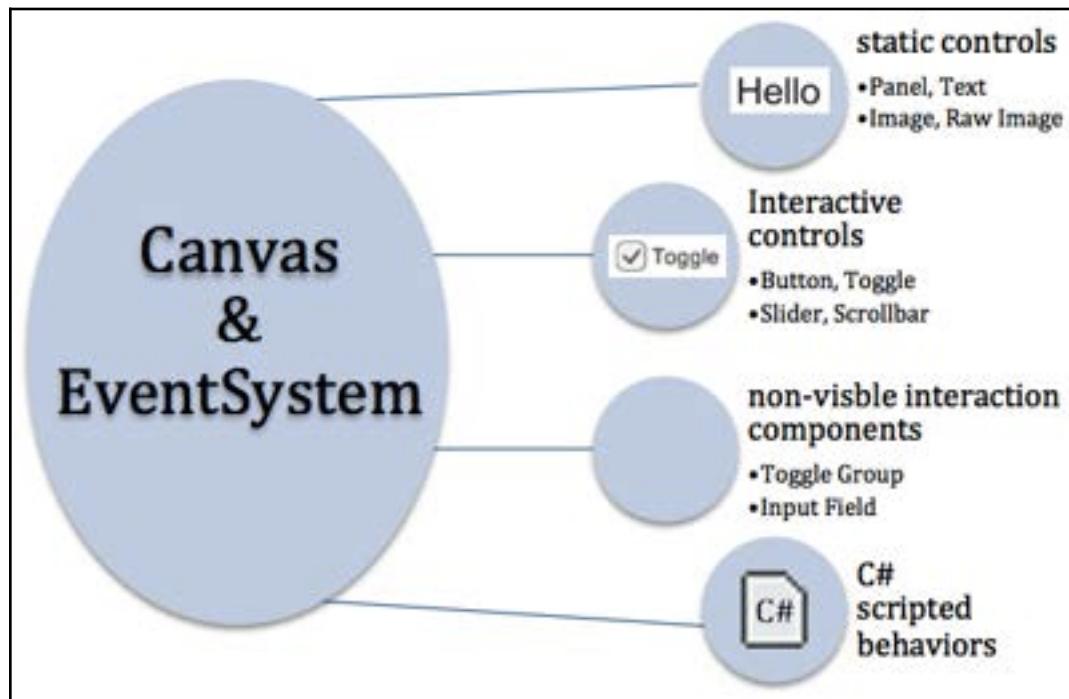
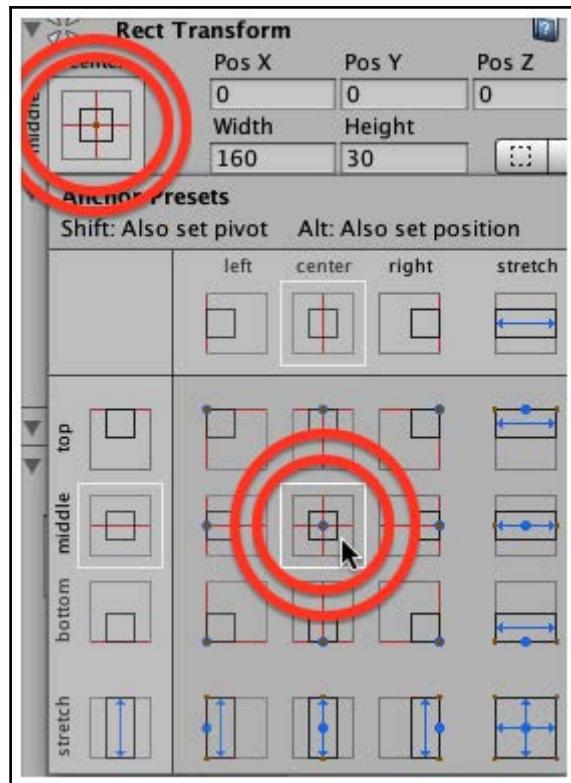
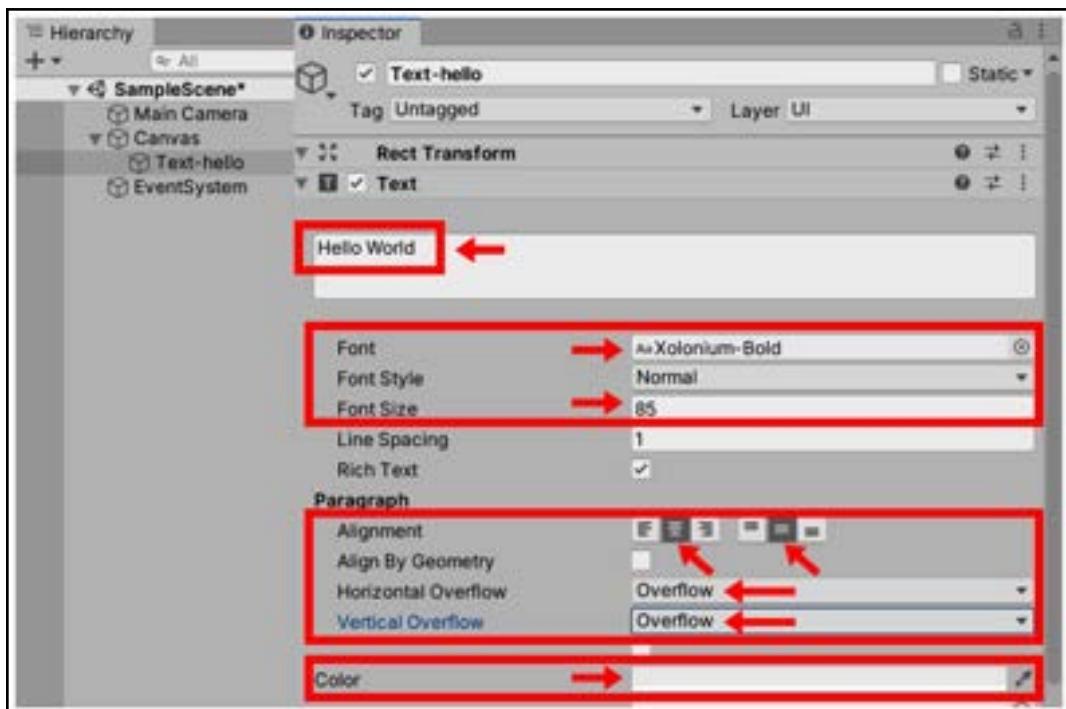
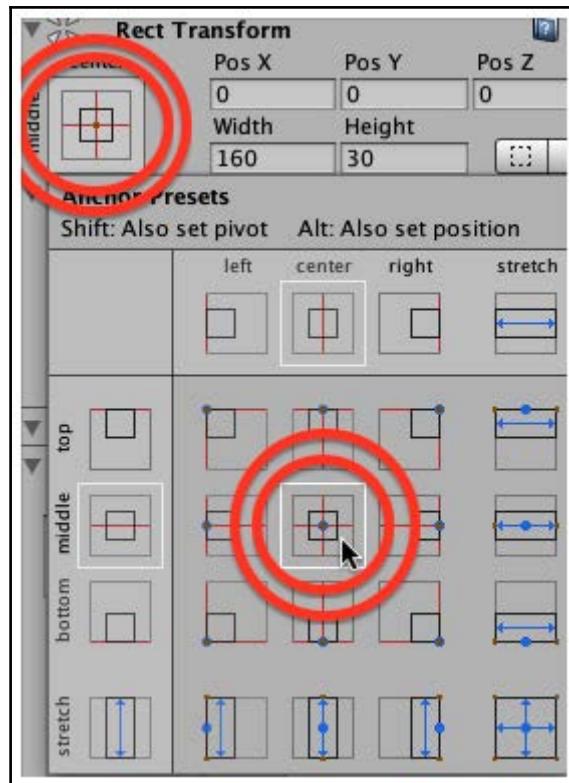


