COMP 305

Game Programming 1

# Lab 3

## Due: February 18, 2018 @ 11:59pm

**Instructions:**

In Unity, load **3** distinct sprite characters into a scene. The scene must contain the following:

* 3 Sprites with
  + Walk animation
  + Jump animation
* Ground with proper collision
* **Minimum** 1 platform to jump on.
* Ensure the sprites point in the correct direction

Allow the user to control each character **separately** using the following control scheme.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Sprite 1** | **Sprite 2** | **Sprite 3** |
| **Left** | A | F | J |
| **Right** | D | H | L |
| **Jump** | Z | V | M |

**Submission:**

* A functioning executable (.exe) of your scene.

**Marks:**

* **5xp**