

Assignment 1: Player Controller

98-127 Introduction to Game Development in Unity

<https://www.gamecreation.org/course>

OUT: 8:50pm, 20 Jan, 2026

DUE: 7:00pm, 3 Feb, 2026

Description

For the first assignment of the class, you will implement a basic player controller in Unity. The rubric below provides more details on what features you're required to implement and how you're graded. For any feature not listed in the rubric, it is acceptable to use placeholder assets and/or put in just the bare minimum of effort needed for the game to run.

Instructions

- **Submitting your work:** You will submit a screen recording of your implementation to the corresponding channel in the course discord, either directly if the file is small or as a google drive link if it's too big to be sent directly.
- **Late-work policy:** No late days are provided. You will incur a 10% penalty for every day that you submit late. Do pay attention to the deadline and submit on time.

Rubric

Criteria		Grade
Basic Movement	Player can use WASD keys or equivalent to move the character	2
	The character rotates to face the direction of movement	2
Ground Check	Use a boolean to keep track of when the character is on the ground [Boolean state needs to be visible in recording. Some ways of achieving that are to serialize the boolean in the inspector, or to draw a gizmo that changes color depending on boolean state.]	4
Jump	Player can press a button to make the character jump	1
	Character cannot jump while in the air [Evidence of jump button being pressed needs to be present in recording. For example, you can log a message to the console every time the button is pressed.]	1
Total:		10