INFR 3110U – Game Engine Design & Implementation
Fall 2019
Individual Assignment 1 – DLL Plugin
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CONTROLS:
Left Arrow: moves cube left
Right Arrow: moves cube right
Up Arrow: moves cube forward
'L' Key: loads cube's last position
'S' Key: saves cube's current position

DESCRIPTION
This project is to be able to take a cube's position in Unity, use C# to send it to the C++ side and have it save that data (x,y and z position) to a text file, which is then read back in and sent to Unity to change the position of the cube.