

Homework 3
CSC631.01
Due February 28, 2020

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Controls:

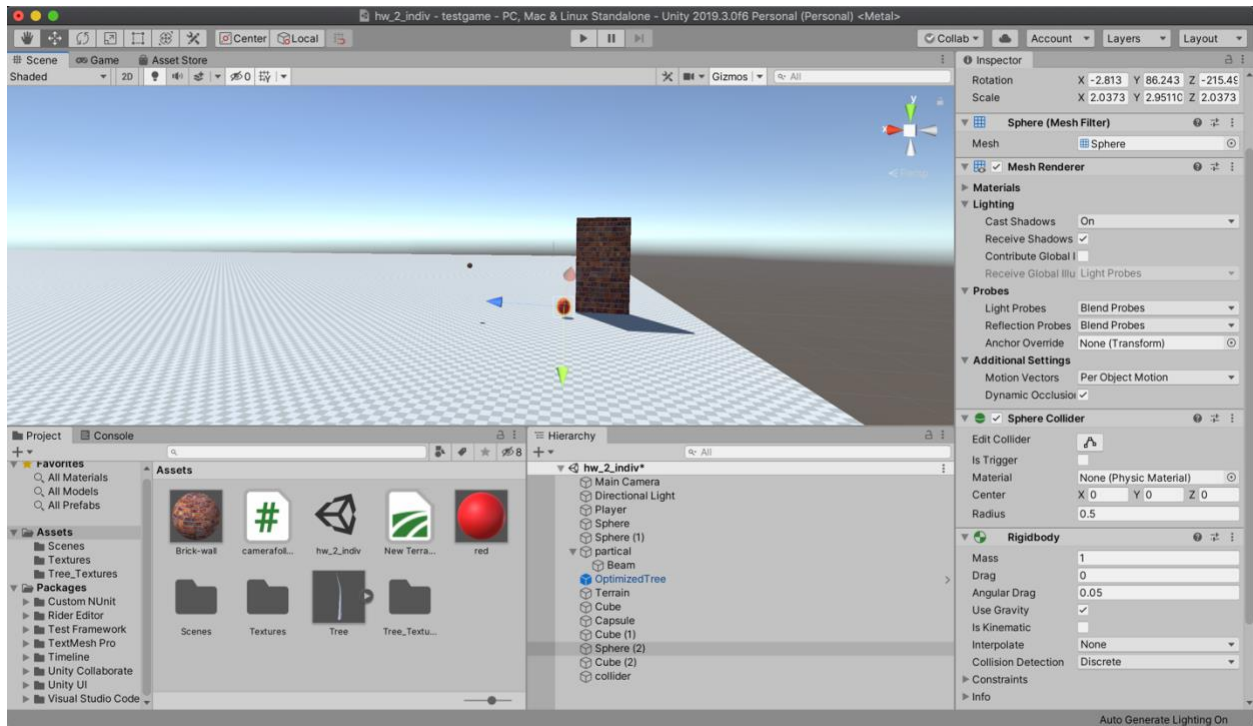
- **Make day – makes scene daytime**
- **Make night – makes scene nighttime**
- **Change object texture – changes object material inside specific scene**

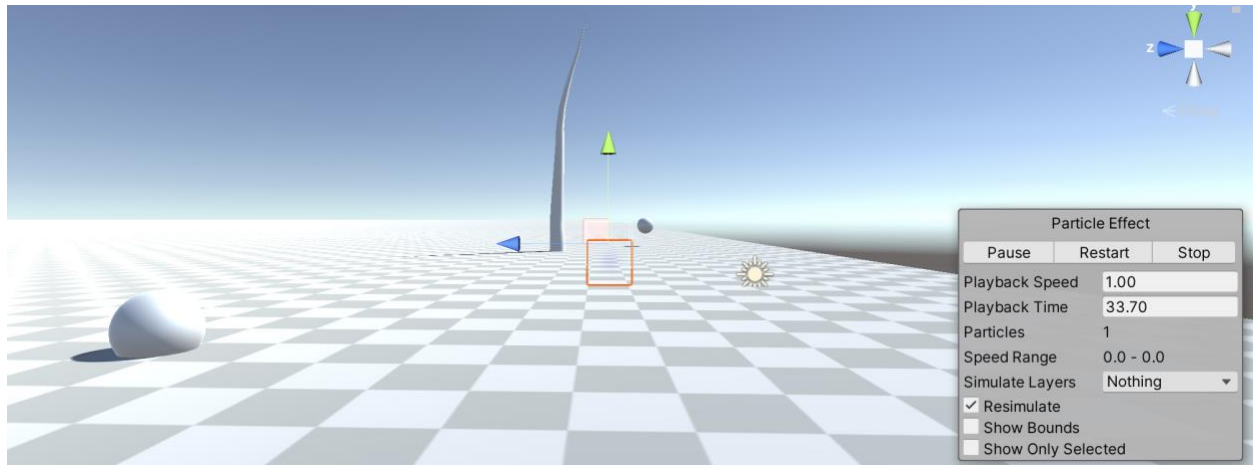
Reflection

Homework 2 was really good introduction to Unity and how you are able to build a scene. I was able to get hands on experience with using Unity and using the different assets that are available. Before this homework assignment I really did not have much experience actually using Unity, but just the reading and small tutorials I was following before.

Inside homework 3 came a difficult portion which would be posting the scene into GitHub. The problem is GitHub and Unity do not work well together so bringing them in together can be very difficult. We decided as a team that for the game project we will all be pushing our scenes into GitHub, but that one group member would be in charge of combining and integrating the scenes together.

Also, in our team meetings we have been creating our game design documents that discusses about our details in the proposed game we want to create. Our game right now is proposed to be a first-person shooter that has a prime focus on team-oriented game design. Teams will work together to not be the infected character or catch the infection. We also communicated with the audio engineers on what sounds we will be looking for later on.





Controls:

- **Make day – makes scene day time**
- **Make night – makes scene night time**
- **Change object texture – changes object material inside specific scene**