

CSC 631

Homework #2 individual

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By:

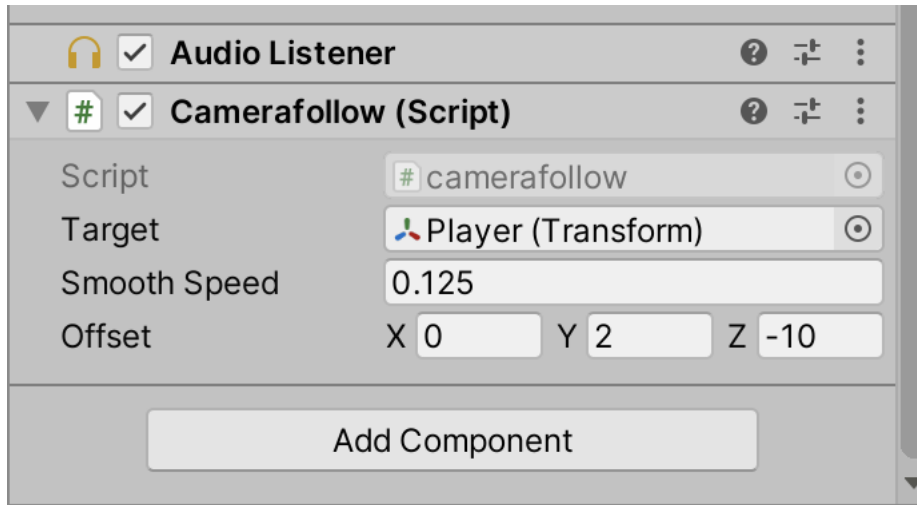
Ibrahim Aboudamous

Due date:

02/21/20

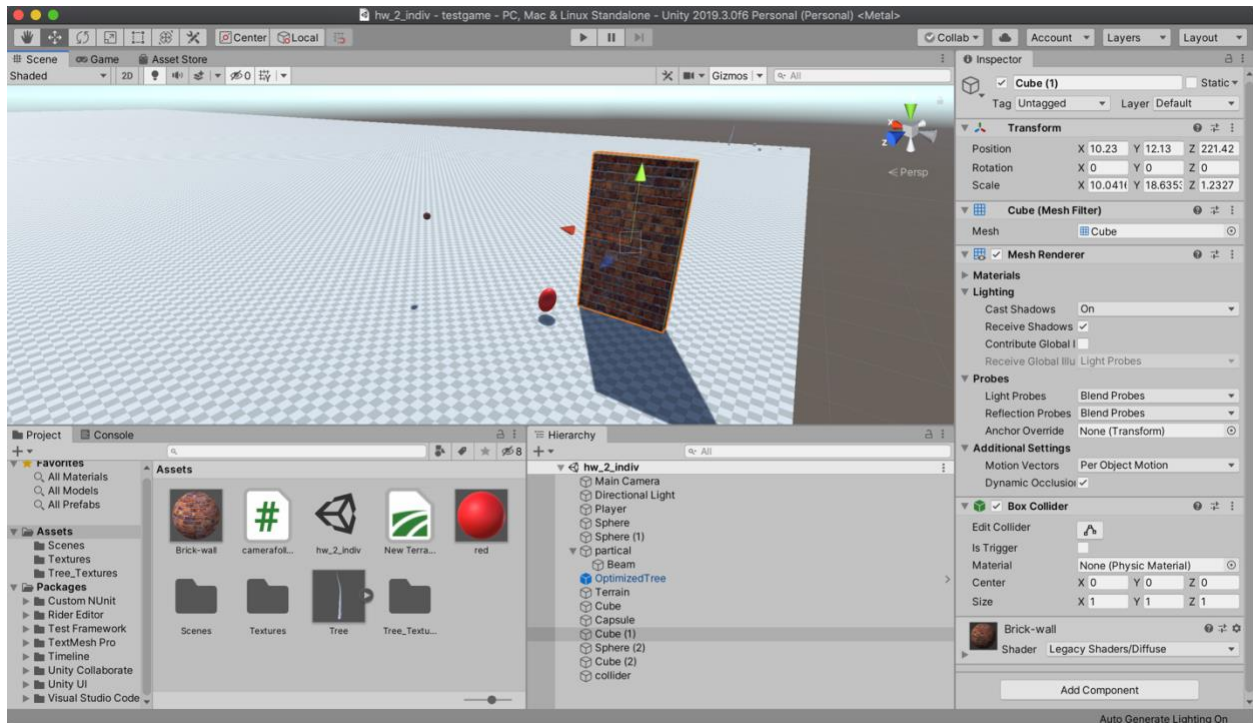
A.

