

Unity Task Description

The description of the task was as below:

1. create a Unity project (at least version 2019).
2. create a repository.
3. create a scene in which a ball rotates around a cube.
4. when you click on the cube, the colour of the cube and the ball should change.
5. think of a small additional function.
6. send me the repository.

The project is built on unity version 2020.3.45 there are no other pre-requisite to install. Steps taken to develop project are firstly create a unity 3D scene then adding two object sphere and cube into the scene at 0 x, y and z coordinate for cube and 2, 0.02 and 0.13 respectively.

Create a material for sphere in which colour was change to red and the cube color was by default. In order to proceed with the task description a C# script was added in cube file where **public float speed = 10f; public Transform sphereTransform; public GameObject sphere;** variable was declared. Addition to task descriptions upon clicking along with the change in colours the speed of spherical also increase.

After building pushed to repository with following commands:

1. Open Git Bash terminal in same directory
2. *vi .gitignore*
 - a. The latest gitignore content for Unity here:
<https://github.com/github/gitignore/blob/master/Unity.gitignore>
 - b. Copy and paste the syntax into the console and then type the following to close the creation of the gitignore file.
 - c. *:wq* to close the terminal
3. *git init*
4. *git add .*
5. *git commit -m "commit"*
6. *git remote add origin <project url on github>*
7. *git push origin master*