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.

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2. Displaying Score and Text

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

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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.

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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.

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