CIS/IM 456/556 – Assignment #3 – **Due Friday** **9/13 before 11:55pm**

**Step 1:**

If you are more experienced with Unity, you can skip to Step 2. But if you get stuck, come back and start with Step 1.

* Go to this link: [https://learn.unity.com/tutorial/set-up-your-first-project-in-unity?courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63#](https://learn.unity.com/tutorial/set-up-your-first-project-in-unity?courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63)
* Download the Prototype 1 assets and load them into Unity
* Read through the tutorial from Lesson 1.1 and complete each step. It will be faster if you read the steps and only watch the video if you get stuck, but easier if you watch the videos.
* When you have completed Lesson 1.4, continue to Step 2.

**Step 2**:

* Complete the Create with Code - Challenge 1: <https://learn.unity.com/tutorial/challenge-1-steer-a-plane-through-obstacles-in-the-sky?courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63>
* Download the Challenge 1 assets and complete the challenge. The “bonus step” is required for full points.

**Required Deliverable**:

* Upload the following to Sakai under Assignments -> Assignment 3: a .txt text file with a URL web address linking to a git repository containing your project files for the completed challenge.
* You must put the .gitignore file under Resources on Sakai in your git repository before adding your project files or creating a unity project in your git repository.
* To receive credit for this assignment, all script files that you write or change **must** include the header comment below with your name on it:

/\*

\* (Student Name)

\* (File Name)

\* (Assignment)

\* (Describe, in general, the code contained.)

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