**LAB 01**

**Table of picture**

[Picture 1: Main camera 2](#_Toc127026694)

[Picture 2: Camera Controller code 2](#_Toc127026695)

[Picture 3: Camera attribute 3](#_Toc127026696)

[Picture 4: Plane 4](#_Toc127026697)

[Picture 5: Plane attribute 4](#_Toc127026698)

[Picture 6: Player (Sphere) 4](#_Toc127026699)

[Picture 7: Player Controller code 5](#_Toc127026700)

[Picture 8: Player attribute 1 Picture 9: Player attribute 2 6](#_Toc127026701)

[Picture 10: Walls 6](#_Toc127026702)

[Picture 11: West wall attribute Picture 12: East wall attribute 7](#_Toc127026703)

[Picture 13: North wall attribute Picture 14: South wall 7](#_Toc127026704)

[Picture 15: Pick Up 8](#_Toc127026705)

[Picture 16: Ratotor Pick Up code 8](#_Toc127026706)

[Picture 17: Pick Up attribute 9](#_Toc127026707)

[Picture 18: Count Text 9](#_Toc127026708)

[Picture 19: Count Text attribute 1 Picture 20: Count Text attribute 2 10](#_Toc127026709)

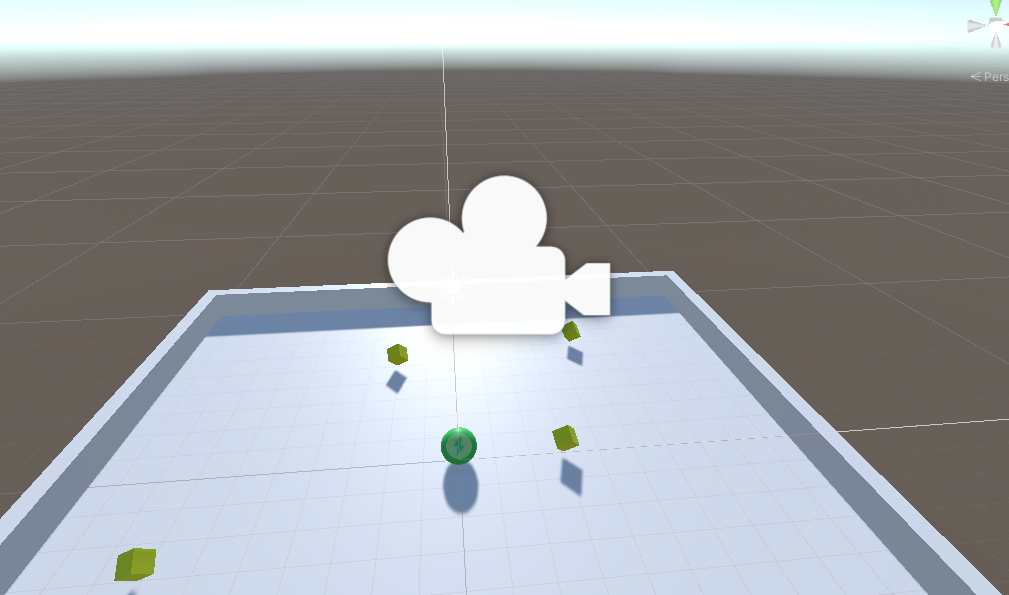
[Picture 21: Win Text 10](#_Toc127026710)

[Picture 22: Win Text attribute 1 Picture 23: Win Text attribute 2 11](#_Toc127026711)

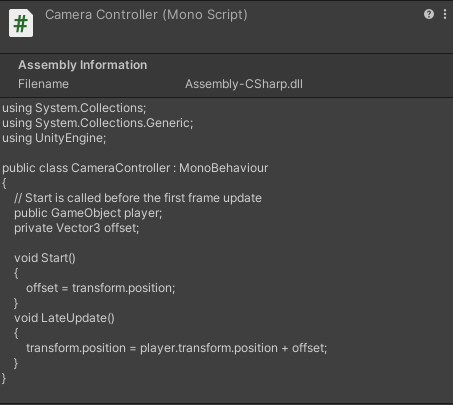
[Picture 24: Assets folder 11](#_Toc127026712)

