Technical Report for Assignment 1

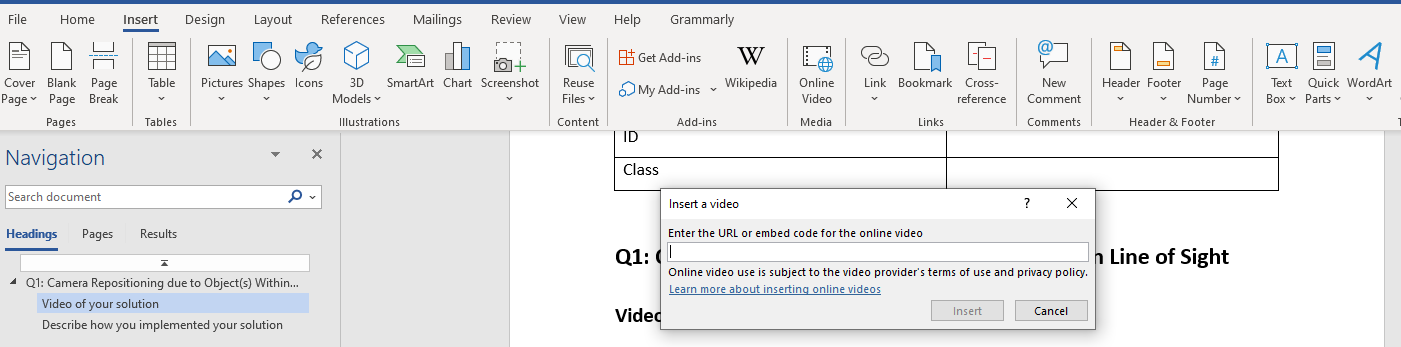
**Practical Assignment - Source Codes**

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| ID | 2004726B |
| Class | P01 |

# Q1: Camera Repositioning due to Object(s) Within Line of Sight

## Video of your solution

*In this section, you will provide a video demonstration of your solution. Take inspiration from the worksheet videos that I have provided within the notes. To insert a video first upload the video to Youtube (you can keep as unlisted or public). Then in Microsoft Word go to Insert->Online Video and then provide the link as shown in the picture below. No commentary required for the video. Just show your solution.*



## Describe how you implemented your solution

*In this section, you will describe how you have implemented your solution. Take inspiration from the worksheet notes. Explain with diagrams if necessary.*

## Reflect this learning experience

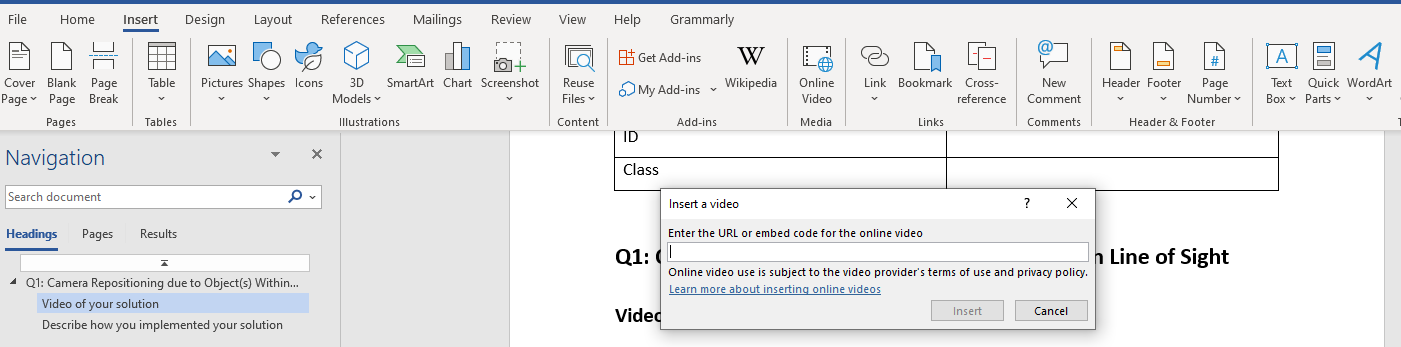
*In this section, reflect on your learning experience associated with this activity.*

*What have you learnt? How can you use this learning experience? Did you find it challenging to implement?*

# Q2: Configure a new Character for the Player

## Video of your solution

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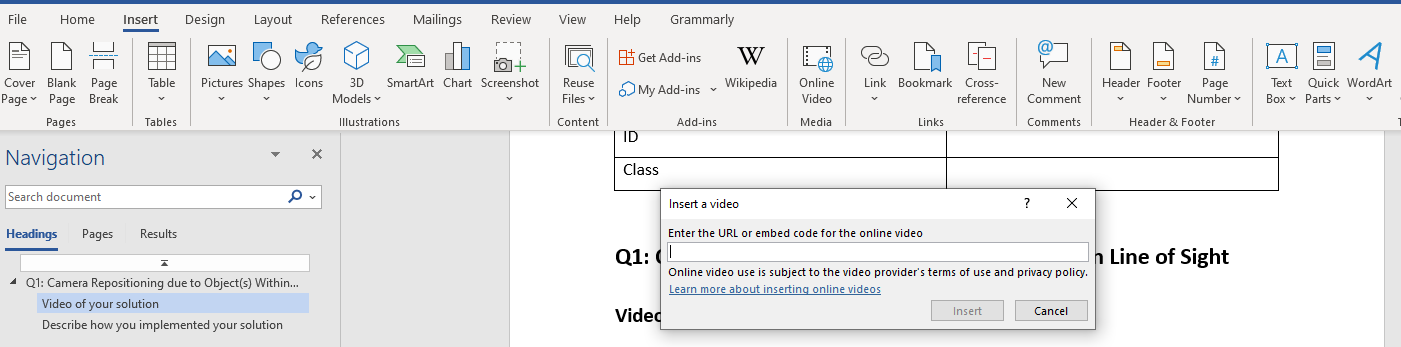
*In this section, reflect on your learning experience associated with this activity.*

*What have you learnt? How can you use this learning experience? Did you find it challenging to implement?*

# Q3: Implement Step Sounds

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## Describe how you implemented your solution

*In this section, you will describe how you have implemented your solution. Take inspiration from the worksheet notes. Explain with diagrams if necessary.*

## Reflect this learning experience

*In this section, reflect on your learning experience associated with this activity.*

*What have you learnt? How can you use this learning experience? Did you find it challenging to implement?*