



Greetings!

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Who are you?

Tell us about yourself!



Who we?

Becca / Erica / Phoenix



What is Code Liberation?

A little about us.



We are a community!

We are a non-profit

We are run for and by
women, nonbinary, femme
and girl-identifying people



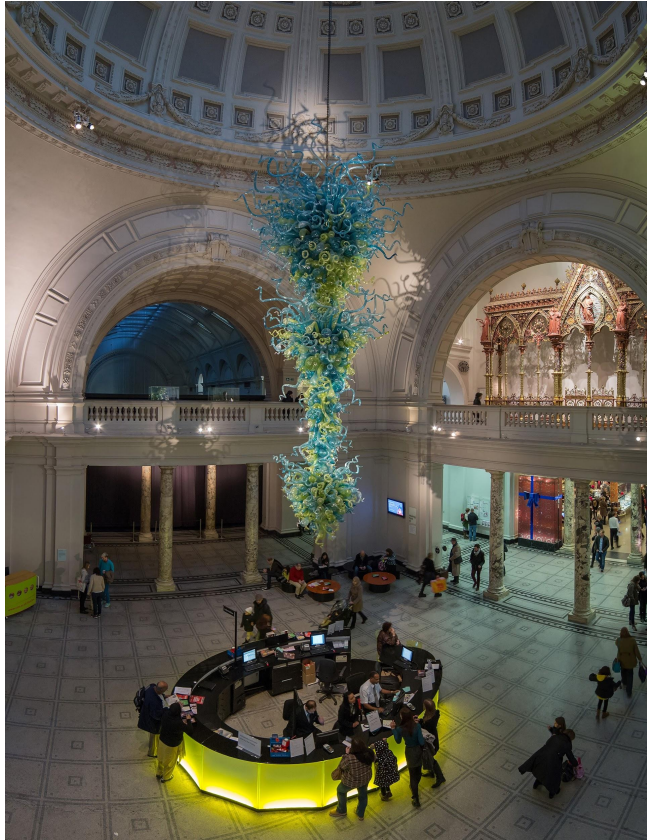


Participants learn:

DIGITAL GAME DEVELOPMENT and CREATIVE TECHNOLOGIES



Why Games?



