

## **WEEKLY PROGRESS REPORT**

**Team: Big Ceng Theory**

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**Week Reported: 7 March 2012 - 12 March 2012**

### **Progress:**

This week I implemented the second task of second level. I first constructed the scene in Unity 3D. There were some problems that I encountered during this process. For example, there were no visuals for the character to go left. Therefore, the visuals which are made for going right are used. There were also no visual for the key that the character should take inside the squash by hitting with an arrow. Moreover, the visual of the arch was very small compared to the character size. After completing to build the scene, I wrote three Javascripts. Firstly, the first Javascript is written for opening the door. There were only three snapshots so the action was not really smooth. We needed some other instant of door movement and they have not yet been given to us by the graphic designer. Secondly, I wrote a Javascript to detect collision between the lamp and the arrow. When arrow hits the lamp, the visual belonging to the broken lamp is loaded and some oil flowed through the lamp. Finally, I wrote a Javascript to detect the collision between the arrow and the squash. When the arrow reached the squash, the visual belonging to the broken squash is loaded and a key appeared on the screen. The visual of the key was not sent by the graphic designer so I created a rectangular cube by myself and used it as a key for the moment. Before hitting the squash with the arrow, the z position of the key is put behind the background. After detecting the collision, the position of the key is moved to the front of the background.