Jason Teets and Aughdon “Audi” Breslin

Initial Write-up

Our main goal for this project is to learn the basics of Unity and be able to create and understand the workings of a basic game. We will use the Unity application and will find manuals or tutorials online to instruct us in our learning. Our roles will be mostly the same; we will both research and program, possibly taking turns on the software. By the end of this week we hope to have a solid foundation for unity and be able to work on it more deeply.

Timeline

- Day 1 - Research the basics of unity through tutorials and other resources
- Day 2 - Open the unity application and get a feel for the basic software
- Day 3 - Learn about its programming language
- Day 4 - Build a basic program/game in unity
- Day 5 - Improve and refine our program.

Daily Log

ball preset project.

Day 3 Log (9/20/18)- We are still working on the roll a ball project. We have created the ball and the objects for it to interact with and created movement controls for the ball.

Day 4 Log (9/21/18)- We figured out how to pick up our cube pickups, and we are working on make the floor disappear and the ball fall (possibly to another level) when we win.
Day 5 Log (9/25/18)- We ran into a
n odd compiler error when we started unity but we quickly fixed it by adjusting our script code. We managed to make the plane disappear and the ball fall through when a win was achieved. We are currently finishing up with a text display for when the user wins

Final Write-up

_____This group was composed of Audie and Jason. The topics we covered were creating basic elements and prefabs, using the physics engine, writing scripts for our game objects, and just utilizing the basic unity interface.

We learned the graphical interface of Unity as well as how to manipulate the objects to move, get collected, and to collide with one another.

The primary problem we encountered was getting started with Unity. We ran into a few hiccups setting up our accounts and trying to apply the school code. We ended up continuing on with personal accounts and then realized that loading tutorials on unity took several minutes. With some patience however we were able to learn the basics and move onto the roll a ball game. Controlling the ball and making our cubes solid objects in the game was also slightly challenging. It required us to look up some tutorials and get better at using C++ and the functions specific to unity.

For others also pursuing Unity, do not get caught up on trying to get all the tutorials to load. Tutorials are extremely basic and can quickly be figured out by doing a starter project. The tutorials take years to load, and, especially the first and second one, have little educational value.

Overall we had a lot of fun working on learning Unity. We were able to hurdle our obstacles after some research and brainstorming, and enjoyed discovering the inner workings of each GameObject. This is definitely something that we could work with more in the future to further develop our skills and make more complex programs.