Assignment 1 Touch Control in Unity

# Submission

Due Friday 21st February

Project to be developed on and submitted (by sharing with me) using BitBucket (and SourceTree recommended)

# Requirements

* A scene with a number of objects (cubes etc..)
* Tap on and object to select it (if selected it should change colour or something to reflect selection)
* Two modes
  + Mode 1 (Object selected)
    - Drags moves the object appropriately (relative to the camera)
    - Scales (obvious?)
    - Rotates (Obvious ?)
  + Mode 2 (No Object selected)
    - Drags move the camera
    - Scales Zoom in and out
    - Rotates the camera
* Some “innovative” touch gesture with more than 2 touches
* Some GUI buttons with non-trivial functionality
* Gyroscope (if available) and Accelerometer