**Picture**

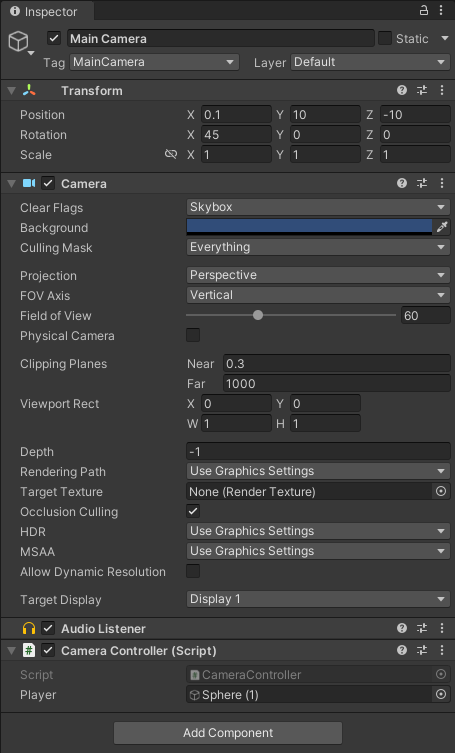
1. Main camera



Picture 1: Main camera

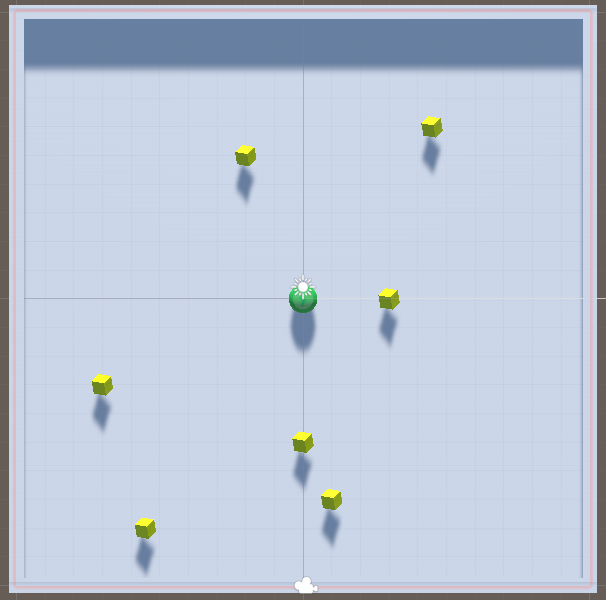


Picture 2: Camera Controller code

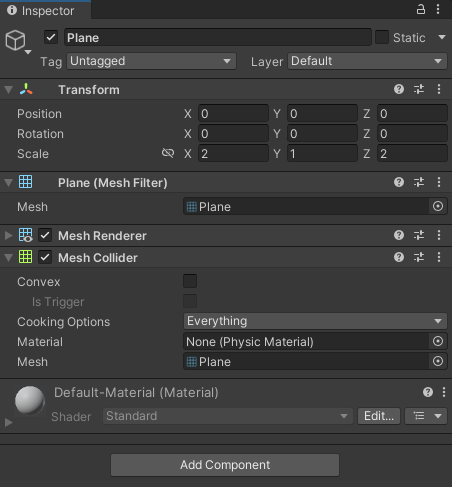


Picture 3: Camera attribute

1. Plane

