

HW 3: Getting Closer to Beatsaber!

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Over the next week, we'll be getting ever closer to making our off-brand version of Beat Saber. By now, you should have cubes flying at you. Now, using our newfound knowledge of colliders and how to destroy objects, we'll create the action of actually destroying the objects. Note that this builds upon the Quest 2 setup in [HW2: Beatsaber Lite](#).

1. Attach Swords to your Controllers!

The first thing you'll need is a sword or bat of some sword. We don't expect you to make anything fancy (though feel free to explore online assets if you choose to do so - we'll cover this officially in week 4), you can just use a long cylinder (like a bat) or a sphere (think boxing gloves). Take these objects, and add them as children under your controllers.

Note: Some of you were having issues getting your controllers to track. No worries! That's what Office Hours are for. Try to do this step early so you can get help if you need it.

2. Destroy Cubes on Collision with your Sword!

Now that you have your sword/bat/gloves/whatever, make it so that your flying cubes get destroyed on impact!

3. Delete Cubes that you Miss!

Lastly, we know that we'll miss sometimes, and we don't want our cubes flying endlessly into the void. Write some logic to destroy the cubes once

they're far enough behind you (if you're confused how to do this, think back to the fall block example in class).

4. Get Creative!

Add some pizzazz to your project, and try changing some things to make it more like the VR experience you'd want to experience. See if you can play spark/explosion effects when the cubes are destroyed (see [Particle Systems](#)), make a spawner that continuously spawns cubes in random positions in front of you (see the [Instantiate](#) function), add music and sync up the notes (see the [Audio Source component](#)), make your cubes and sabers have 2 different colors and only allow hits with the matching color to destroy the cubes, or something else entirely!

Submission Instructions

Submit a screen recording of **you hitting and destroying some blocks** to the Canvas assignment by 5:00 PM on Monday (February 6th)! Try to record from your Quest if you can build to it ([here's a video about Quest 2 screen recording](#)).