**Show and Tell 2:**

**Project initial**

1. Create project with Universal Render pipline
2. Clean Assets and import assets package

**Create background**

1. Create environment light and change color

A picture containing text, screenshot, scoreboard

Description automatically generated

1. Create a new Material “SimpleBackground”as background
2. Use Unlit/Texture Shader
3. Use background image as base

Graphical user interface, application

Description automatically generated

**Make background scroll**

1. Create a Quad to make scrolling background, drag “SimpleBackground” material to Quad
2. Create a New Script for Quad, “BackgroundScroller”

Text

Description automatically generated

Get the material and update offset of texture by time.

Change the scrollVelocity can make the background scroll slower or faster.

Current project overview:

A screenshot of a computer

Description automatically generated with medium confidence

**Add input system**

1. Add input system package

Graphical user interface, text

Description automatically generated

1. Add “Input Actions” setting file in setting folder
2. Add an action map with ”Move” actions

Graphical user interface, text

Description automatically generated

1. Change action type to value, change control type to vector2
2. Add action bindings to action map

Graphical user interface, text

Description automatically generated

1. Generate a C# script for inputActions Setting
2. Create a C# script “PlayInput” to connect inputActions script, make it a ScriptableObject, which can be used as a input for player.

A screenshot of a computer

Description automatically generated with medium confidence

1. Create a C# script for Player, use player input object as a input for player object to control player move and stop

A screenshot of a computer

Description automatically generated with medium confidence

Now player can move with WASD or Arrow keys!

A computer screen capture

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