Spring '20 CIS 410/510 Assignment 1 – 100/100 points – Due Friday, 4/3, 11:59 PM

1. [70] Download and install Unity 2019.1.14 (including the preselected targets plus "WebGL Build Support" and any other desired platform support) from here:

https://unity3d.com/get-unity/download/archive

This specific version was chosen because it works with the tutorial for Assignment 2 out of the box. It will also be critical that we're all using the same version for the term project.

Next, do this:

https://learn.unity.com/project/roll-a-ball-tutorial

2. [30] Add a ball "double jump" ability to your project, triggered by the spacebar. Specifically, the ball should be able to jump when in contact with the ground and then jump exactly once more before returning to contact with the ground. There are many ways to implement this, so do some research and have fun. ☺

Feel free to customize the look and feel of your project by adjusting colors, lighting, assets, etc. Be creative!

Ensure that your game plays as intended both in the Unity player and when built for the WebGL player!

Create a repository (github, bitbucket, etc) for your project and submit a link to it for Assignment 1 on Canvas. Please ensure that eric@cs.uoregon.edu, bergsttr@cs.uoregon.edu, and mylife1@cs.uoregon.edu all have access to the repo!