Introduction to Virtual/Augmented Reality and Telepresence

Assignment 1
Topic: ROLL-A-BALL TUTORIAL
Unity 3D Version

Create a simple rolling ball game that teaches you many of the principles of working with Unity.

In your first foray into Unity development, create a simple rolling ball game that teaches you many principles of working with Game Objects, Components, Prefabs, Physics, and Scripting. No asset download is required. Follow the tutorial instructions provided at https://learn.unity.com/project/roll-a-ball

In addition to the tutorial specifications, I would like you to add extras such as:

- Texturing the balls with various images

- Adding basic shaders to the game

- Improving user interface

The making will be based on the following:

- The functionality of the game is 70%

- Additional features: Texture 10% Shaders 10% New interface 10%

Send a link to the working game (build for PC) using eClass on October 3.