V&A Code Liberation Workshops

Overview of the programme



Friday 14 October, 18.00 – 21.00,

V&A

UNITY PART 1

Saturday 29 October, 12.00 – 15.00,

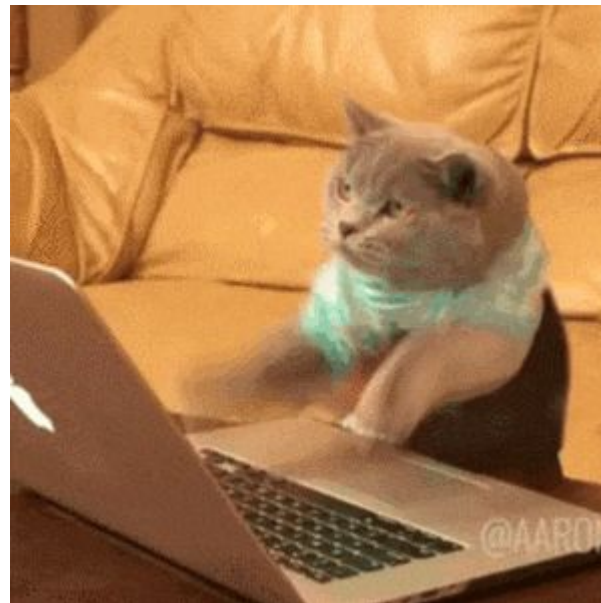
Goldsmiths Digital Studio

UNITY LAB

Friday 4 November, 18.00 – 21.00,

V&A

UNITY PART 2



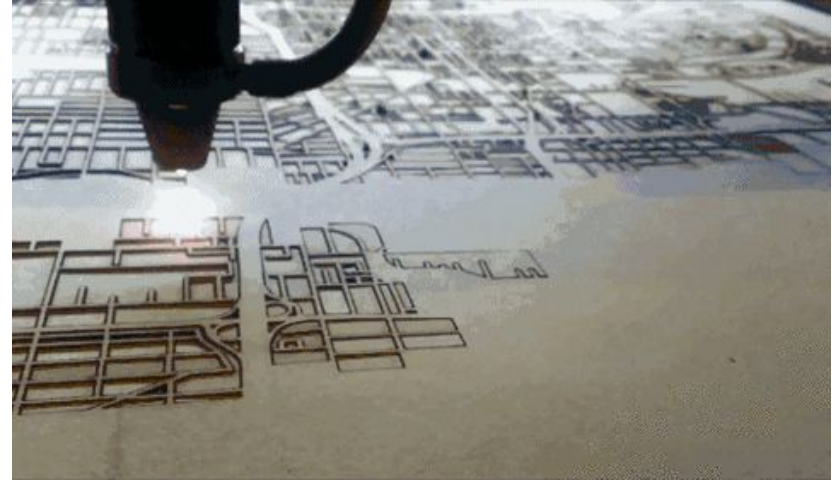


Friday 11 November,
18.00 – 21.00, **V&A**
UNITY + ARDUINO





Saturday 19 November,
12.00 – 16.00,
Machines Room
MAKING LAB





Friday 25 November, 18.00 – 21.00, **V&A**
GAME LATES EVENT!





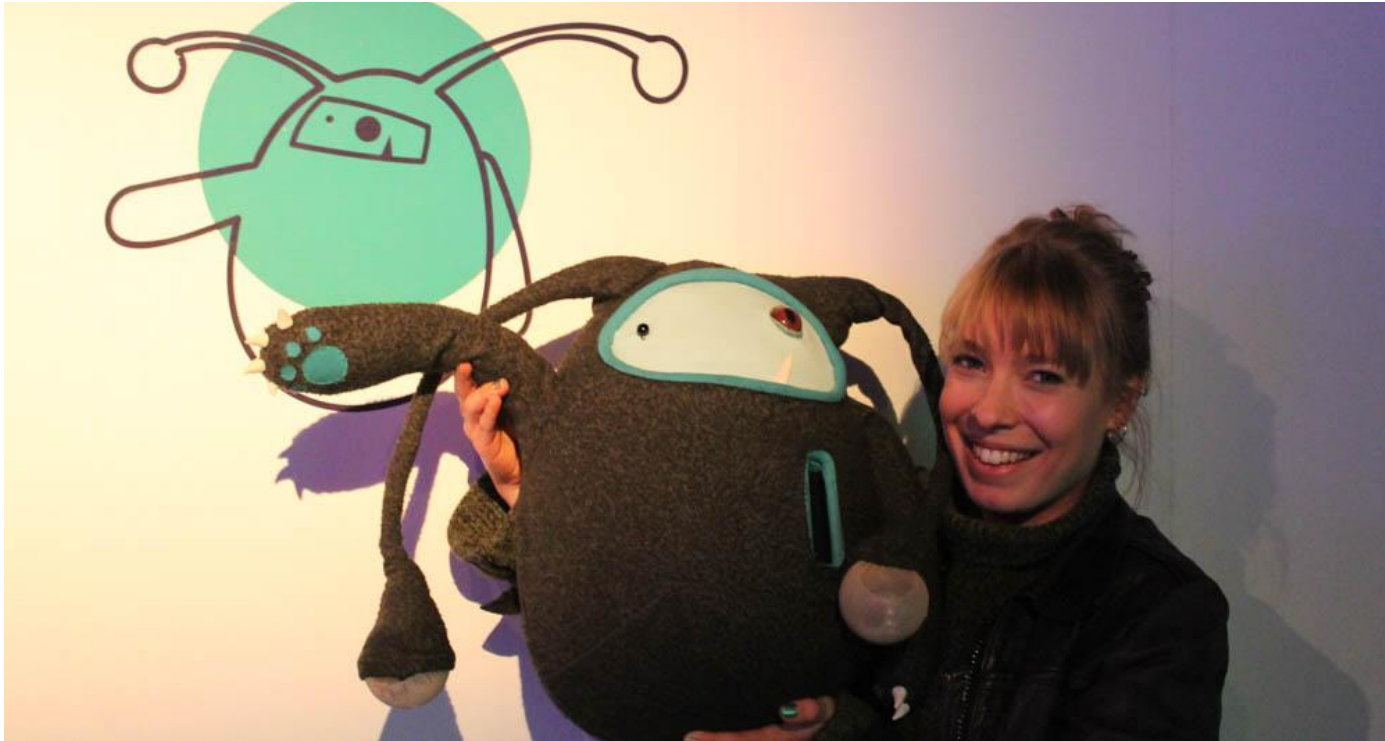
TODAY!

GAME DESIGN +
INTRO TO UNITY





That game you love...@tweeture





That game you love...Night Witches





Let's talk!

Name that game you love...



Digital

Individual

Group

Analogue



What's in a game?



