

Hosted Files

A collection of files needed for random classes

- [2. Text as binary](#)
- [Task 4 - Cactus](#)
- [Unity](#)
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2. Text as binary

[Understanding how text is stored in computers.dotx](#)

[ASCII Values.xlsx](#)

[Binary Simulator Teacher Edition.xlsx](#)

Task 4 - Cactus

We will expand on the skills we learnt in the previous tasks to create a more complex mesh that has curves

Work through each of the videos below to build a finished cactus that you will be able to use in your Unity project.

[lazyviewport-master.zip](#)

[Hotkey Cheat Sheet.pdf](#)

[Key Points.docx](#)

[Textures.zip](#)

Unity

WALT

We are learning to complete, build and evaluate our Unity Roll-a-Ball game, while documenting our progress in our portfolio.

WILF

I will be successful when I:

- write what I intend to learn or achieve during this lesson in **Portfolio 6-7 (Week 7)**;
 - complete **Displaying Score and Text**;
 - build my Roll-a-Ball game;
 - complete the **Rollerball Evaluation**; and
 - submit my portfolio work for **Lessons 6 and 7** to QLearn.
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1. Set your lesson goal

Open **Portfolio 6-7 (Week 7)** in QLearn.

Write what you intend to **learn or achieve during this lesson** before continuing with your Unity project.

2. Displaying Score and Text

If you have not completed **Displaying Score and Text**, complete this activity first.

3. Building the Game

Once you have completed **Displaying Score and Text**, follow the video to build your game.

Remember to save your Unity project regularly.

4. Rollerball Evaluation

After building your game, download and complete the evaluation document.

[Download the Rollerball Evaluation](#)

Final 15 minutes - submit your portfolio

During the final 15 minutes of the lesson:

1. Open **Portfolio 6-7 (Week 7)** in QLearn.
2. Complete your portfolio evidence and reflections for **Lessons 6 and 7**.
3. Submit the completed document to **Portfolio 6-7 (Week 7)** in QLearn.

Both lessons must be completed and submitted before the end of the lesson.

GameMaker LTS 2026