

Hi Marco i'm just writing this up to tell you how my assignment works.

I have a start menu that has 2 buttons one will quit the game and the other will play the game.

So i have a main menu button in the top corner of the screen that isn't clickable and i tried to get the scene to restart when the "r" key is pressed but that's not working either. I have it set up as a first person soccer game as you will see, the player moves with WASD and when the player runs into the ball they will move it and if you get the ball into the net, the ball will reset its position, i tried to get it to not move when it resets but i couldn't get that and i tried to have the ball connect to the players transform on contact which you will see if you go into the code but unfortunately i couldn't get that to work. I also tried to have it that when the player touches the ball and pushes the space bar it would simulate a kick but i couldn't get that working, if you look through the code you will see what i tried to do. I think that covers everything I have. Thanks Nic.