Unity Lab 2: Script of Unity3D

Project Overview

This project focuses on creating an interactive game environment where players navigate the scene, collect rotating objects, and interact with the environment.

Features

- **Player Controller:** Move the player using the arrow keys on the keyboard.
- **Collectable Objects:** Rotating pick-up items.
- **Camera Control:** Smooth follow of player movement.

How to Play

1. Open Unity and load the project scene (`XXX.unitypackage`).
2. Click **Play** in the Unity Editor.
3. Navigate using arrow keys to interact and collect items.