

Assignment – Basic Unity Scene Functionality

[20 pts]

Task: Utilizing the class notes, re-create the basic interactivity as demoed in class.

Turn in: A playable PC and a MAC executable.

Requirements:

- Create a Unity project structure that is properly organized and named
- Create a basic scene with a floor and four walls
- Utilize the Standard Asset Package 3rd person setup
- Create a trigger scenario for opening the doors provided
- Create a trigger light at the doors
- Adjust lighting to desired look and feel