Chapter 1: Displaying Data with Core UI Elements

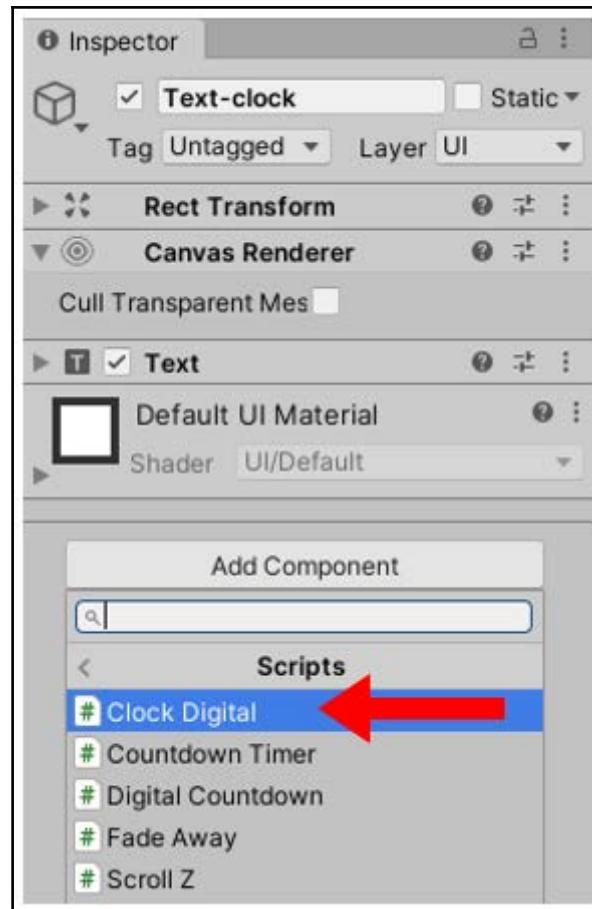








15:09:06

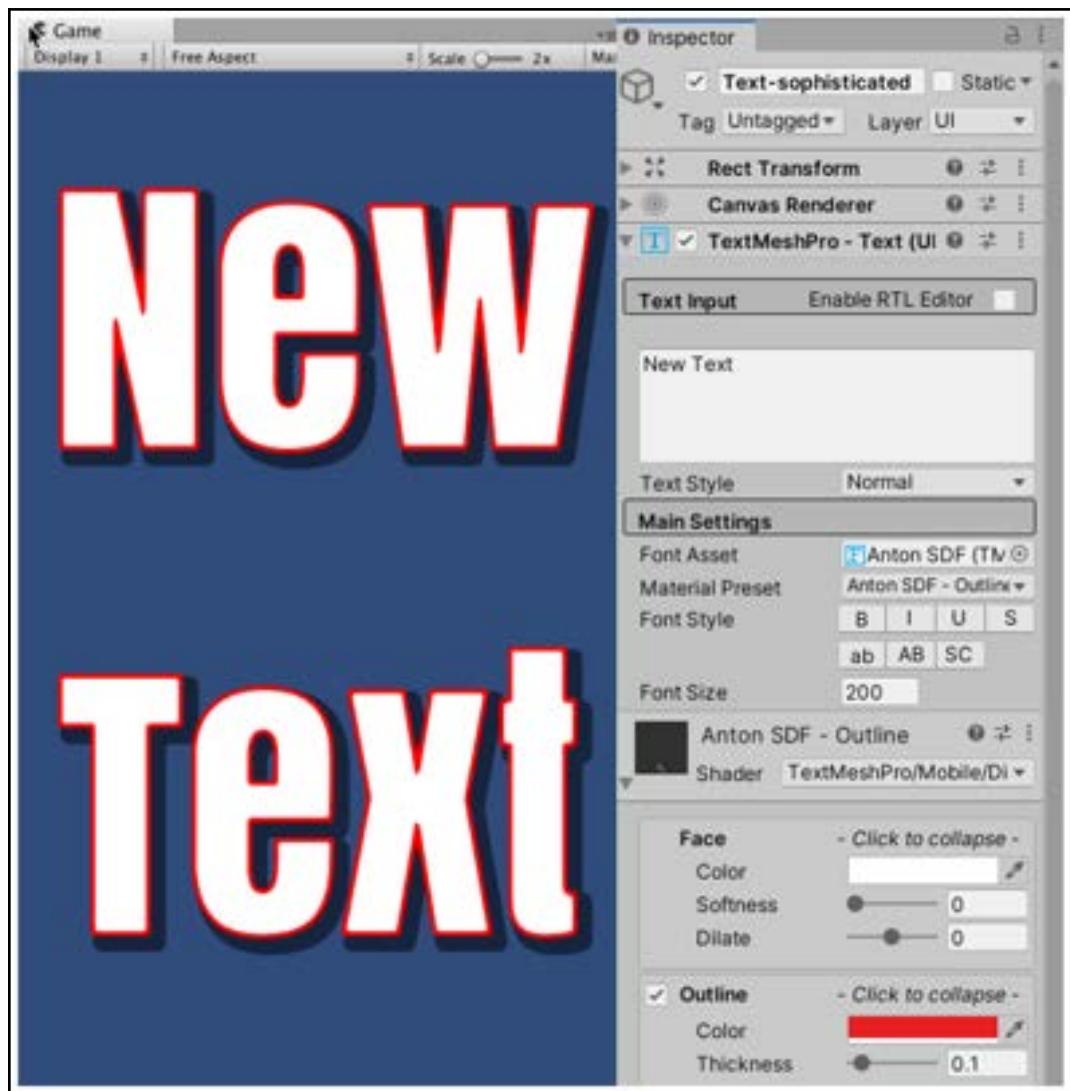


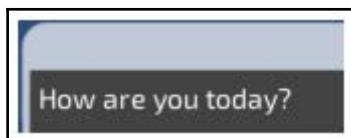
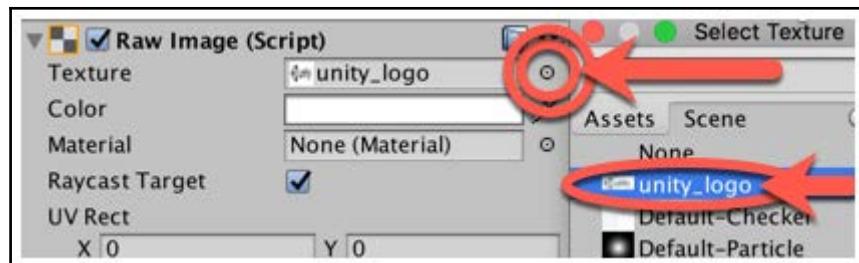
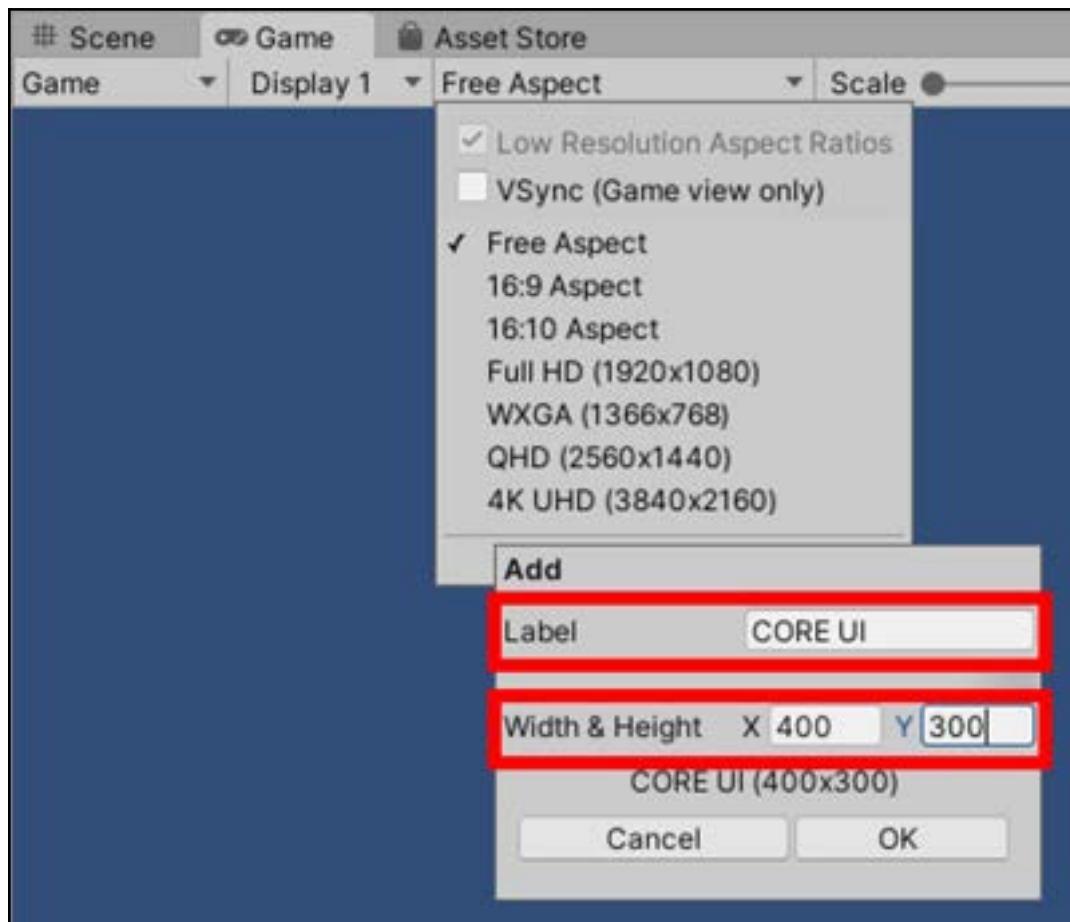
Countdown seconds remaining = 25