Make camera move (i) behind of object as the object moves (like the cube) and(ii) a top down view that looks down the whole scene and switch between (i) and (ii) should be done by key input.



When you also go to play the scene, the camera goes inside of the player (cube) which shows that Is following. In order to get it to switch between (i) and (ii) I had to write a C# script.

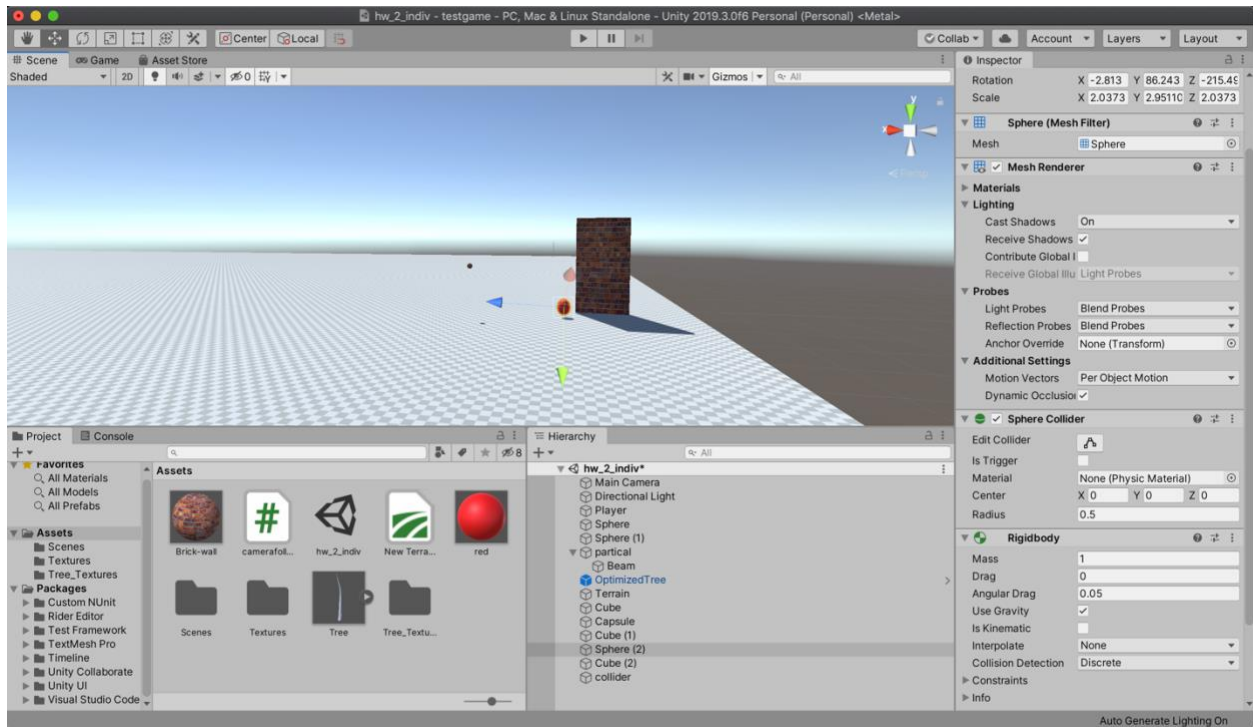
B.



