Unity Motion

Week 2 - Day 2

with Connor Settle
Let's talk Unity
GameObjects

- Basic form of object in Unity
- By default, are empty
- Can contain models, particle emitters, lines, scripts, you name it!
Scripts

- Contain code!
- Can be attached to gameObjects
Vector3

- Data type in Unity
- commonly used, and very handy
- Holds 3 float values to create a 3 dimensional vector
- Used for position, rotation, velocity, etc.
Instance Variables

- Variables applied to an entire class
- In Unity, instance variables are special
- They can be accessed and modified from the editor!
- Good for fast testing
Let's get this car moving!

Requirements:
- car moves once the game begins
- car moves forward or backward, not sideways

Tools:
- void update() {}
- transform.Translate();
- Vector3 data type
- Time.deltaTime
Homework

Requirements:

- build a lightsaber using your new modeling skills
- create 6-10 cubes and have them move toward the player when the game starts