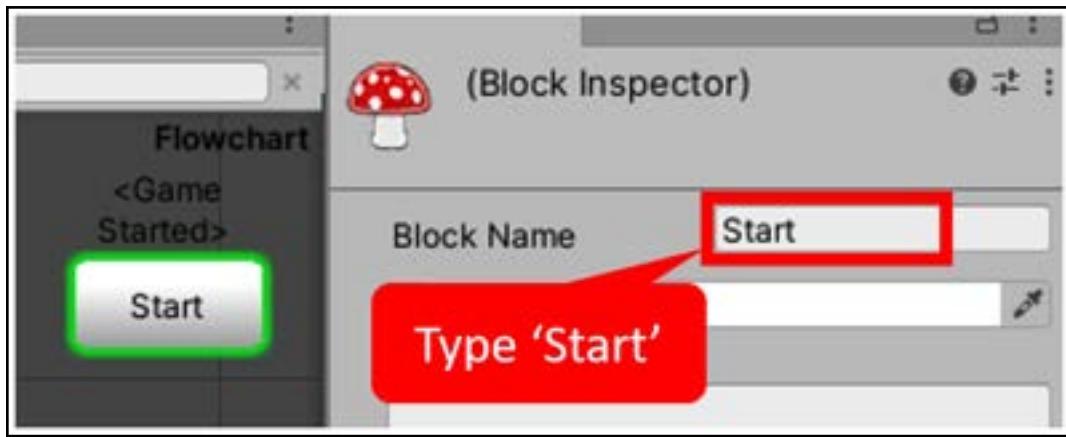
Star Wars

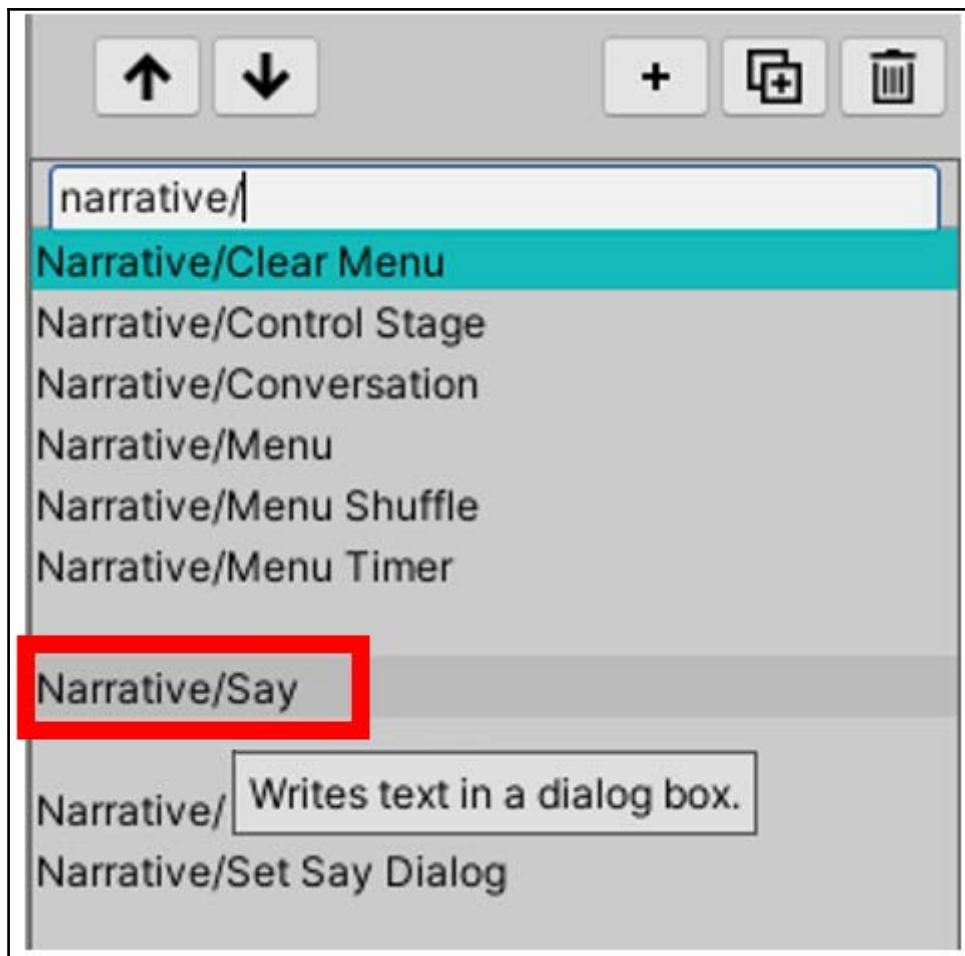
A long time ago, in a galaxy far, far away....

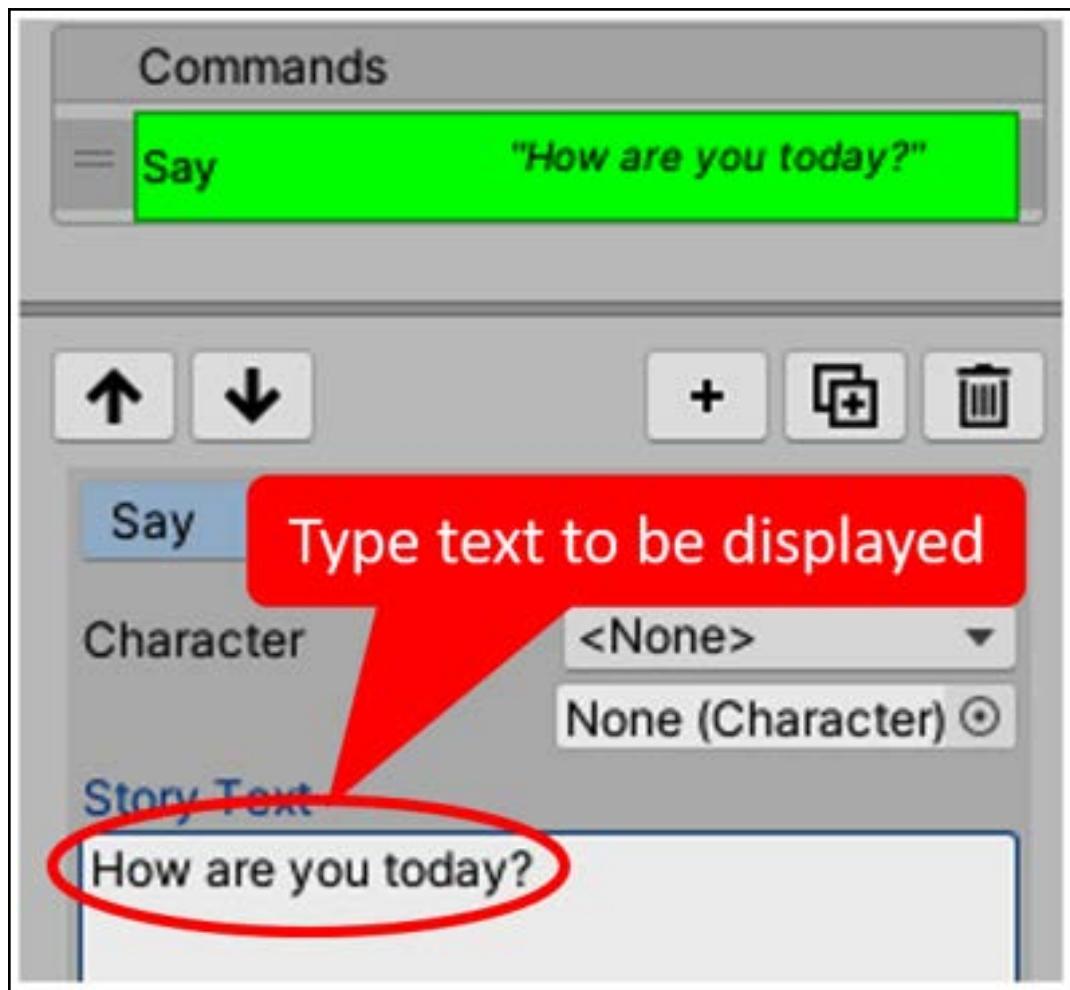
*It is a period of civil war.
Rebel spaceships, striking
from a hidden base, have won
their first victory against
the evil Galactic Empire.*

