Weekly breakdown - Week 3

Weekly objective:

In-class:
Goals:

Get this ready for tomorrow so Adam can create a peer-reviewed assignment with some type of metric that helps us evaluate it

Lecture:
Random.Range method
Indepth talk on color wheel, rgb, hsv, vector4
Public variable constrants, create sliders in inspector with [Range(min, max)]
Leads into [SerializeField], keep variables private but still accessible to developer in inspector
Random Scale
Random Color
Destroy game object
UI text: title
UI image: mouse position
Need a UI button example
Need a UI toggle example
UI dropdown: primitive types
3D primitives
UI sliders: color change
Using event system and events to connect UI elements to manager script

Lecture:
- Combine the graphics and interface talks into a working UI example
- Graphics raycast vs physics raycast
- UI GameObjects
    - Canvas
    - Panel
    - Images
    - Text
    - Button
    - Toggle
    - slider
- UI render modes
    - Camera
    - Screen
    - World

- Rect Transform vs Transform
  - Anchors
  - Positions
  - width and height
  - Relative vs absolute
- Sorting Layers and sorting order in the hierarchy
- UI Components
- UI Event System
- Input and Events
- Unity prebuilt vs custom event scripts
- Events lead into variables and listeners
- State transition leads back into graphic and motion design
  - Color
  - Shape
  - Position
  - Turn on/off

Online:

Finish sprint 1 project deliverables: project description, user experience flowchart, itch.io link