Lesson Overview

Learning Objectives

At the end of this lesson, you should be able to:

- Code components containing methods
- Create animations animations using code
- Instantiate objects during runtime
- Control GameObject's behavior during runtime

Reference List

- Read about the Unity Animation System.
- To go further with your C♯ scripting knowledge, research and read about conditional statements. Use the documentation: Selection statements - if, if-else, and switch | Microsoft Learn ↗.

Practice

Apply what you learn by completing the following:

- Still not due, but you can continue working on the Jump Guy Part 1 assignment.