Specialty: Physics Programmer

Quest 1 - AddForce

In this quest you will learn how to add force onto a certain object so that you can decide how it reacts when certain actions are taken. You will discover how to do this by using the AddForce command in Unity. The video below explains how to AddForce onto any object that you specify and how to make it add force when a certain action is taken by using a “if” statement.

Link: <http://unity3d.com/learn/tutorials/modules/beginner/physics/addforce>

To complete this quest create a script that pushes an object into the air when you hit the “u” key, record a screencast and include the script that you used to complete this quest. This will allow you to unlock the second quest in this chain.

Quest 2 - AddTorque

In this quest you will learn how to add force onto a certain object so that the object rotates when you take a certain action in the game. You will discover this by using the AddTorque command that lets you spin objects. The video that is below will explain how to use the AddTorque command and spin all the objects that you want. Once again it will explain how to set it up to only do this when you take an action by using an “if” statement.

Link: <http://unity3d.com/learn/tutorials/modules/beginner/physics/addtorque>

To complete this quest, create a script that spins an object when you hit the “p” key, record a screencast and attach it to your submission, along with the script that you used to complete this quest. This will allow you to unlock the third quest in this chain.

Quest 3 - Spin and Jump

Using the previous commands, AddForce and AddTorque, you will combine them to create a script that makes a game object be pushed into the air and spin simultaneously.

To complete this quest, create a script that spins and pushes an object up in the air when you press a certain button (your choice). Complete this quest by uploading a screencast and the script that you used to complete the task you were given.