Troupe exercise: working with a game

**Windows users:** make sure to unzip the assignment and remove the zip file before beginning.

This exercise will give you basic experience with working with the Unity3D system.

# Part 1: Open the game

Open the Levels directory and double-click on the file named *Easy*. Click the run button. You will find that the game runs, but the keyboard controls don’t work.

# Part 2: The internet is your friend

Search the internet for the Unity documentation on the Input class and the KeyCode enumeration.

# Part 3: Fixing the code

Open PlayerController.cs from the Assets directory. Now edit the code for the properties TiltLeft, TileRight, PushUp, and PushDown so that they return true when their respective keys are pressed:

* TiltLeft: left arrow or A
* TiltRight: right arrow or D
* PushUp: up arrow or W
* PushDown: down arrow or S

I’d recommend doing one property at a time. After each one, save the file, go back to the Unity window, and try running the game to verify that that keyboard control works.