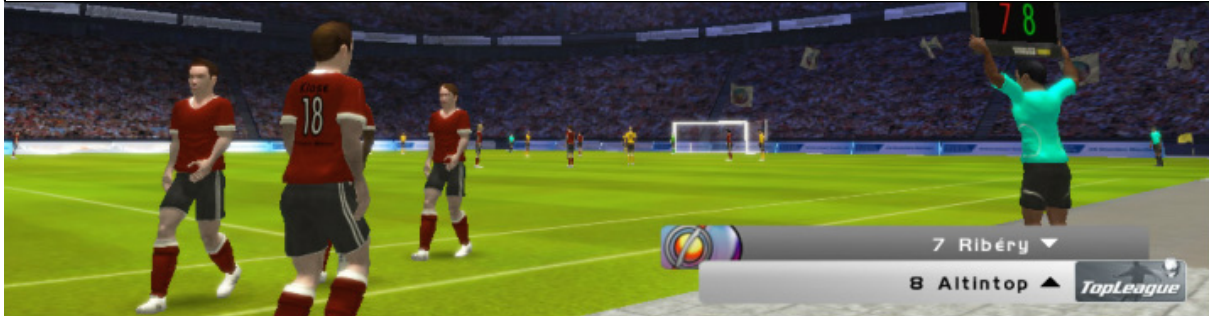# Spring 2025 - CSC329 Game Programming - Assignment 4

Due date: Thursday, February 20, 2025, 11:00 am, add and commit a folder assignment4/ to our class SVN repository.

Exercise 4 [10 points]

This is a programming exercise. It reflects last/this week's topic: *Interactivity*. You can make use of your program from assignment 2. You already created/used sprites and a small animation loop to animate the sprite(s). We expect you to build your project as a Unity game and commit both the **sources** and the **binary** to the class SVN-Repository. The sources should be placed in the folder `assignment4/src` whereas the binary should be placed in `assignment4/bin`.

Specifically, we would like you to do the following:

1. Add some keyboard control so that the keys control the sprite moving from left to right (and/or up and down depending on your game) on the screen (instead of it moving automatically).

2. Have the character do something interesting when the right mouse button is clicked (e.g. jumping, rotating, flipping, ...).

3. Make at least two sets of animations for your character and alter them based on a keyboard or mouse input. Here, you need to make use of the animator window, define parameters for the transitions between states and then program a script that performs the changes between the states.

[Optional:] You might want to make use of Unity's InputManager settings, i.e., you can change the various settings if it suits your game better. The settings can be changed in Unity under `Edit/Project Settings/Input Manager/Axes`.