ASSIGNMENT 1

INTRO, PURPOSE AND GOAL

1. To get acquainted with Unity
2. To learn the basics of Unity UI, gameobjects components and git flow.

HAND-IN

Hand in before next week's lecture, by pasting the URL to your github project next to your name in this sheet:

https://docs.google.com/spreadsheets/d/1rekEFkgqSKu9matm9qia9eLW68W9Ph06gJIoglDCJ68/edit#gid=0

RESSOURCES

1. https://unity3d.com/learn

ASSIGNMENT

GREEN (MINIMUM REQUIREMENTS)

1. Make the game print "Hello World" when it starts.
2. Make a button using the Unity UI
3. Make it print some text when you click it
4. Make another button that plays a sound file when the button is clicked
5. Make a third button, when the button is pressed a GameObject (fx a Cube) spawns somewhere visible on the screen, and falls down by gravity
6. Make it so that when user pres "F", the word "Respect" is printed in console
7. Make an gameobject (fx a sphere) move forward and backwards when pressing the arrow keys
8. Make the camera follow the moving game object
9. Prep your project for GIT and upload to Github. paste URL here:
   https://docs.google.com/spreadsheets/d/1rekEFkgqSKu9matm9qia9eLW68W9Ph06gJIoglDCJ68/edit#gid=0

YELLOW (GO FOR IT)

1. Export your game for Windows (.exe file) or Mac

RED (CHALLENGE YOURSELF)

1. Make a fourth button, when pressed, something amazing happens… Maybe a bunch of objects spawn while at the same time sound is played.