

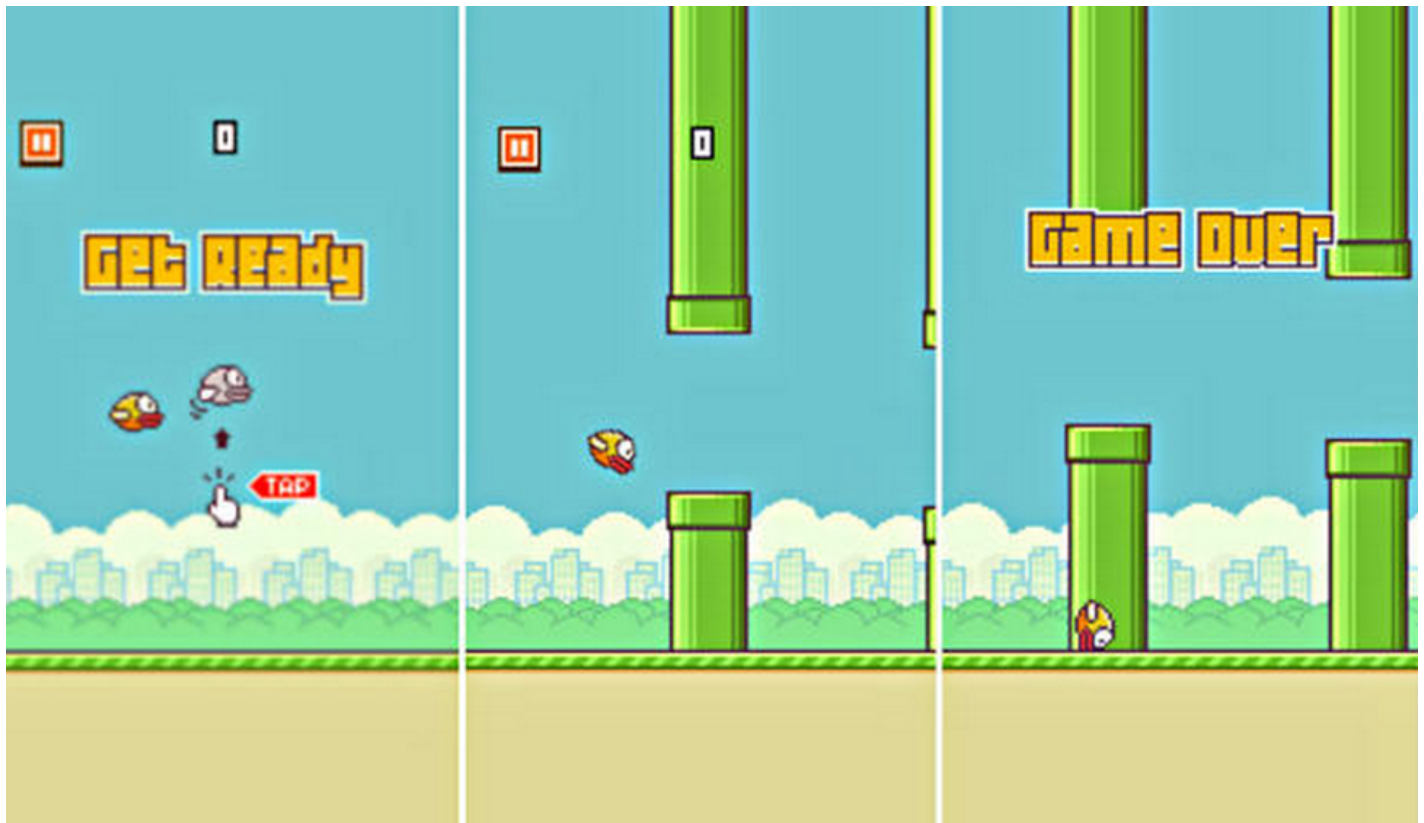
Tutorial 2

Introduction to Unity : Super Flappy Bird

Estimated Time Investment: 4 hours

Students per team: 1

Restriction: No external assets (beyond the downloadable assets mentioned in the tutorial) are allowed. No asset store usage is allowed. No external scripts are allowed.



Released in 2013 for mobile devices, [Flappy Bird](#) proved an unlikely, and bitter sweet, success story for its Vietnamese developer, Dong Nguyen. Despite lucrative revenues and chart-topping popularity, Nguyen pulled the app in 2014, citing personal guilt at the addictiveness of his creation-- a trait he had not intended for the game. (Image © CNET)

Pitch

Tutorial 2 is an assignment that tasks students with following and implementing an official, step-by-step tutorial from Unity, the creators of the Unity3D Game Engine. Students will quickly come up to speed with Unity, potentially creating their very first video game in the process.

Purpose

EECS 494 is the only game development course at the University of Michigan, and thus demands a quick ramp-up of Unity skills and experience. This assignment will--

- Establish basic familiarity and experience with the Unity game engine.
- Introduce students briefly to the component design-pattern.
- Verify understanding by requiring students to introduce new mechanics to the tutorial game.

Tasks

Flappy Bird

1. Complete sections 1-9 of the ["Making a Flappy Bird Style Game" tutorial](#), implementing the game as depicted in the videos ([use these aesthetic files](#)). No need to do section 10, titled "Questions and Answers".
2. Customize "Flappy Bird".
 - a. Make the game multiplayer! [Follow these directions](#).
3. Submit to Canvas (follow the instructions in the *Deliverables* section below).

Deliverables

Ensure you have the ability to make all necessary exports (you may [use Unity Hub](#) to add exporting options to your Unity installation). Submit to canvas one .zip file, **with your unique(s) in the title**, containing...

1. One Windows executable (.exe, with _Data folder, UnityPlayer.dll, and Mono or MonoBleedingEdge folder next to it) of your completed tutorial project.
2. One Mac executable (.app) of your completed tutorial project.
3. One Assets folder (the top-level folder titled "Assets" in your Unity project).
4. One ProjectSettings folder (the top-level folder titled "ProjectSettings" in your Unity project).



Tips

- When installing Unity, make sure you opt-in to OSX and Windows export functionality. You will need the ability to create these two kinds of builds for most assignments in the course.
- Commit to doing 30 minutes of work the day the assignment is released. This will give you an informative, early feel for how much time the assignment will require.