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Assignment1: Two Scenes

As instructed, I prepared two scenes. They are housed in Github repository. I tried to make the new repository for this assignment as a member of anthony_duben_gdf2017 on GitHub, but I could not even though it was easy to set the assignment up as sub-directory on my laptop. I have not figured out how to make the repository structure on GitHub match the directory structure on my computer. I have included the professors and the TA's as collaborators.

Here is the GitHub repository:

https://github.com/sunrise3001/Assignment_1_first_two_scenes_AJ_Duben

_Scene0 has the basic sprites – three versions of the triangle, a box to confine the bouncing circles, a bouncing circle, and prefabs using the diamond and hexagon.

I discovered that the walls of the box can confine the bouncing circle only if the bounciness is 1.0 or less. Otherwise, the circle can escape from the box! The walls of the box are permeable. When bounciness exceeds 1.0, the ball accelerates until there is a point where the software allows the ball to leave the confines of the box.

The ball falls under gravity and bounces on the walls of the stationary objects placed in the box.
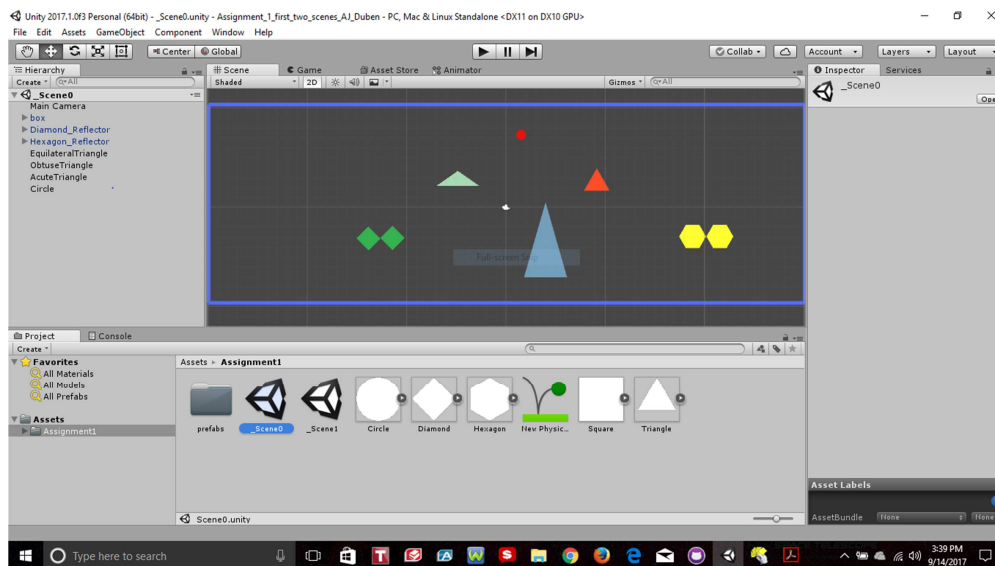
I copied the contents of _Scene0 to a second scene, _Scene1. I made the field of objects more elaborate by placing additional triangles and prefabs in the box. I created a total of six circles and placed them at the top of the box. In game mode, the circles fell on the surfaces of the objects, bounced around and collided with the surfaces of other objects and with each other.
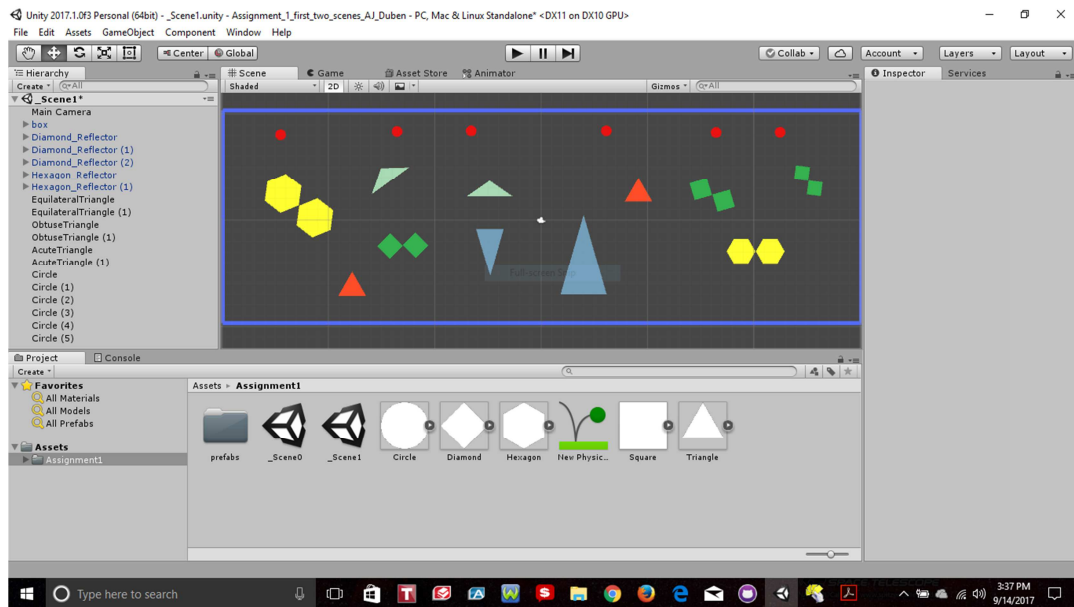
At this stage, to see different collision behaviors, it is necessary to exit game mode, move the circles, and then run the game again. There is no real object to the game except to watch the circles bounce.