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**COMSATS University Islamabad,**

**Lahore Campus -solutiom**

**□ Lab MidTerm Exam □ Lab Terminal Examination – SP24**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Course Title: | Game Development | | | | Course Code: | CSC495 | Credit Hours: | 3(2,1) |
| Course Instructor/s: | Saira Aslam | | | | Program Name: | BSE | | |
| Semester: | 6th | Batch: | FA21-BSE | Section: | A/B | Date: | 02-04-2024 | |
| **Time:** | **1 hour 30 minutes** | | | | **Maximum Marks:** | | **50** | |
| **Important Instructions:**   * Download the provided ASSETS from google classroom * Submit screenshots (showing LabMid\_your registration number, like LabMid\_FA21-BSE-000) of your game, a 5 seconds video and cs scripts separately * DO NOT COPY YOUR WORK FROM ANY SOURCE * Submit your work at Google Classroom Lab MidTerm Exam folder | | | | | | | | |

***Question No 1.* Marks: 7+5+8+5+5+10+10**

***CLO: <3>; Bloom Taxonomy Level: <****Apply****>***

*characterScript:*

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class characterScript : MonoBehaviour

{

    private Animator \_anim;

    // Start is called before the first frame update

    void Start()

    {

        \_anim = GetComponent<Animator>();

        if(\_anim == null)

        {

            Debug.LogError("Unable to access animator of character!");

        }

    }

    // Update is called once per frame

    void Update()

    {

          if (Input.GetKeyDown(KeyCode.W))

        {

            \_anim.SetTrigger("isWalk");

        }

        if (Input.GetKeyUp(KeyCode.W))

        {

            \_anim.SetTrigger("idle");

        }

        // Handle jumping

        if (Input.GetKeyDown(KeyCode.J))

        {

            \_anim.SetTrigger("isJump");

        }

        if (Input.GetKeyUp(KeyCode.J))

        {

            \_anim.SetTrigger("idle");