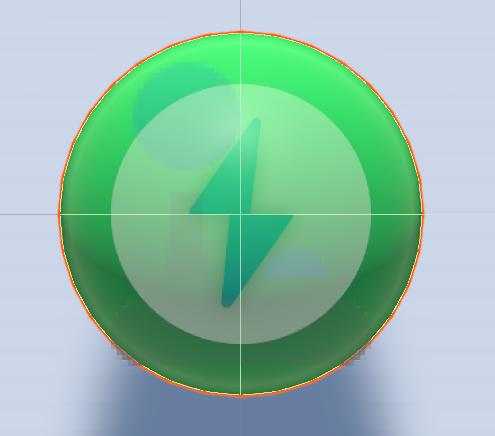


Picture 4: Plane

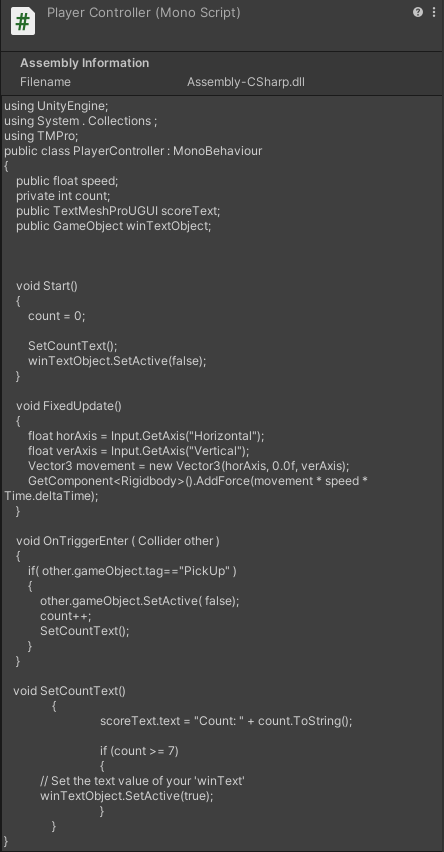


Picture 5: Plane attribute

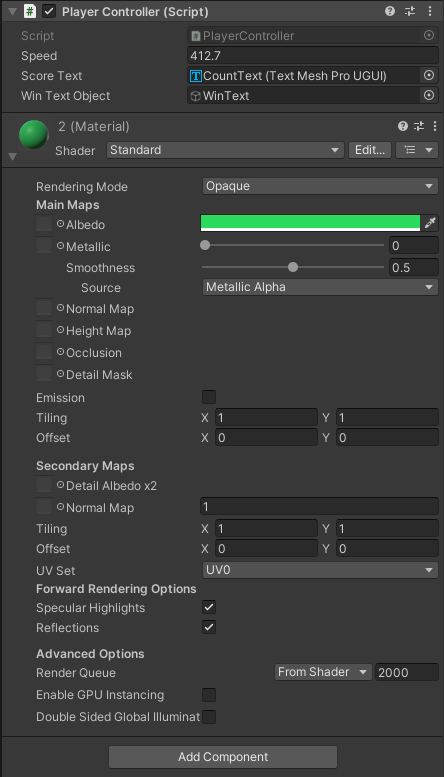
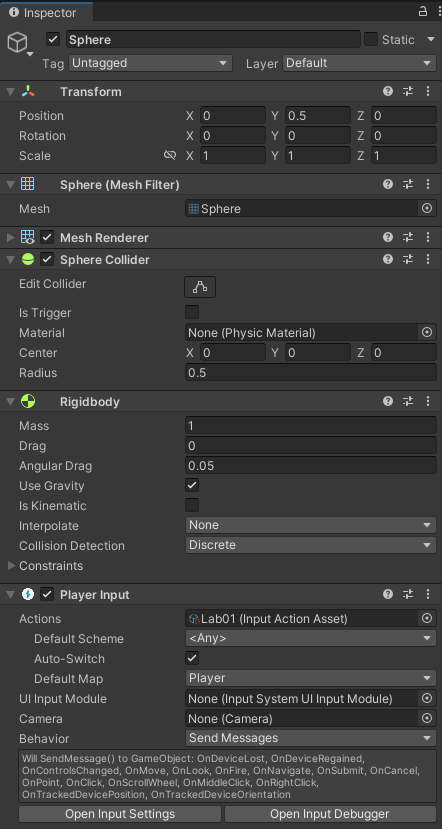
1. Player



Picture 6: Player (Sphere)

