

```
//script input//
[System.NonSerialized]
public float forwardThrust;
[System.NonSerialized]
public float sidewaysThrust;
[System.NonSerialized]
public float verticalThrust;
[System.NonSerialized]
public bool afterburner;
[System.NonSerialized]
public float roll;
[System.NonSerialized]
public float pitch;
[System.NonSerialized]
public float yaw;

// Use this for initialization
void Start () {
    gravityStrength = Physics.gravity.magnitude;
}

// Update is called once per frame
void Update () {
    Vector3 thrustDir = Vector3.zero;

    if (afterburner == true) {
        rigidbody.AddRelativeForce(Vector3.forward * forwardThrust * afterburnerMultiplier);
        thrustDir += Vector3.forward * forwardThrust * afterburnerMultiplier;
    } else {
        rigidbody.AddRelativeForce(Vector3.forward * forwardThrust * engineStrength * rigidbody.mass);
        thrustDir += Vector3.forward * forwardThrust;
    }

    rigidbody.AddRelativeForce(Vector3.right * sidewaysThrust * engineStrength * rigidbody.mass);
    rigidbody.AddRelativeForce(Vector3.up * verticalThrust * engineStrength * rigidbody.mass);
}

```

# Game Development with Unity

Teacher Professional Learning Workshop

## Ever wanted to learn how to use a professional game engine?

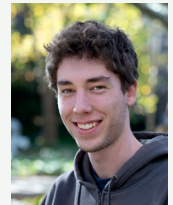
*Unity* ([unity3d.com](http://unity3d.com)) is a powerful, easy to learn game engine that is very flexible and well supported. *Unity* supports almost every platform and has a huge number of games made with it. There is a free personal version of *Unity* for students outside the classroom, and a full Pro version for schools (licensed). Learning *Unity* is a great first step into learning how to use big game engines.

The course uses some pre-made assets so that we can quickly cover the basics and move on to the core of how to use *Unity*. In addition, once you have completed the course you will have online access to many parts of the content used during the workshop for you to continue learning.

## Course Developer & Workshop Trainer

Peter Reeves

Peter Reeves has been teaching games design at Macquarie University for two years using *Unity*. He has a Bachelor in Information Technology and is currently doing a Masters of Research. He participated in the Global Game Jam 2014 where his team received an award for Technical Excellence. He has a great passion for computer graphics, games and programming.



In this hands-on workshop, you will:

- become familiar with the editor
- create game objects
- build levels
- tweak objects' behaviour
- be introduced to scripting in *Unity* with C#.

Bring a USB so that you can take your creation home with you!



*Some prior programming experience (any language) is required.*

## REGISTER NOW!

Register online through MyPL@EDU  
<https://www.det.nsw.edu.au/docprs/welcome.do>  
**MyPL Course Code: NR06394**

**NSW DoE teachers:** Log into MyPL@Edu with your DoE credentials & search for the course using the above code or course title. Government schools will be charged internally by the NSW Department of Education. This will be reflected on your sundry tax invoice statement.

**Non-DoE teachers:** You will need to sign up for a username and password to access MyPL. Just click "Don't have a username" on the MyPL website and follow the instructions. Private schools and other institutions will be invoiced by the NSW Department of Education.

*Please note: Any cancellations made within 5 days of the course, or no-shows, will be charged to your school.*

- WHO** All teachers - some prior programming experience (any language) is required.
- WHEN** See [www.macict.edu.au](http://www.macict.edu.au) for dates.
- TIME** 9am-3:30pm
- LOCATION** North Ryde, NSW
- COST** \$245 (incl GST)
- CONTACT** [macictsupport@det.nsw.edu.au](mailto:macictsupport@det.nsw.edu.au)  
Phone: 02 9850 4310