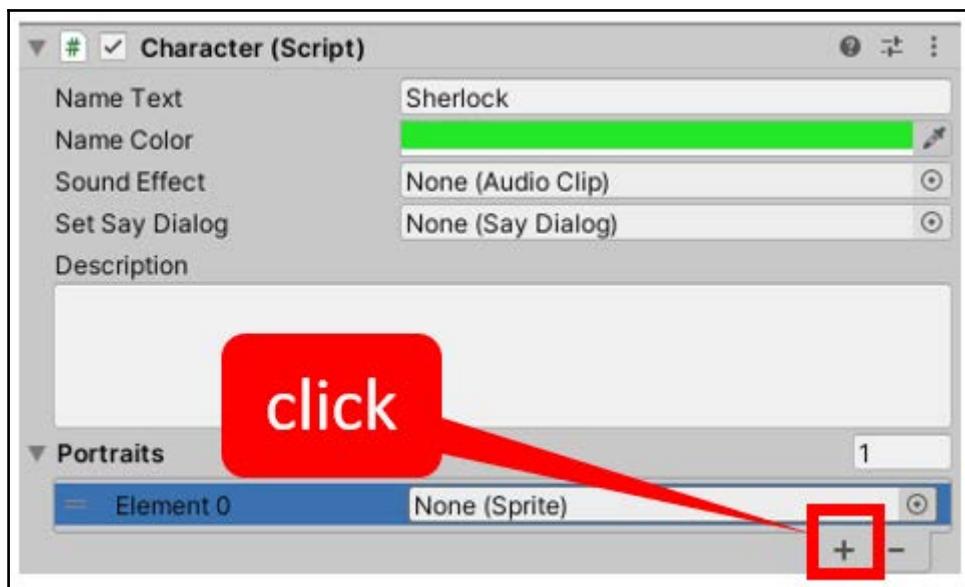
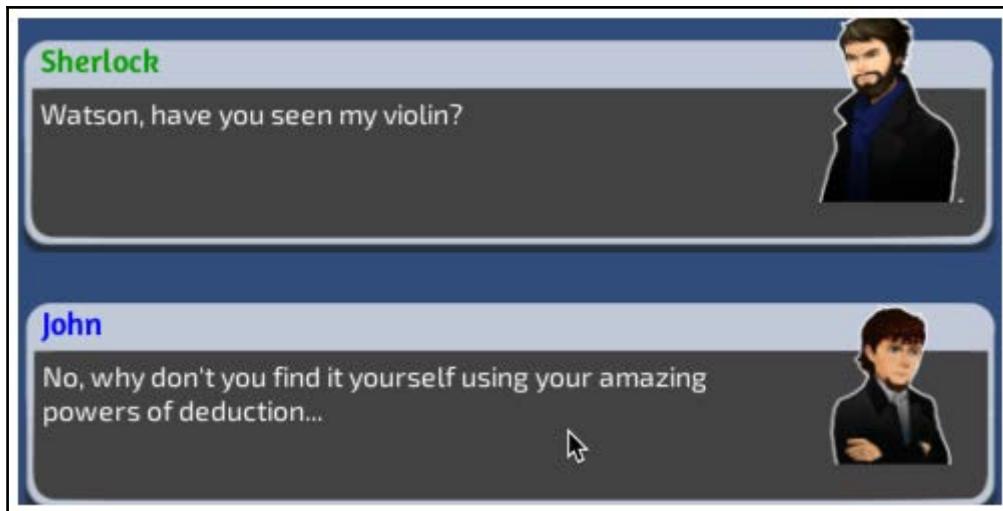


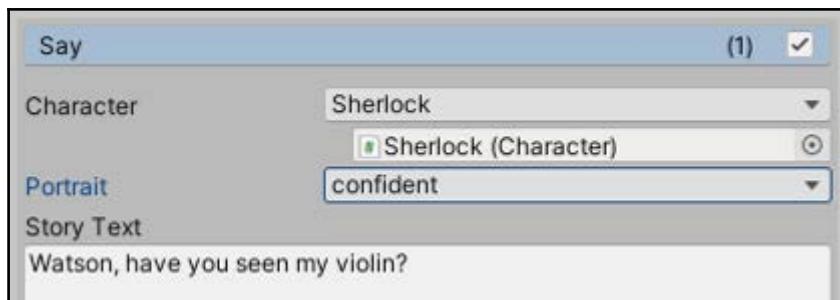










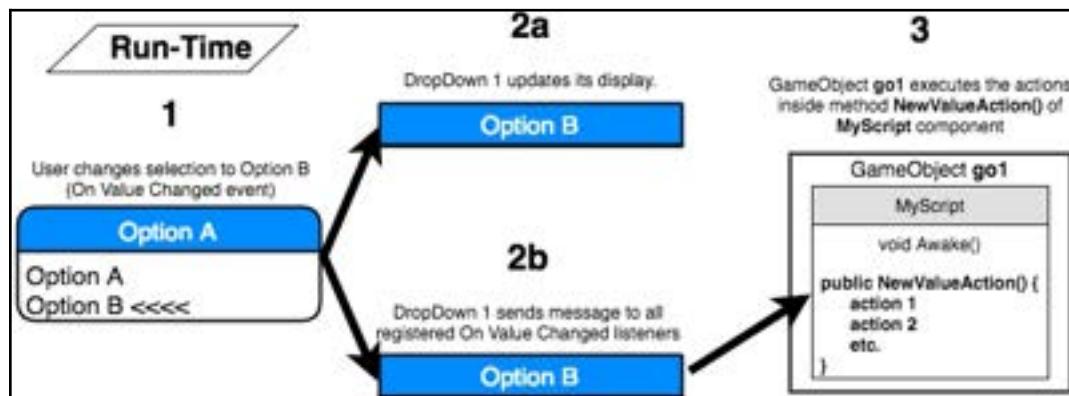
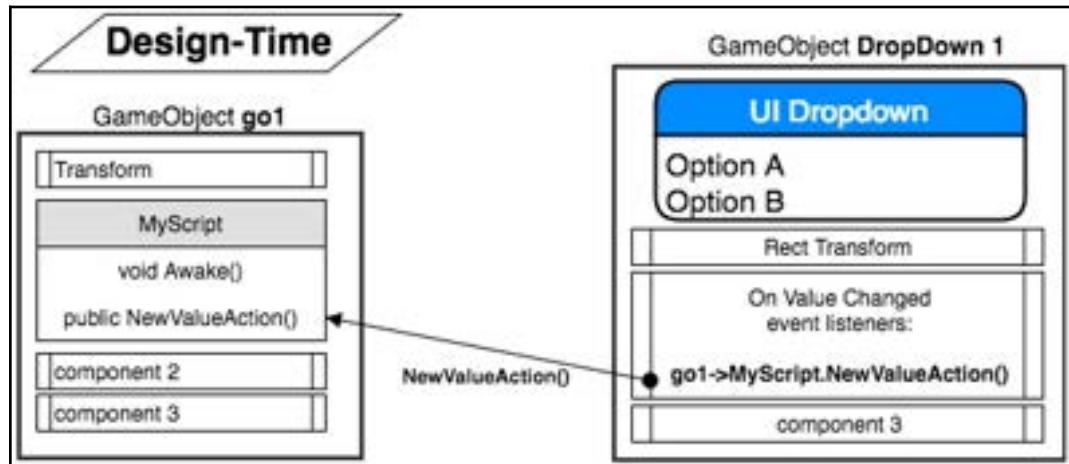


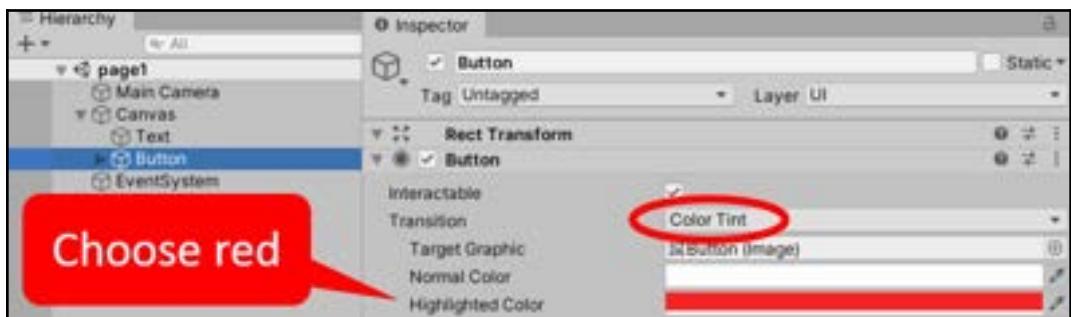
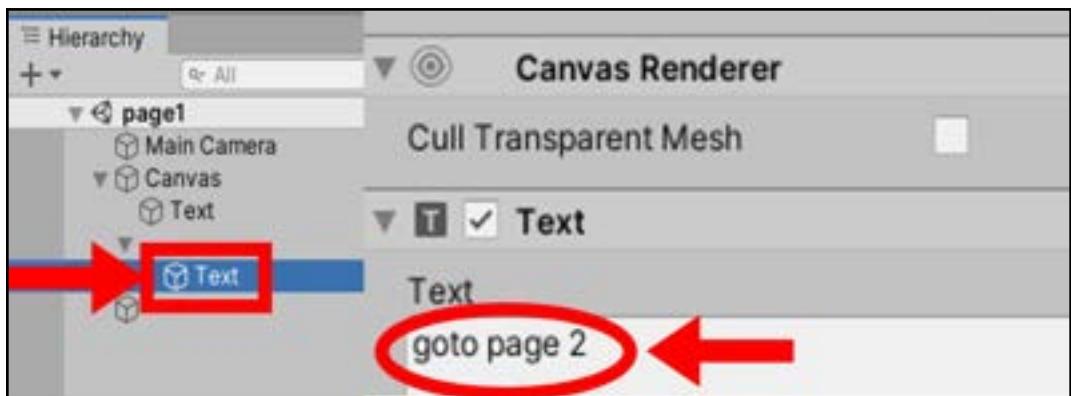
<Game Started>