        }

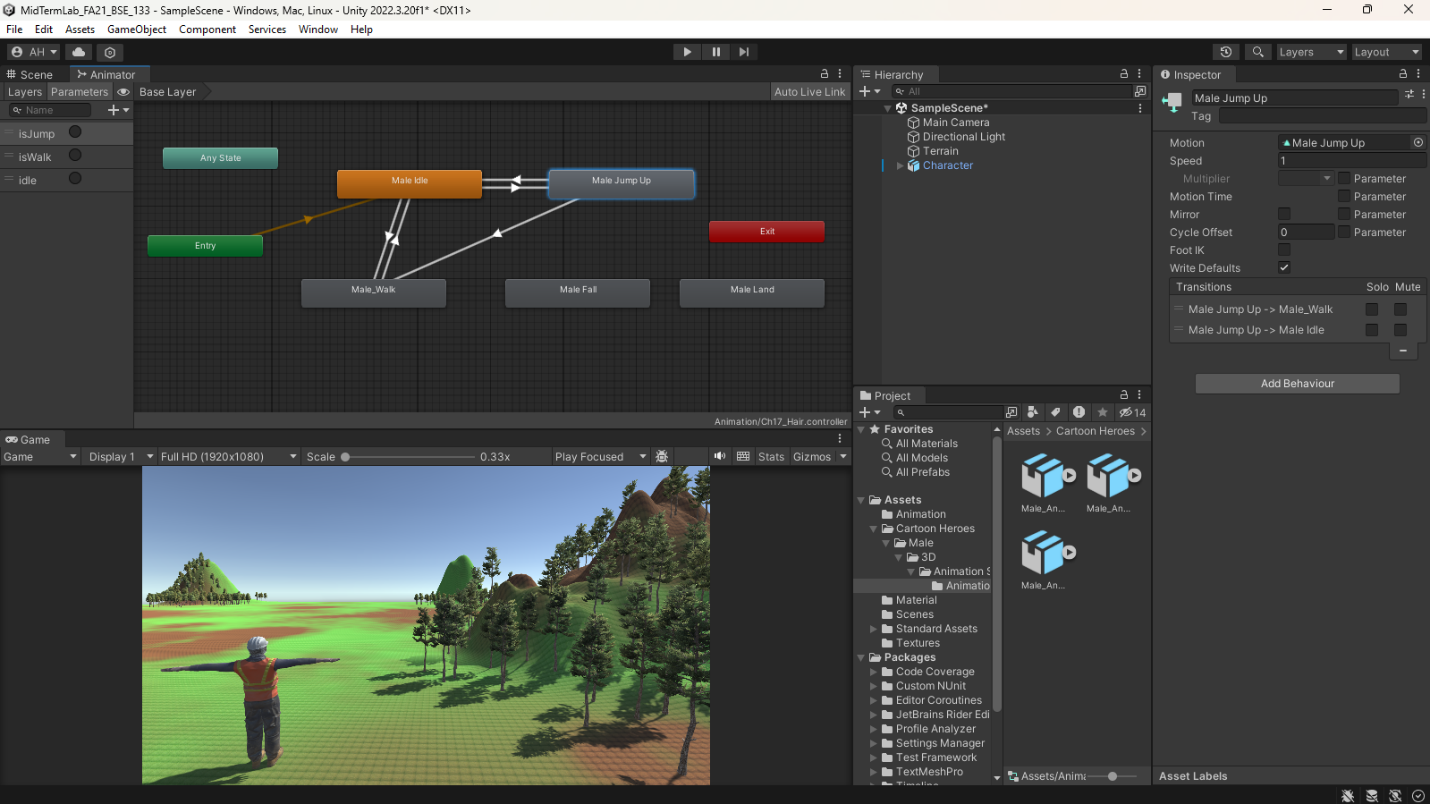
    }

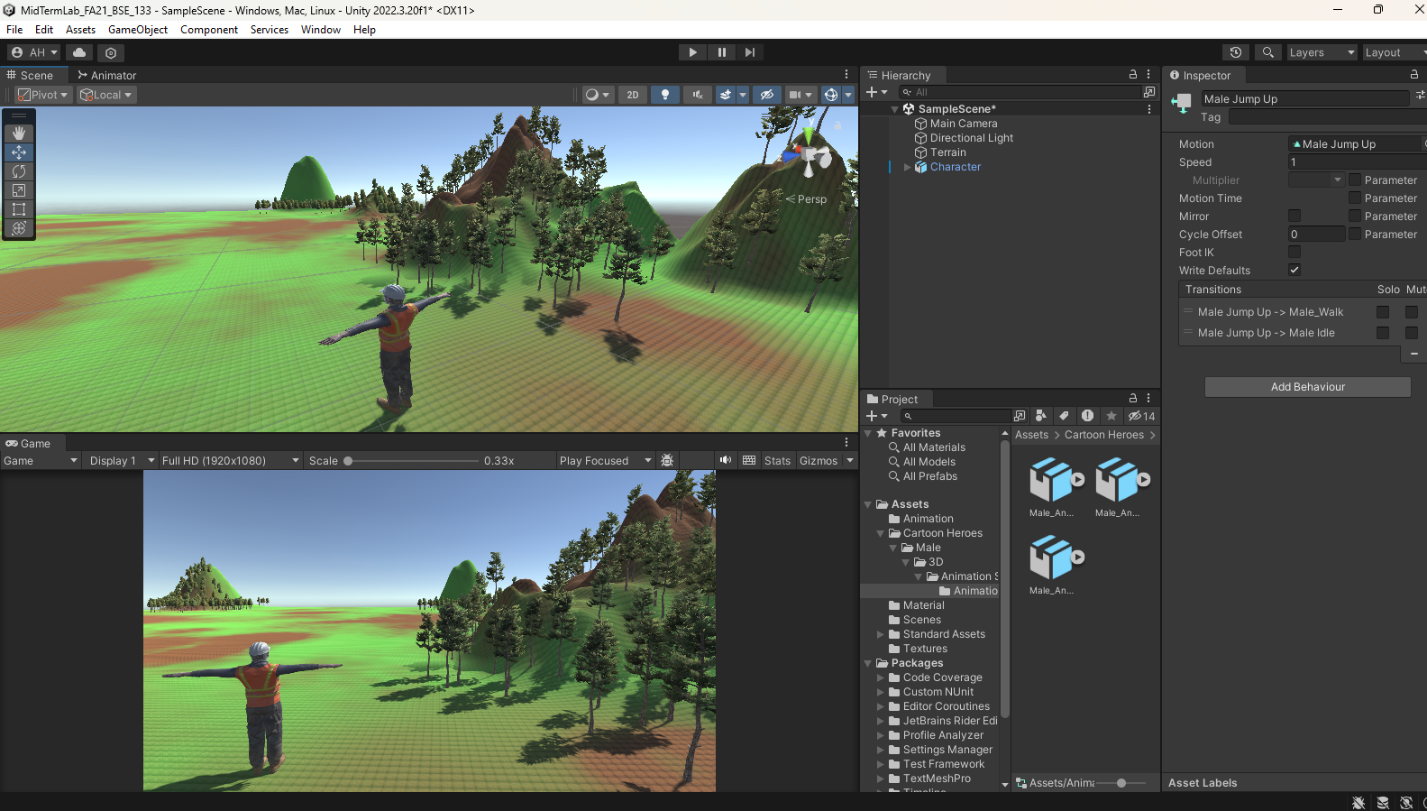
}

**Screenshots:**

**A screenshot of a computer

Description automatically generated**

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**A screenshot of a computer

Description automatically generated**

**A screenshot of a computer

Description automatically generated**