Roll-A- Ball

Lesson One

Create a 3D Project and name it Roll-A- Ball

Create a 3D plane and name it base

Reset the position to be 0 - 0 - 0

Turn off the grid on the base using the Gizmo toolbar

Rescale your base if you want

Create a sphere and name it ball

Move the ball up .5 on the Y scale

Create a new material and put it on your base

Create a new material and put it on your ball

Rotate the directional light 60 degrees in the inspector
Lesson Two

Add a Rigidbody3D to the ball

Move the component up to the top of inspector

In the Project View create a folder called Scripts

Highlight the ball and under the Inspector go to Add Component and create a C# script and name it playerController

Open MonoDevelop and enter -
using UnityEngine;
using System.Collections;

public class PlayerController : MonoBehaviour {

    public float speed;

    private Rigidbody rb;

    void Start ()
    {
        rb = GetComponent<Rigidbody>();
    }

    void FixedUpdate ()
    {
        float moveHorizontal = Input.GetAxis("Horizontal");
        float moveVertical = Input.GetAxis("Vertical");

        Vector3 movement = new Vector3 (moveHorizontal, 0.0f, moveVertical);

        rb.AddForce (movement * speed);
    }
}