

CSC 631 HW 3

Homework Assignment #3

Individual Reflection

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Controls:

- Implementation of buttons into the scene
- Button use would implement scene transition, color object change
- Instantiation of object using mouse-click functionality
- Implementation of simple character animation

Reflection:

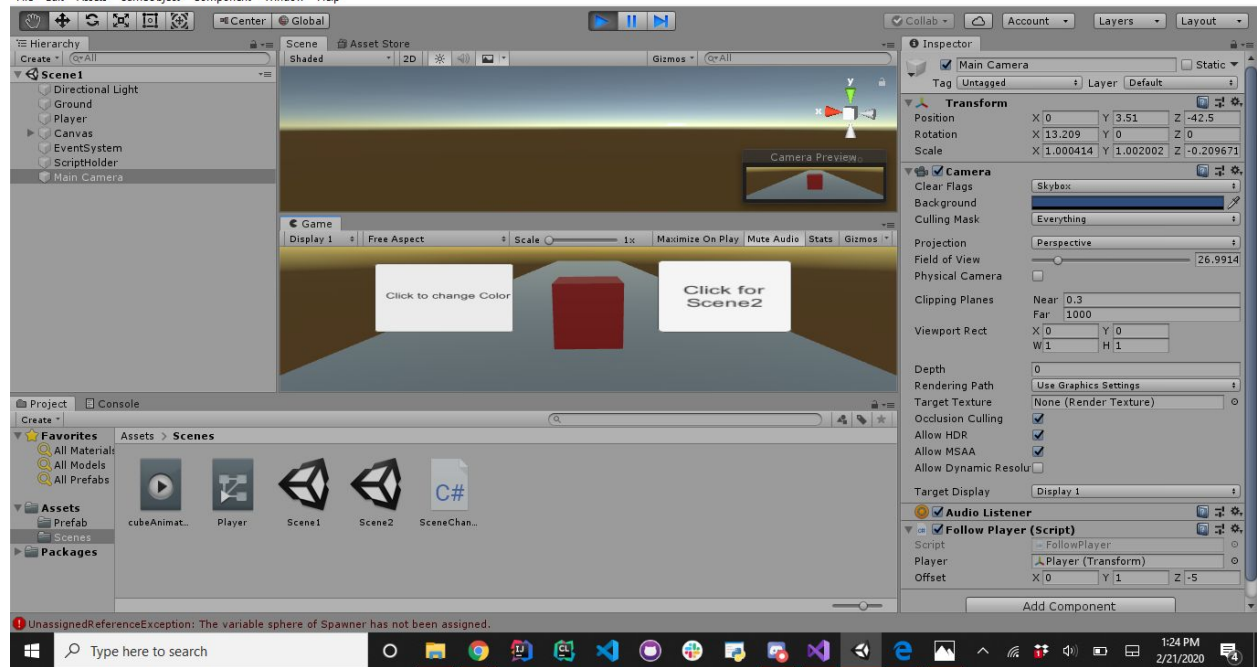
Homework 2 served as an invaluable introduction into Unity and allowed us to familiarize ourselves with the software. As someone who is using Unity for the first time the practice gained from this will be essential for the development planned later in the course. Once we created the components and objects for our scene the next task at hand was introducing the topics learned to each other and figuring out a method of pushing our scene onto GitHub.

It is rather known that GitHub and Unity do not work together very well so we spent quite a bit of time discussing how we would manage and sort our repository. We ended up deciding that it would be best for us to push our scene components individually onto github with our reflections in the same folders.

As a team there is quite a bit of progress being made into our game design document that will illustrate every detail of our game. The game we are developing is a proposed first-person shooter that focuses heavily on team-oriented gameplay. Infection, the name of the game, will revolve around a single player being selected at the start of the round who will be identified as the “infected” player whose task is to infect the other players on the map. We also communicated with the audio engineers on what sound styles we were thinking of for the game.

Unity 2018.4.17f1 Personal - Scene1.unity - HW2 - PC, Mac & Linux Standalone <DX11>

File Edit Assets GameObject Component Window Help



Unity 2018.4.17f1 Personal - Scene2.unity - HW2 - PC, Mac & Linux Standalone* <DX11>

File Edit Assets GameObject Component Window Help

