Assignment 1: VGP125 – Data Classes

Due: Actual Week 3 (Must be completed and checked in by the beginning of class)

Project Description:

- Using your new Unity project created in class, set up the following:
    - A Main Scene
    - create the following data classes and public properties:
        - BasicObject
            - id (int)
        - PlayerObject
            - id (int)
            - position (Vector3)
            - displayName (string)
            - speed (float)
        - EnemyObject
            - id (int)
            - position (Vector3)
            - displayName (string)
            - damage (int)
            - speed (float)
        - EnemyMeleeObject
            - id (int)
            - position (Vector3)
            - displayName (string)
            - damage (int)
            - speed (float)
        - EnemyRangedObject
            - id (int)
            - position (Vector3)
            - displayName (string)
            - range (float)
            - damage (int)
            - speed (float)
    - Use whatever inheritance hierarchy that seems to make sense given the structures above (feel free to add more classes in between if it seems needed)
    - In your Main unityScene, in the Main GameObject create 3 lists
        - 2 players
        - 5 melee enemies
        - 5 ranged enemies
    - Write a separate function for each list to populate the respective list with data that represents a variety of different values
    - Bonus: use unity ui to display the data from the items and/or unity objects to represent the data. Examples:
        - Make the object shape and size correspond to the data for range and damage
        - Use color to represent type
        - Make the objects move around at different speeds

Marking (10 total):
- Class Hierarchy (3)
- Data Lists (3)
- Functions for data creation (4)

Bonus (up to 2 more points, total max of 10)
- UI (1)
- Objects (1)