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5414019   Exercise 1

- Implementation:
  - Language Used: Unity
  - Tools Used: Unity3D and Visual Studio
  - Approach:
    - Firstly, created a 2D plane which will act as the base for all game objects like walls, sphere and obstacles.
    - Walls acts as the boundaries for the ball (player) to roll on the game plane.
    - There are some obstacles in the form of Capsules and walls.
    - The player has to collect some targets which are shown in the form of rotating cubes.
  - Challenges:
    - I face the challenge of aligning my camera view correctly and used lot of time in aligning it properly.
    - Debugging the application was difficult in case of null pointer or out of bound index errors.
  - Customization:
    - Added a light spot on the players and light source will move with the player.
    - Made Collectible targets continuously rotating and to protect them from falling down from the plane as the targets are Rigid Body.
- References:
  - https://unity3d.com/learn/tutorials/s/roll-ball-tutorial
  - https://www.youtube.com/watch?v=W_fAidYRGzs
  - https://forum.unity.com/threads/rotating-a-rolling-ball.26396/

- Snapshots:

- Main Camera
- Directional Light
- Ground
- ▼ Player
  - Spot Light
- ▼ Walls
  - WestWall
  - EastWall
  - SouthWall
  - NorthWall
  - Obs1
  - Obs2
  - Obs2 (1)
  - Obs2 (2)
  - Obs1 (1)
- Capsule
- MovingObj
- Capsule (1)
- Capsule (2)
- Capsule (3)
- Pickup (1)
- Pickup (3)
- Pickup (2)
- Pickup (5)
- Pickup (4)
- ▼ Canvas
  - Score Text
  - Win Text
- EventSystem