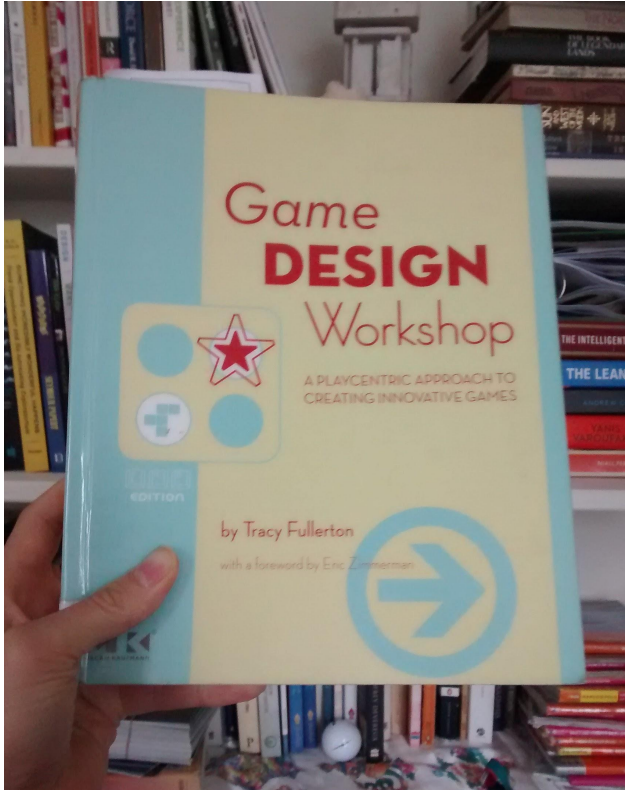
Our games are made of:

Game element	Detail	Example



Mapping your games

Game elements, concepts, contexts



Further reading:

Game Design Workshop

- Chapter 7: Prototyping
- Chapter 9: Playtesting
- Iterative Design Process -4 pages!

MDA

(Mechanics, Dynamics, Aesthetics)



Things to think about next...

- Who plays my game?
- How many players can play?
- Are there “turns”? How do they work?
- A working title
- How long will it last?
- Where will it take place?
- What kind of conflicts, prompts or clues encourage action?



