CS 485 – HW2

First-Person-Controller

**Enrique Alonso Esposito**

*California State University, San Marcos*

*February 10, 2019*

**Scope:**

This is a report of HW2 for Game Programing (CS 485). The purpose of the assignment is to create a basic game with Unity in which we implement a First Person camera. In addition to the movement and character control, we are required to add a menu with resume and exit functionalities.

**GitHub repository:**

[GitHub repository for the First-Person-Controller](https://github.com/enrique95ae/First-Person-Controller/tree/master/First-Person-Controller)

**Own contributions:**

In addition to the base requirements these are some extra features that I have added:

1. A main menu with a help button and free assets from the Unity’s store.
2. Experimented with the terrain.
3. An in-game menu to pause the time, which also offers two options to the player: resume game or go to the main menu.
4. A quit the game button in the main menu.
5. Used the asset store for downloading a pack of free assets for the menu and textures.

**Outside references:**

These are references, tutorials or repositories that have helped me to complete the assignment.

1. Main Menu: [Creating A Main Menu](https://unity3d.com/es/learn/tutorials/topics/user-interface-ui/creating-main-menu)
2. First person controller: [Making a Simple First Person Controller in Unity3d](https://www.youtube.com/watch?v=riPZtrWNGzc)
3. Pause Menu: [Making a simple pause menu](https://www.youtube.com/watch?v=PyEmRVRHWL8)

**Other comments:**

Even though this is a simple game and its scope is to make students familiar with the environment, many improvements can be made, such as:

A settings button in the main menu that will allow a player to use sliders for controlling the master volume. < --- In Progress.

TO FIX:

-Make the mouse inactive in the paused menu. (Time is already paused).