Homework 1.2 - Unity Basics:

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Problem:

Creating 3 primitive objects, changing there color, and applying appropriate C# movement scripts to the specifications of the assignment.
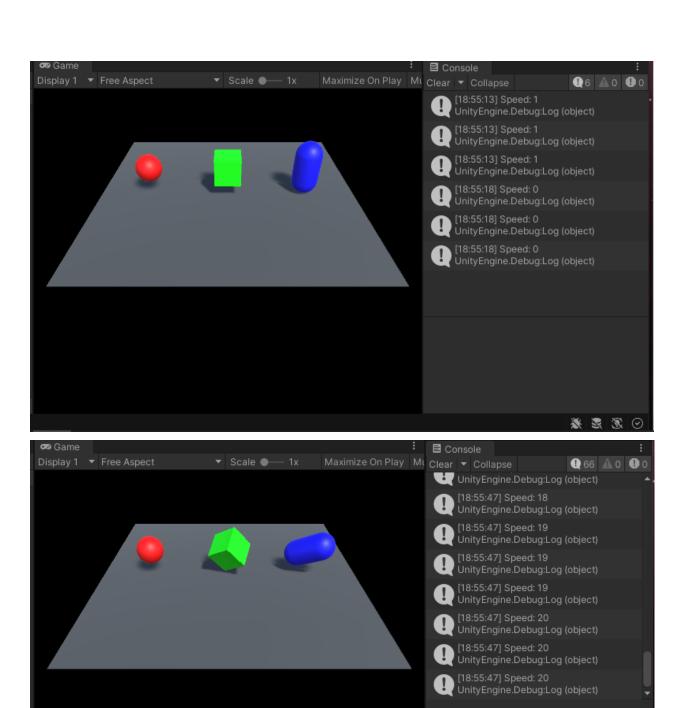
Objective:

To give a hands on assignment to make sure the individual is able to use the Unity IDE as well as work with scenes, game objects, and C# code.

I was able to create the four 3D objects without issue. I did not remember how to create materials but was able to figure it out with the help of an online tutorial. I was confused at first at the RGB 0-1 format when I am used to the RGB 255 format.

Now with the C# script, I was able to grab my previous code from the demo we did in class for rotating objects. I could not at first figure out how to apply speed since I kept using a double variable when I needed to use a float. I decided to make speed global and increment it by 1 every time the user lets go of the up arrow, vice versus for down arrow.

The most difficult part of this assignment was getting used to how Unity updates instead of using looping within the script itself.

One thing I learned that I specifically was not aware of in any capacity before was with the camera that you can change the background.

Game — Display 1 — Free Aspect — Scale ●── 1x — Maximize On Play — Mu

Console — Clear ▼ — Collapse — 🔴6 ⚠0 ⛔0

[18:55:13] Speed: 1
UnityEngine.Debug:Log (object)

[18:55:13] Speed: 1
UnityEngine.Debug:Log (object)

[18:55:13] Speed: 1
UnityEngine.Debug:Log (object)

[18:55:18] Speed: 0
UnityEngine.Debug:Log (object)

[18:55:18] Speed: 0
UnityEngine.Debug:Log (object)

[18:55:18] Speed: 0
UnityEngine.Debug:Log (object)

Game — Display 1 — Free Aspect — Scale ●── 1x — Maximize On Play — Mu

Console — Clear ▼ — Collapse — 🔴66 ⚠0 ⛔0

UnityEngine.Debug:Log (object)

[18:55:47] Speed: 18
UnityEngine.Debug:Log (object)

[18:55:47] Speed: 19
UnityEngine.Debug:Log (object)

[18:55:47] Speed: 19
UnityEngine.Debug:Log (object)

[18:55:47] Speed: 19
UnityEngine.Debug:Log (object)

[18:55:47] Speed: 20
UnityEngine.Debug:Log (object)

[18:55:47] Speed: 20
UnityEngine.Debug:Log (object)

[18:55:47] Speed: 20
UnityEngine.Debug:Log (object)