

# Glitch Tasks

## 1. Install Unity:

Download and install the Unity Hub and Unity Editor from the official Unity website.

## 2. Set Up a Project:

Create Unity project from the Unity Hub. An appropriate project name and template (e.g., 2D, 3D).

Start with 2D project if you are a beginner

## 3. Mechanics of Unity Interface:

Familiarize yourself with the Unity Editor interface, including the Scene view, Game view, Hierarchy, and Inspector.

Adjust according to convenience

## 4. Import Assets:

Import 2D or 3D assets (models, textures, audio, etc.).

Use Unity Asset Store

## 5. Create a Basic Scene and Unity's Component System:

Build a simple scene with objects, terrain, or characters and Tile Palette Creation

Add components to game objects and manipulate them through the Inspector.

## 6. Physics , Colliders and Basic Scripts:

Control object behavior, movement, or interactions within the scene.

Use Unity's physics system and add colliders to your objects.

## 7. Animation and Animators:

Animation to animate characters and objects.

## 8. Audio and Music Integration:

Integrate sound effects and music into your game.

## 9. Publish Your Game:

Prepare your game for distribution on platforms like Unity Cloud Build or WebGL