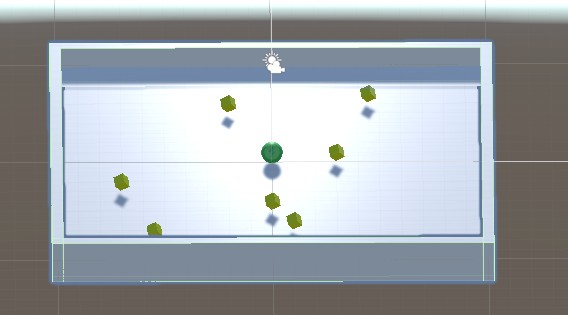


Picture 7: Player Controller code

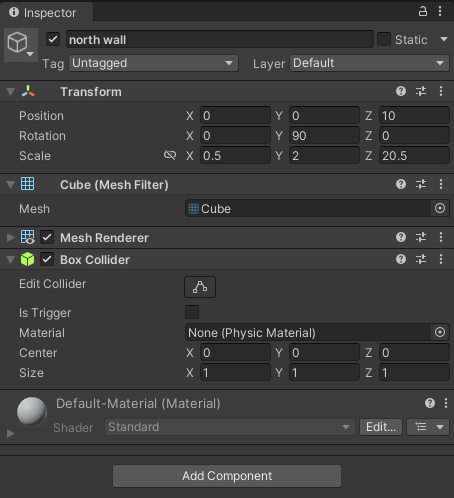
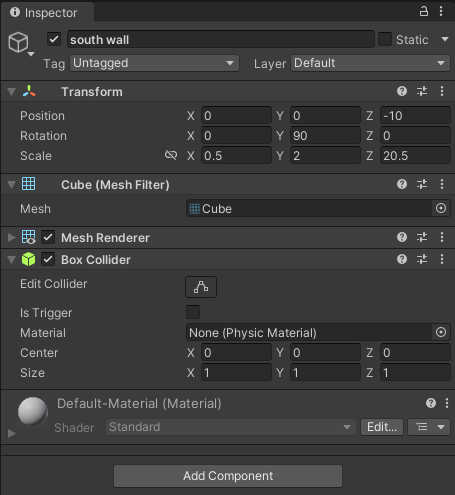
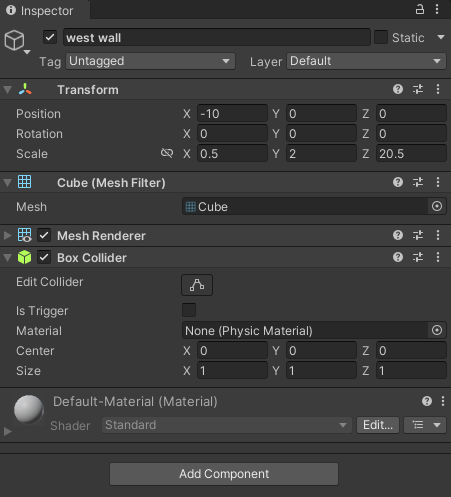
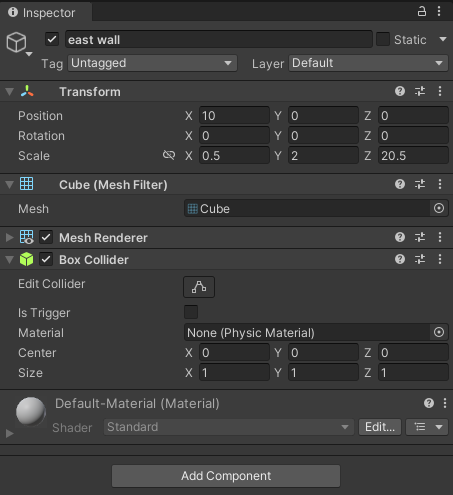


Picture 8: Player attribute 1 Picture 9: Player attribute 2

1. Walls

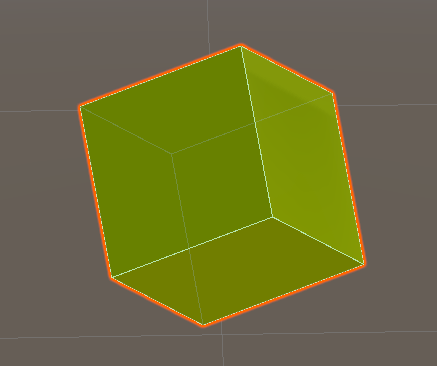


Picture 10: Walls

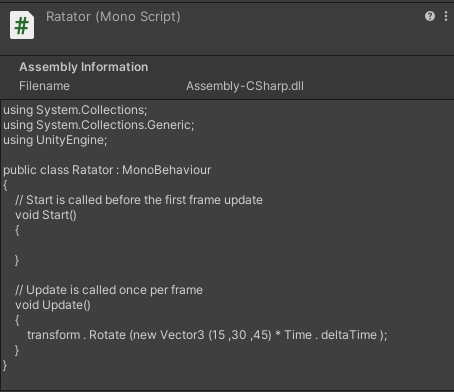
 Picture 11: West wall attribute Picture 12: East wall attribute

