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//                                003. C++/Lua Unity importer  
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In this third assignment you can show how to import a Unity scene into C++ using a Lua script. We made a Unity project that exports its scene as Lua script. Your assignment is to interpret this Lua script to rebuild the scene in MGE.

To pass the assignment, you need to be able to import the example script. Adding more features to the exporter and importer will be rewarded with more points.

Possible improvements:

- Allow multiple meshes (for instance by writing the .obj filename to the script)
- Export a full transformation, including rotation, scaling and position (write a Mat4x4)
- Export textures

The assignment should have a reasonable extent and it should be of a semi-professional quality in order to suffice.

You have one week for this assignment. Show your assignment to your lab teacher.  
It will be graded on the following points:

|                    |   |
|--------------------|---|
| C++ implementation | - how did you setup the C++ structure that interprets the file?   |
| Features           | - how much features did you implement?                            |
| Transformations    | - how much of the Unity transformation is sent from Unity to C++? |

The assignment can be graded as sufficient, good or excellent.