*AG 103*

*Introduction to Content Creation*

**LAB 10: Unity 2D Game Kit**

**Objective**

Understand how the game kit can be used to create levels for the character. Also will learn how to use assests to send the player from one scene to another.

**Part 1:  Online Training**

**Link to online training**

<https://unity3d.com/learn/tutorials/s/2d-game-kit>

Videos to watch

Getting started video - https://www.youtube.com/watch?v=LYQz-mtr90U

Teleporting video - https://www.youtube.com/watch?v=gZ\_OZL57c0g

Adding an enemy video - https://www.youtube.com/watch?v=WRKG\_DDlUnQ

**For a complete guide of the game kit follow the link to Unity’s website**

**Extra Credit for Part 1:**

Find another online tutorial that goes over how to use Unity for 2D game development. You need to provide the Link to the tutorial, files used to complete the tut and the final product.

**Part 2**

Start from nothing and use the assets in the 2D game kit to build 2 scene and a level.

* Must have a portal asset
* Must have at least 2 enemies
* Must have a key and a weapon

**Extra Credit for Part 2:**

Build another level.

Add in your own art work

            This can be a background, weapons, enemy, or level tiles

**Part 3:  Submission**

* All of the work for this lab assignment should reside in single folder.
  + *For this lab, this* *will include all files that you used to complete your work.*
* Zip this folder
* Submit the Zipfile to Blackboard.  Name the zipfile like this

**Last name\_First name\_AG103\_Lab1**

* Don’t forget to back up your files to Google Drive or USB Stick