Picture 13: North wall attribute Picture 14: South wall

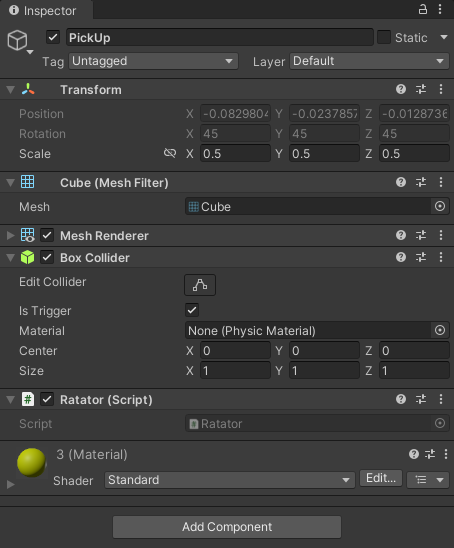
1. Pickup



Picture 15: Pick Up



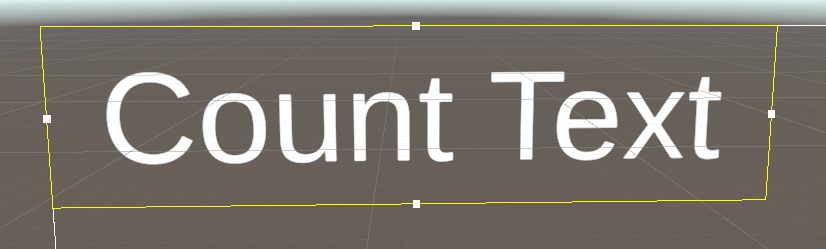
Picture 16: Ratotor Pick Up code



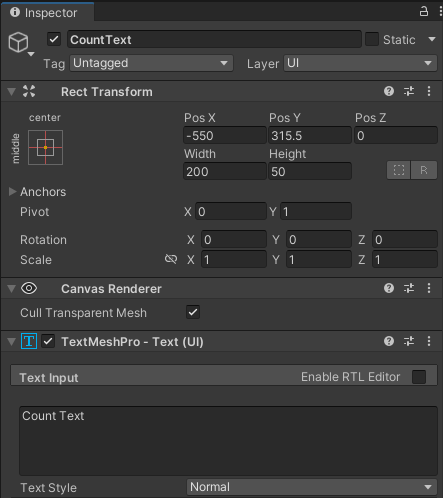
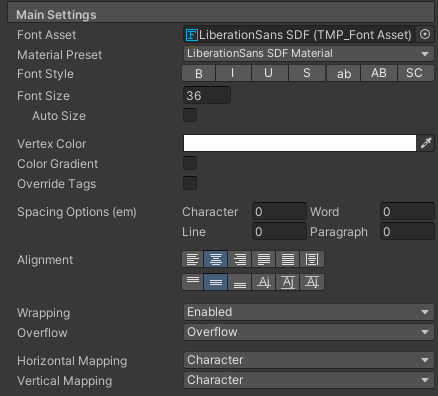
Picture 17: Pick Up attribute

Note: other pick ups are only different positions, the rest are mostly the same.

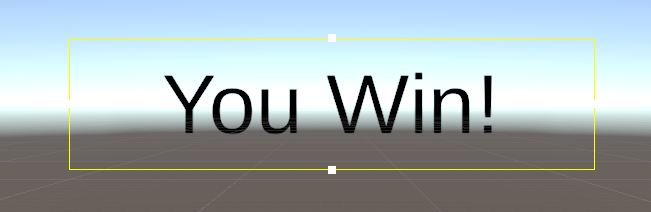
1. Count Text



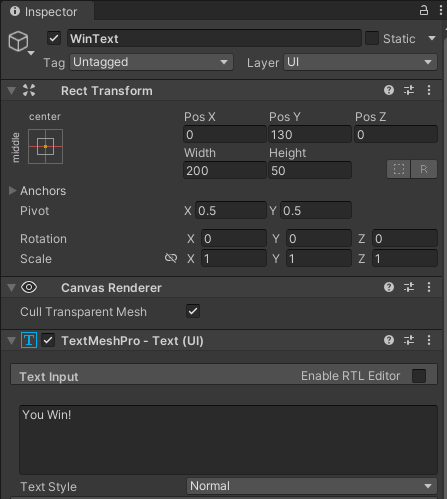
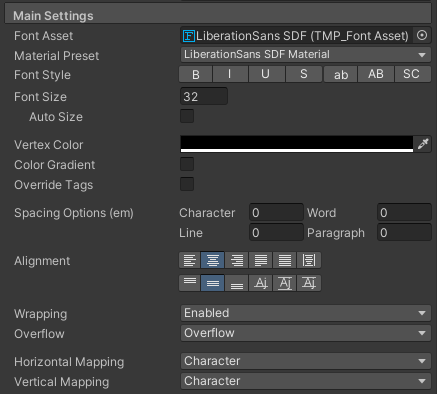
Picture 18: Count Text

Picture 19: Count Text attribute 1 Picture 20: Count Text attribute 2

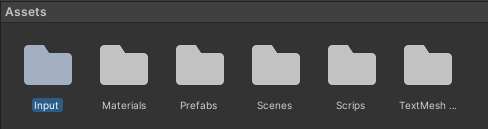
1. Win Text



Picture 21: Win Text

 Picture 22: Win Text attribute 1 Picture 23: Win Text attribute 2

1. Assets folder



Picture 24: Assets folder