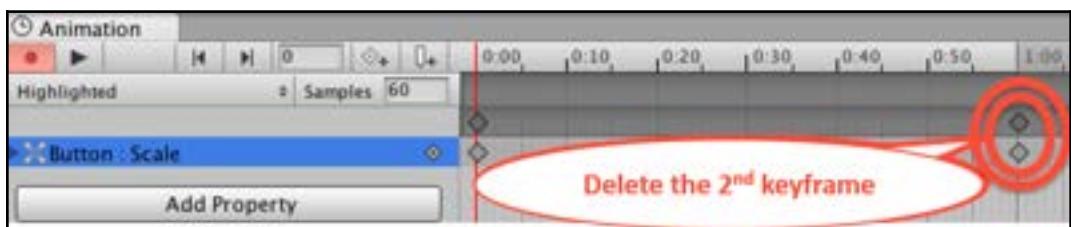
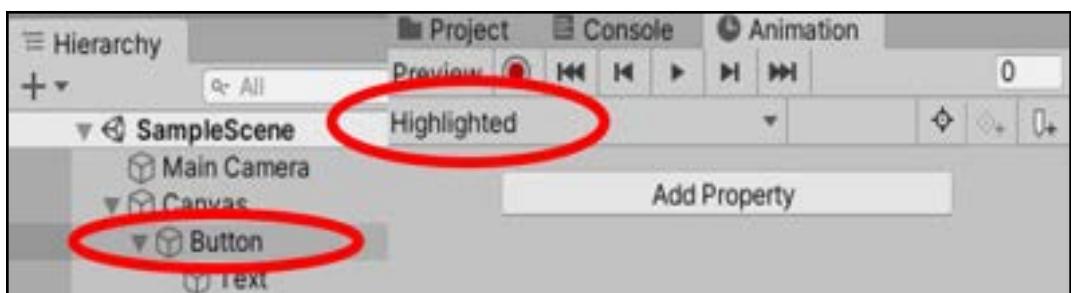
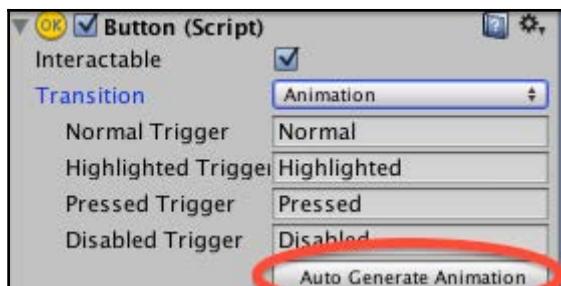
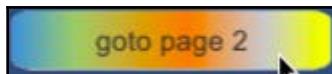
The case of the missing violin

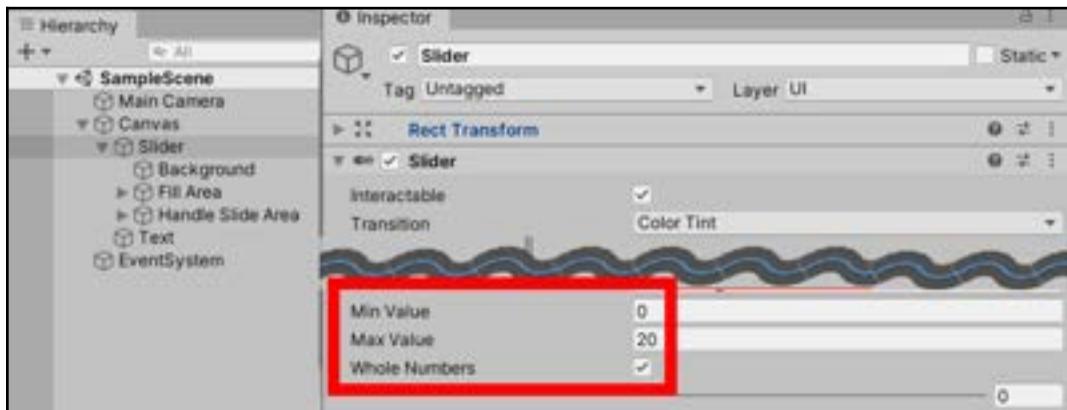
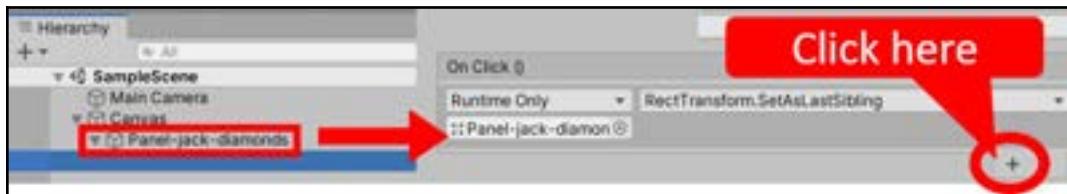
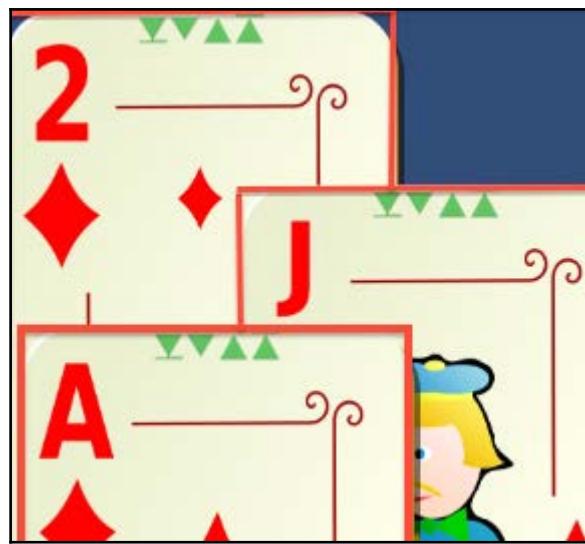
Commands	
= Say	Sherlock: "Watson, have you seen my violin?"
= Say	John: "No, why don't you find it yourself?"

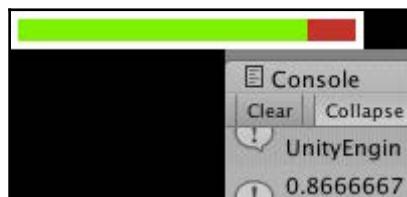
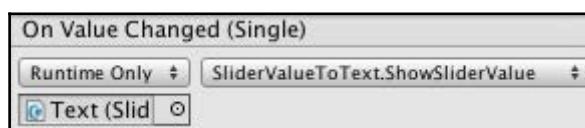
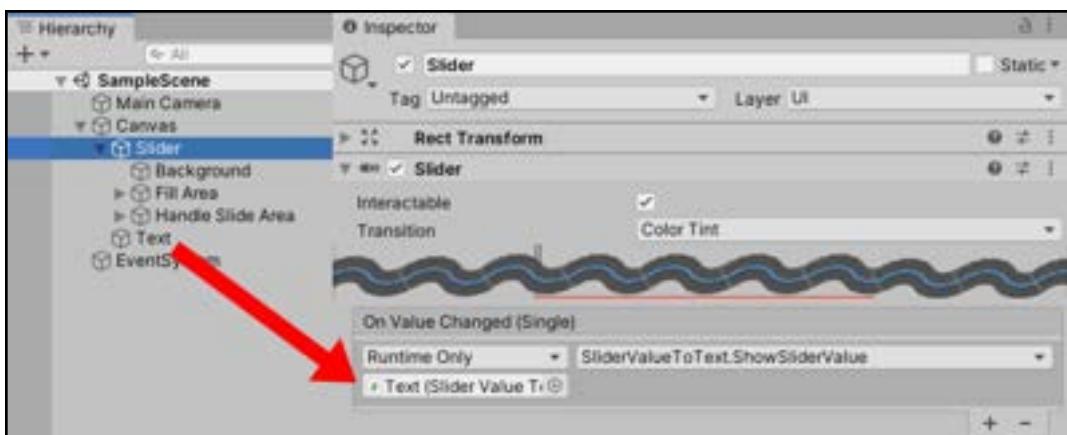
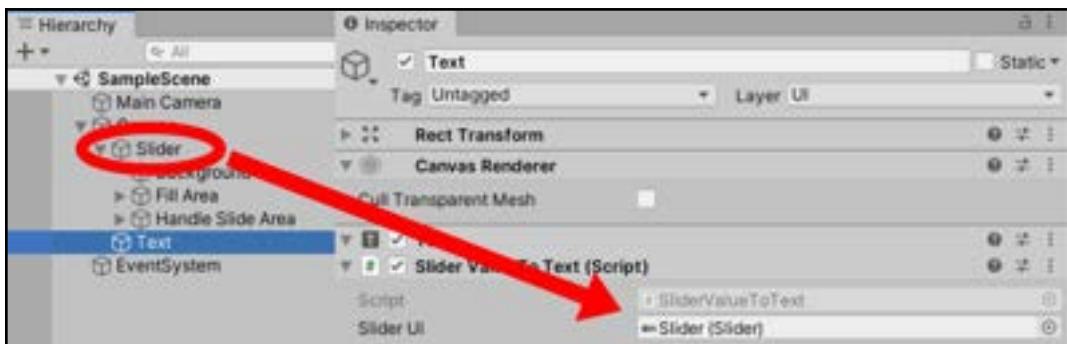
Chapter 2: Responding to User Events for Interactive UIs