For this portion as well for switching using keys it was as well using a script. Also, for texture I saved an image as a PNG and then brought it in as an asses that was able to go on my 3-D object.

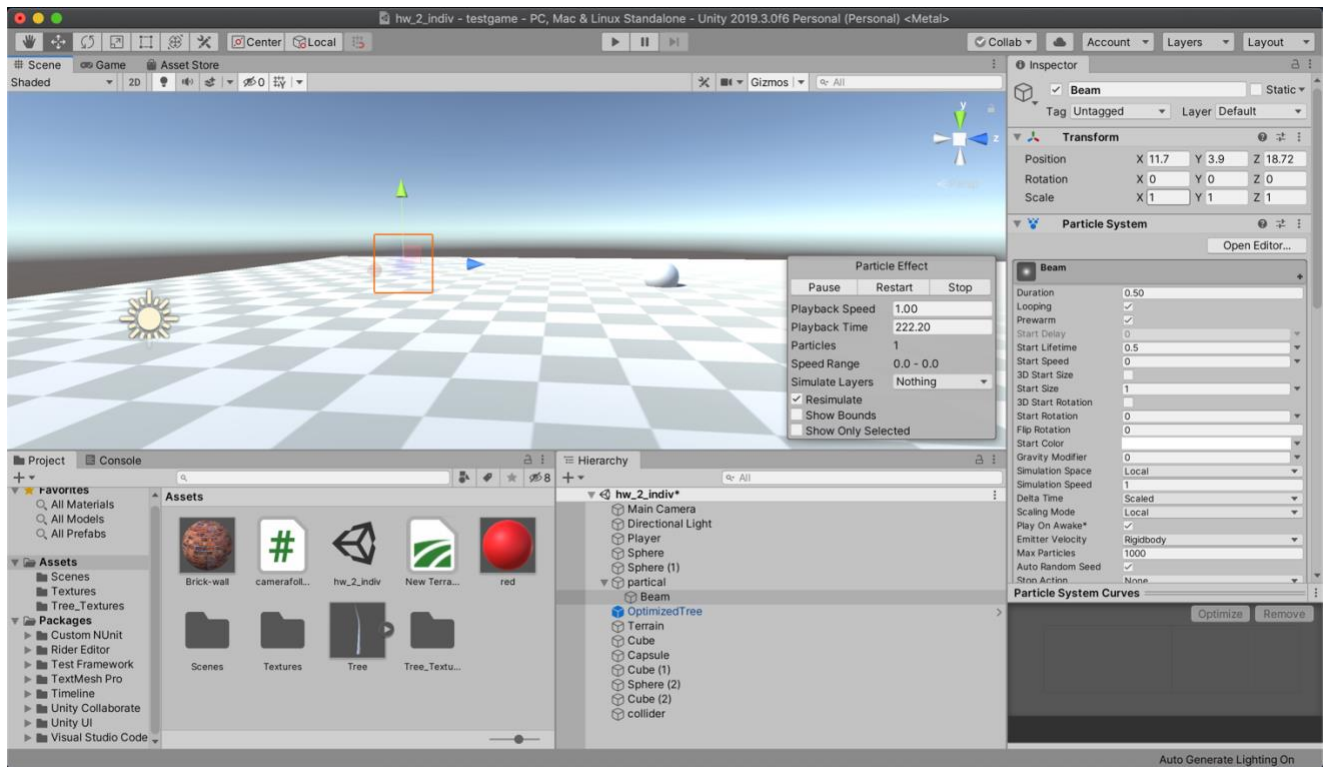
C.

In order to get collisions to work you must have rigid body inserted in as a component.



D.

Created the flashing here and then was able to change color to a darker blue.



Reflection:

In completing this homework assignment, it was the best way to get in the rhythm of starting a scene and making sure you are aware of all the tools inside of Unity in order to get done with whatever you are assigned. I feel like I still need a little bit more practice with collisions as some of the tutorials I felt like were a little too ahead. I plan in this week's team meeting to talk to my team leader in order to get some more help on what I created.