Break

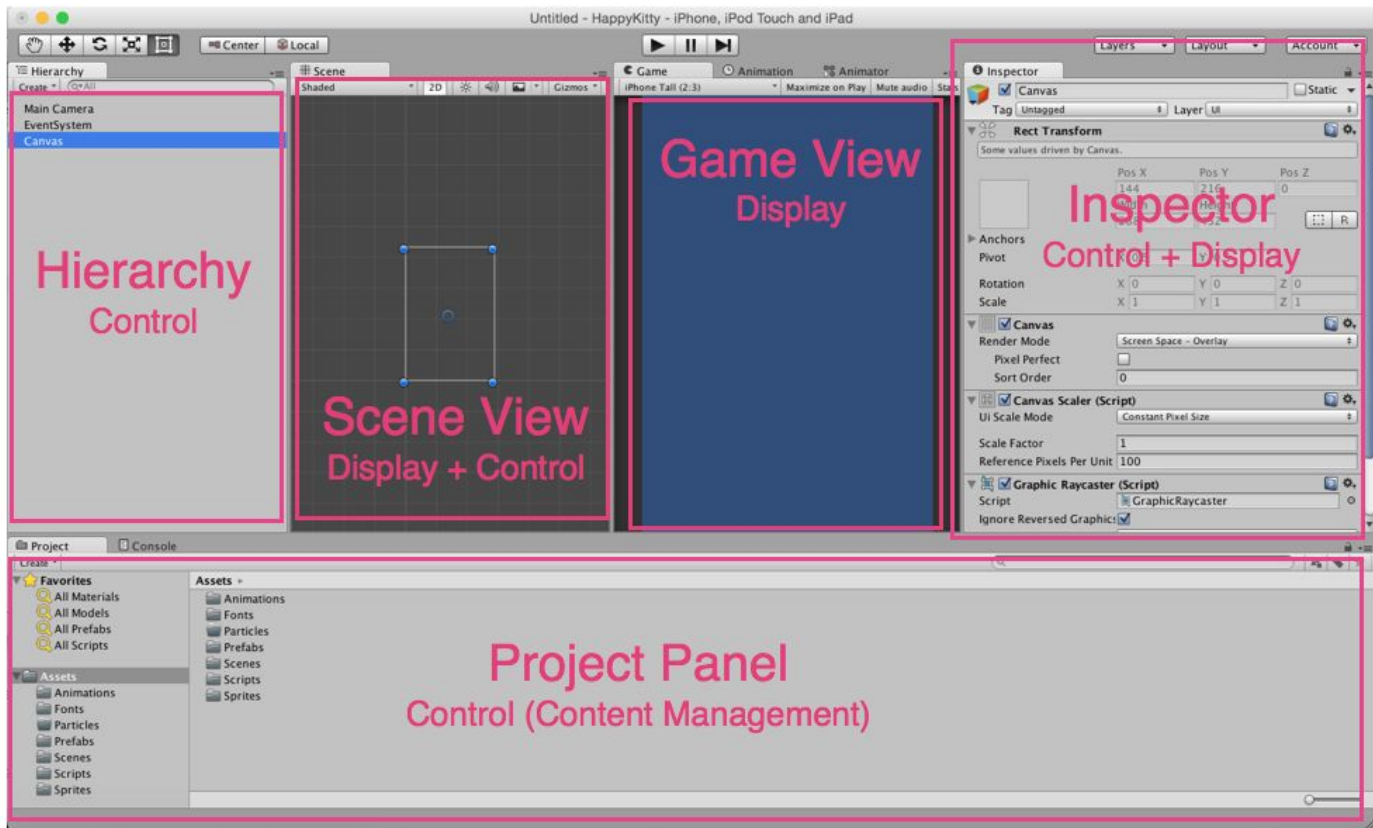


Unity?



WHAT IS ... unity ?

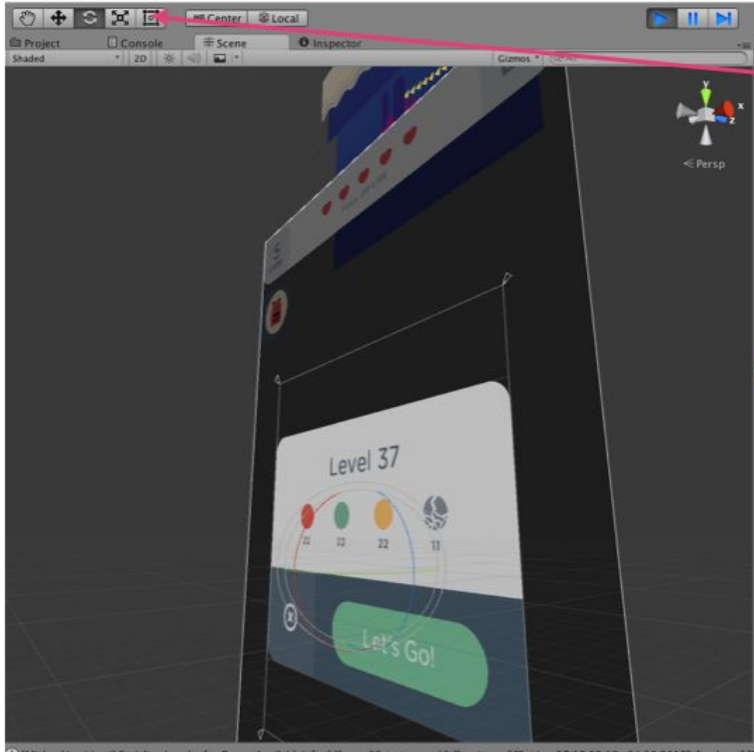
- Cross platform game engine
- Games can be made in 2D or 3D
- Suitable for creating AR and VR content
- Good for asset editing but not creating
- Can be programmed in C# or Javascript
- Free if you don't make more than \$100,000
- Pro license \$75 a month or \$1,500 p/a



Let's take a closer look at each panel



First thing is to learn how to navigate the Scene View



1. Move in the view
2. Move an object
3. Rotate an object
4. Scale an object



if Game = a full meal;
The **inspector** is where you prepare a dish (gameObjects)

E.g. In a salad...



- Some ingredients are pre-prepared
- Some ingredients you pre-prepare yourself
- You can choose the serving size of the dish, when you want to add ingredients and how much



As with the salad... In the Inspector



- You can control the starting point, rotation and size of the gameObject
- Some components of the gameObject are pre-prepared by Unity
- Some components you pre-make yourself (through coding)
- Use the Add Component or specify in script button to add them



Resources and suggested tutorials

<https://unity3d.com/learn/tutorials>

We have 2 good unity tutorials up here for Unity:

https://github.com/CodeLiberation/CLF-slides/tree/master/Claases_and_Workshops

@codeliberation