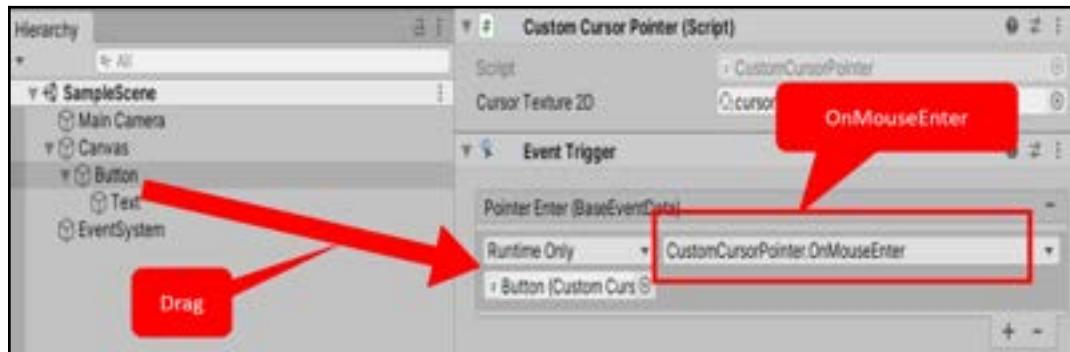
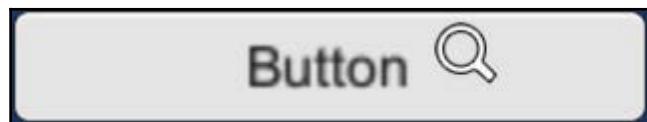
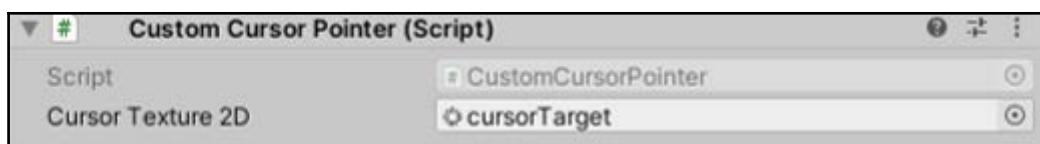
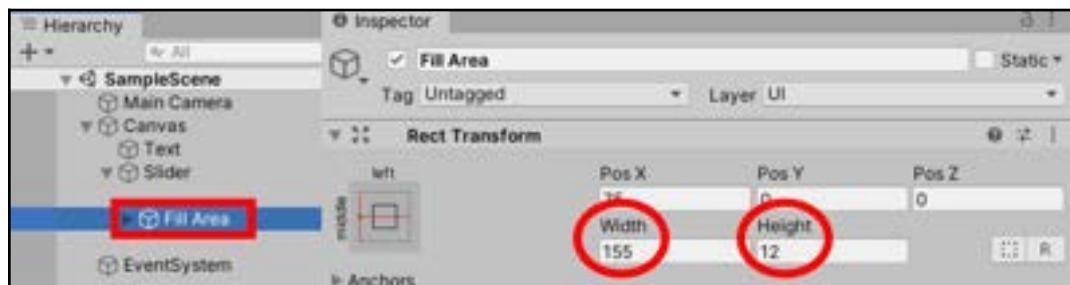
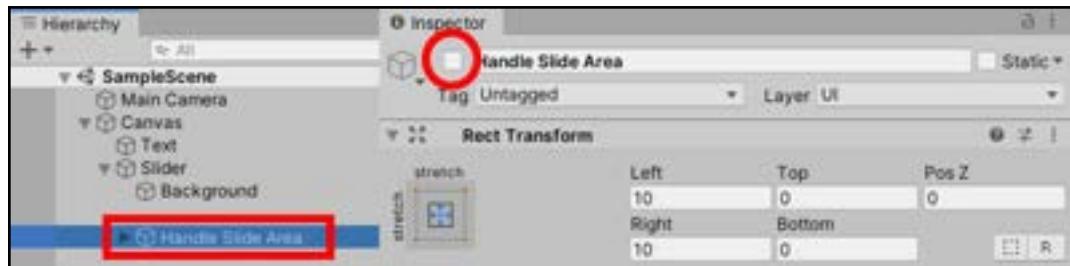






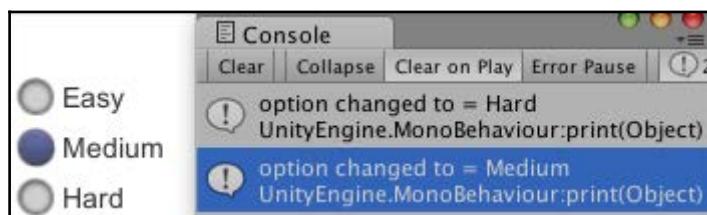
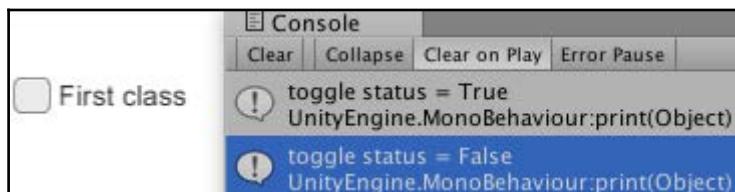
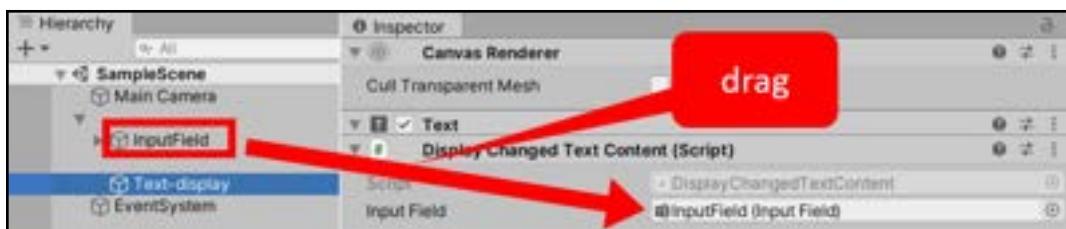


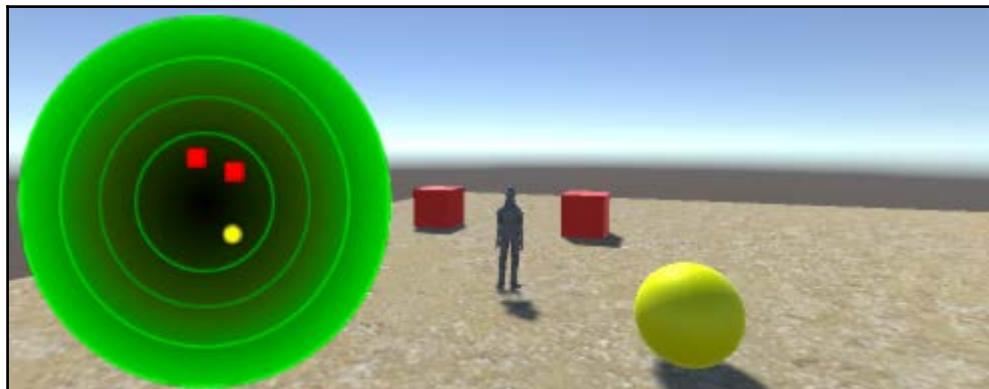
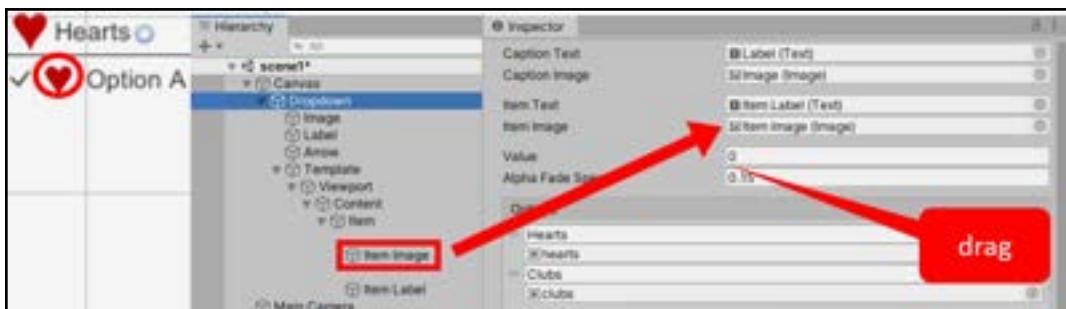


