attached the script to the Engine game object.

Diagram

Description automatically generated with medium confidence

Run the scene and observe the animation.

Adjust wind, friction and gravity and test the scene again.