

Quest 1 - Movement

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- Dev Environment Familiarization
- 2D Graphics
- Scripting
- Movement

Summary

Introduce Unity fundamentals by having an object move in response to keyboard input.

Core Loop Requirements

Inputs/Actions

- Arrow Keys = Movement

Obstacles/Challenge

- N/A

Goal

- N/A

Additional Details/Requirements:

- Projects will be graded using the exact Unity version discussed in class
- Project - "VG1_LastNameFirstName"
- Scene - "Scenes/Q1"