

CMSC 498W Spring 2016

Assignment 1

Due Feb 18 12:30 PM

Tasks

1. Implement the Roll-a-Ball tutorial from the Unity web site at <http://unity3d.com/learn/tutorials/projects/roll-ball-tutorial> (**7 pts.**)
2. Add the following features (**1 pt. each**):
 - Create a gap in the wall that allows the Player to fall off the world.
 - If the Player falls off the world, return the Player to the starting location.
 - If the 'r' key is pressed, reset the game to its starting state.
 - Add a colored spot light that shines on some portion of the world.
 - Create and add to the world a second type of Pickup object, of a different color, that the Player will bounce off of instead of picking up.
 - Import a texture asset (such as from the sites discussed in class) and apply it to the ground or the walls.
 - Import a sound asset (such as from the sites discussed in class) and play it when the Player moves. Play another sound when the Player touches a Pickup.

What to Submit

Submit a zipped copy of the Unity project folder using the Submit Server. Do not include executables or temp folders; these may be removed by fully exiting Unity before creating the zip file.