

Unity Lab 2: Movement and User Input

This lab explores movement and user input in Unity. We are getting started on a semester-long project of creating a "balloon popping game."

Lab Instructions:

1. Open up the project that you were working on last time and get rid of all the prefabs from it. Those were just for experimentation. You should be left with a background and foreground.

Create a sprite out of an image (of your choice).

Add a Rigidbody2D (Add Component -> Physics 2D).

Disable gravity so that it can hang in mid-air.

2. Write a script that allows user input to control the sprite movement, both vertically and horizontally.

Remember that the sprite should turn around when it changes directions.

3. Create a balloon sprite using another image. This will be your target.

Write a new script that controls its movement. This will not be controlled by user input, so make it fully automatic -- it should move across the screen, in whichever directions you choose.

Note that you will want to check if it is moving past the edges of the screen (use the `transform.position` attribute); if it does, flip it around and send it back in the opposite direction.