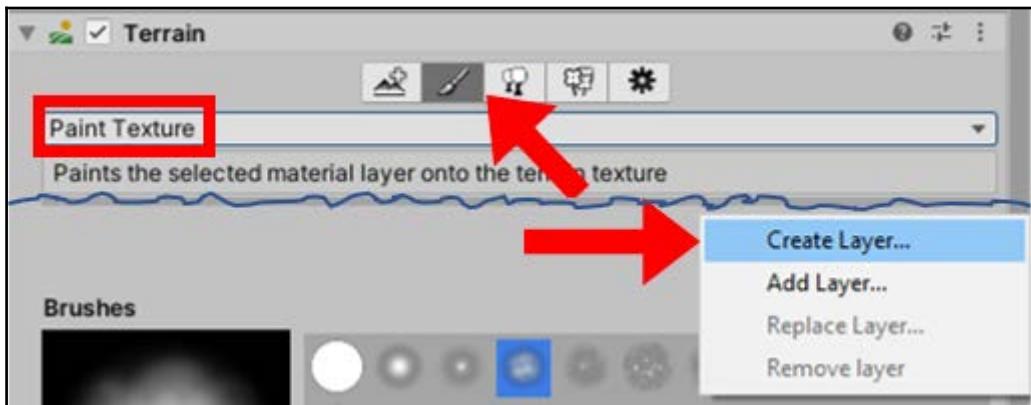
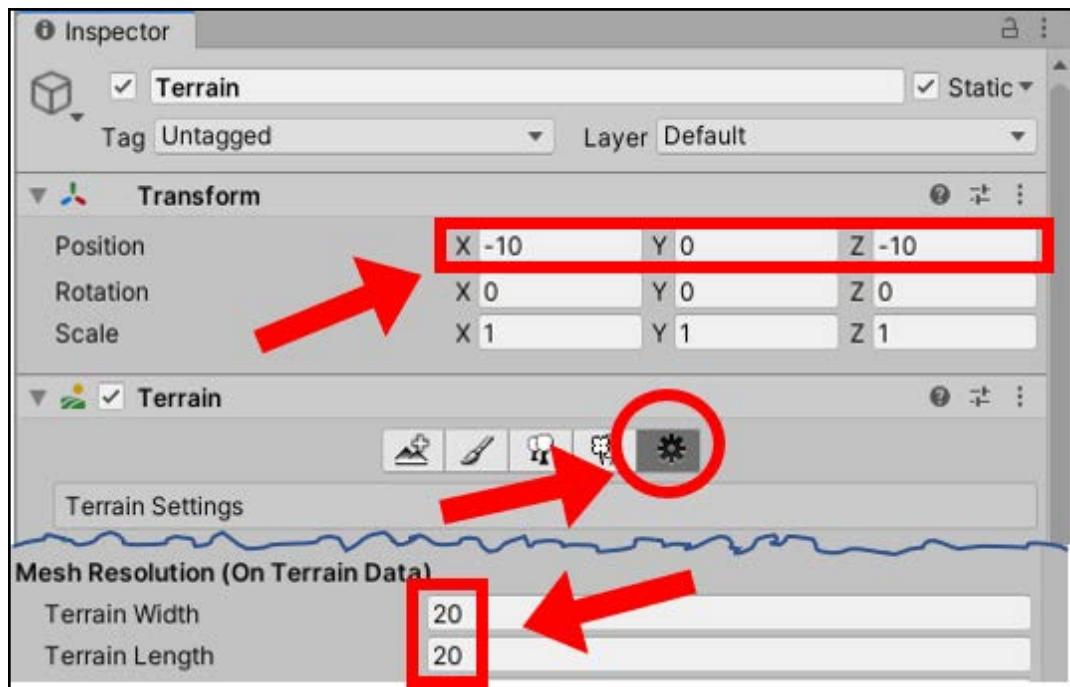


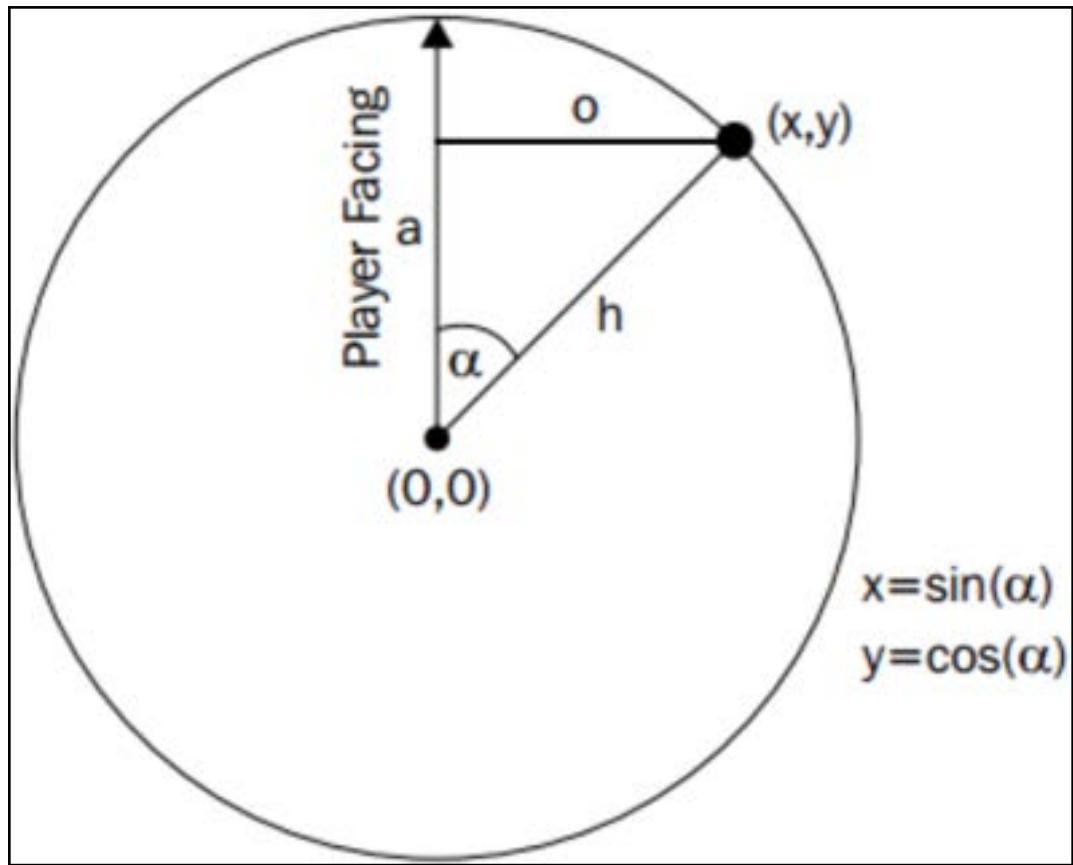
Name: Matt

last entry = 'Matt'

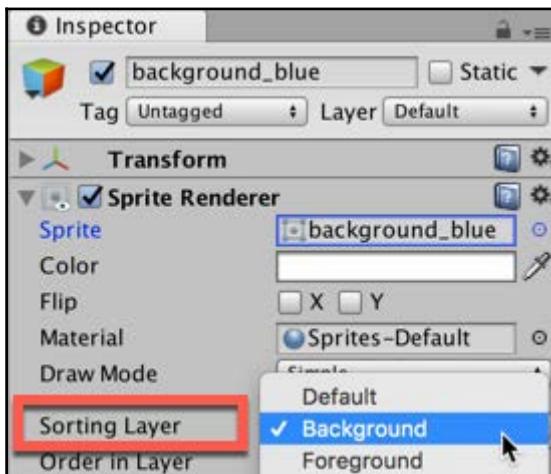
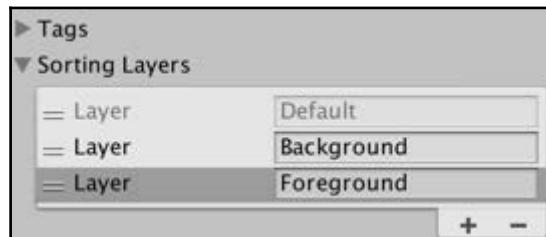


