*AG 103*

*Introduction to Content Creation*

**LAB 08/9: Unity Basics for 2D**

**Objective**

Learn the basics of 2D game development in Unity. Start learning how to place assets into unity and edit the interface.

After completing Tutorial B you will be able to start working on your own tile system with the tiles that were made in the last HW assignment.

**Part 1:  Online Training**

Links to online training

Video 1 - https://www.youtube.com/watch?v=on9nwbZngyw

Video 2 - https://www.youtube.com/watch?v=dwcT-Dch0bA

Video 3 - https://www.youtube.com/watch?v=KGrjZQ2qUoo

**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**

With the training that you have gotten in class and online you should now be able to start creating your tile maps in Unity.

You need to create 3 different tile sets. Once for each of your levels for your game.

**Extra Credit for Part 2:**

Complete more than just 3 sets. Add another one

Add more sprite assets into the game

Build up your asset library with your own art work.

**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
* You should show that you completed the online training.

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

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