CORNELL NOTES – COMPUTER PROGRAMMING & GAME DESIGN I

	Topic/Objective: ***Level 7: Player Control***	*Name:*
		Class/Period:
		Date:

Level Objective:
To review how to use the Unity Editor, work with C# Scripts, and work with simple programming. Also to introduce rigidbodies in adding gravity to our GameObjects.

Questions:	*Notes/Answers/Definitions/Examples/Sentences:*

Reminders with your Unity Layout

- Hierarchy Window – **shows a list of all your GameObjects currently in your scene**
- Project Window – **contains all files in your project**
- Inspector Window – **lists all components of the current gameobject selected**

Commands You Should Know About

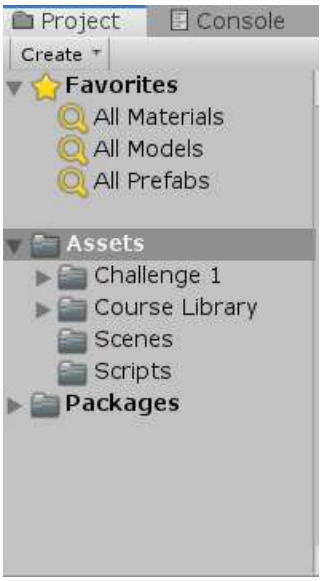
- Importing Package – **Assets > Import Package > Custom Package**
- Playing/Stopping Your Game – **CONTROL + P**
- Duplicate GameObjects – **CONTROL + D**

Navigating In Scene View

- Mouse Wheel – **Zoom In and Out**
- Hold Down Middle Mouse Button – **Pan Your Screen**
- Hold Down Right Mouse Button – **Rotate View from that Point**
- "F" Key or Double Click on GameObject in Hierarchy – **Focuses Just On That GameObject**

Don't Forget…

- All files you need to add to your game must be kept inside the **Assets** folder of your project for that game
- When naming your files, always **capitalize** the beginning of each word as well as do not have any **spaces** in between words (Ex. **PlayerController**)
- **Components** are nothing more than **behaviors** for your GameObjects
- Write a comment that could be written into your code: **//Comment Goes Here**
- Your **Script File Name** must be the same as the filename shown towards the top of your script



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What Does That Code Mean?

`Update ()`	**Method that's used to update your game every frame per second**
`transform.Translate`	**Used to move a GameObject in a certain direction**
`transform.Rotate`	**Used to rotate a GameObject in a certain direction**
`Vector3`	**Representation of 3D vectors and points with the three different axis (X, Y, Z)**
`Time.deltaTime`	**To make it where we know when one second of time has elapsed (versus just frames passing)**
`public`	**We can see the variable in Inspector**
`private`	**We can see the variable only in the script**

Rigidbodies

- Definition – **enables GameObjects to act under the control of physics**
- With this component, a GameObject will automatically respond to **gravity**
- Allows your objects to move in a **realistic way**
- To control your Rigidbodies, you will use **scripts** to add force
- Bottom line: **If you want your GameObject to have any sort of movement in the game, it should be converted to a Rigidbody**