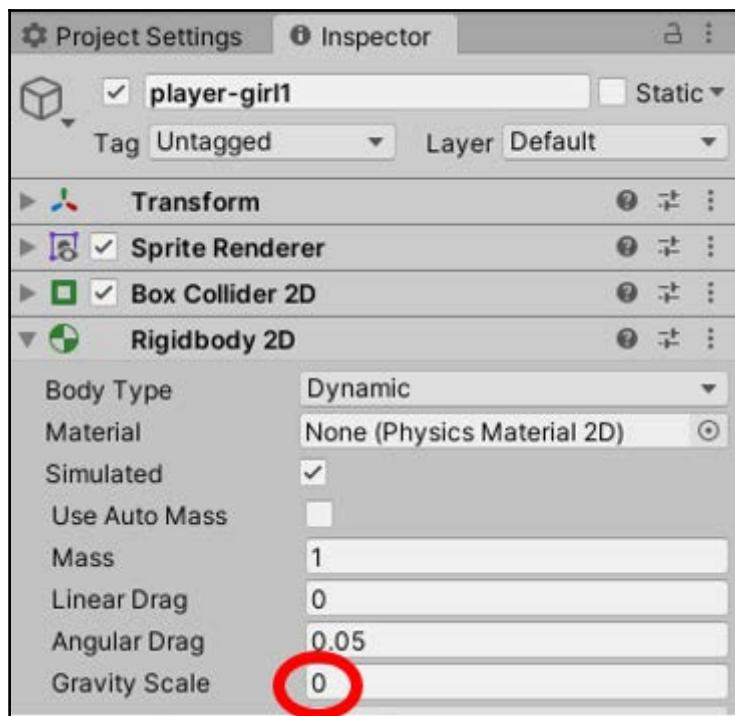
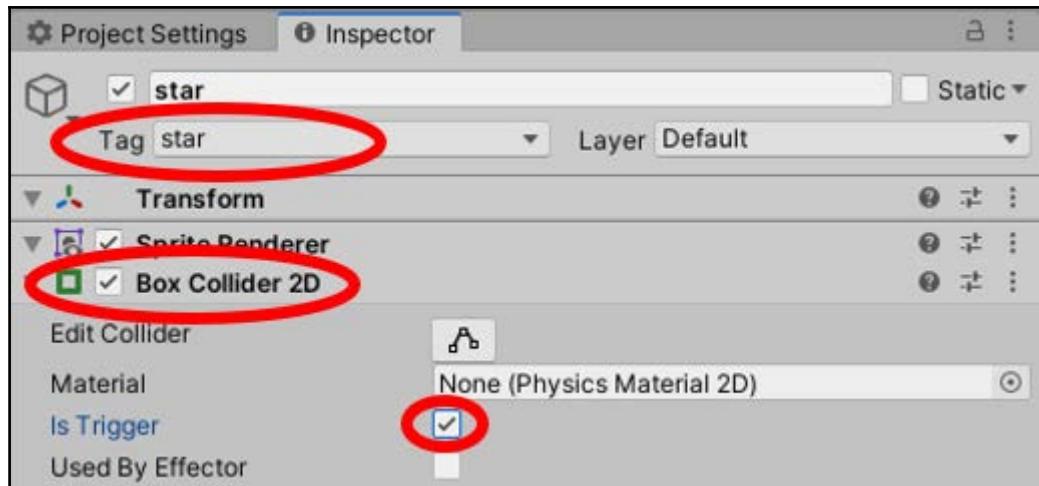


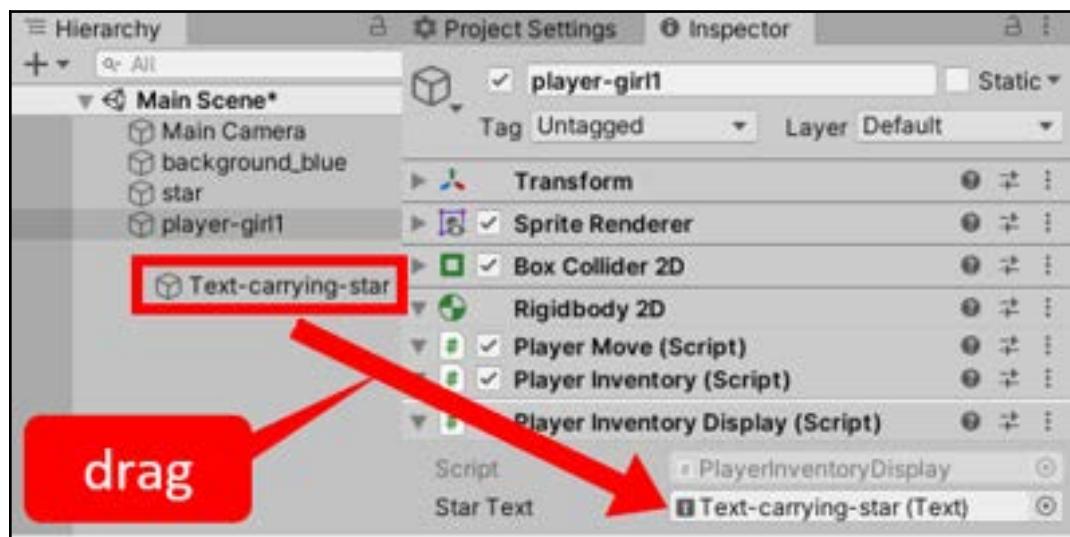
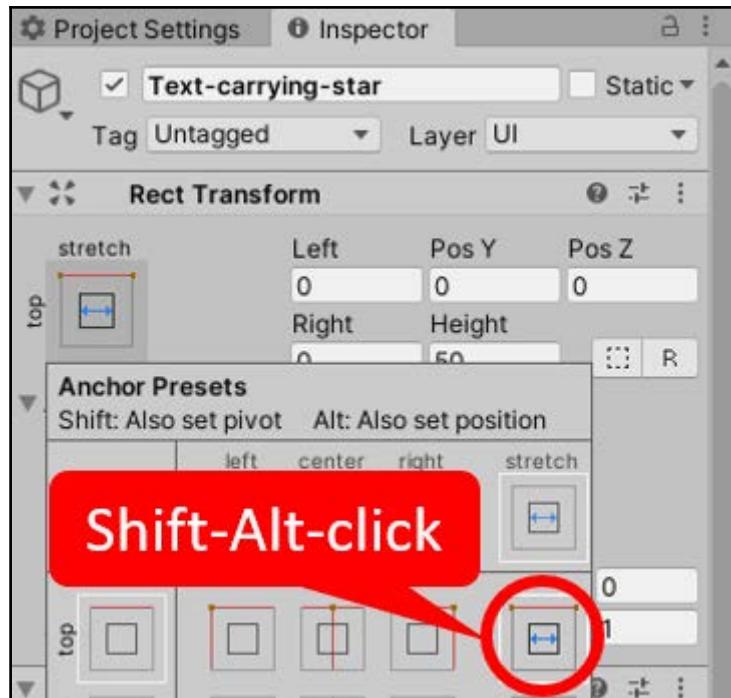


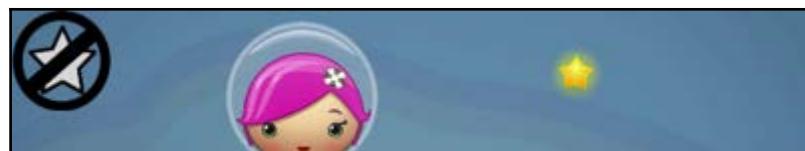
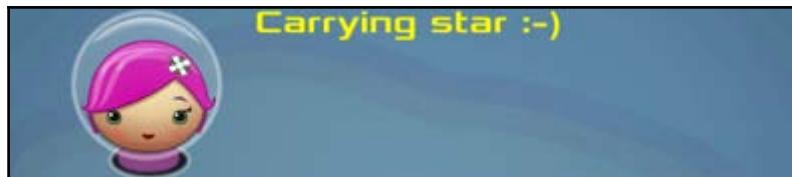


Chapter 3: Inventory and Advanced UIs









Hierarchy Project Settings Inspector

Main Scene*

- Main Camera
- background_blue
- star
- player-girl1
- Canvas
 - Image-star-icon
- EventSystem

Image-star-icon

Tag Untagged Layer UI

Rect Transform

Canvas Renderer

Cull Transparent Mesh

Image

Source Image icon_star_100

Color

Material None (Material)

Raycast Target

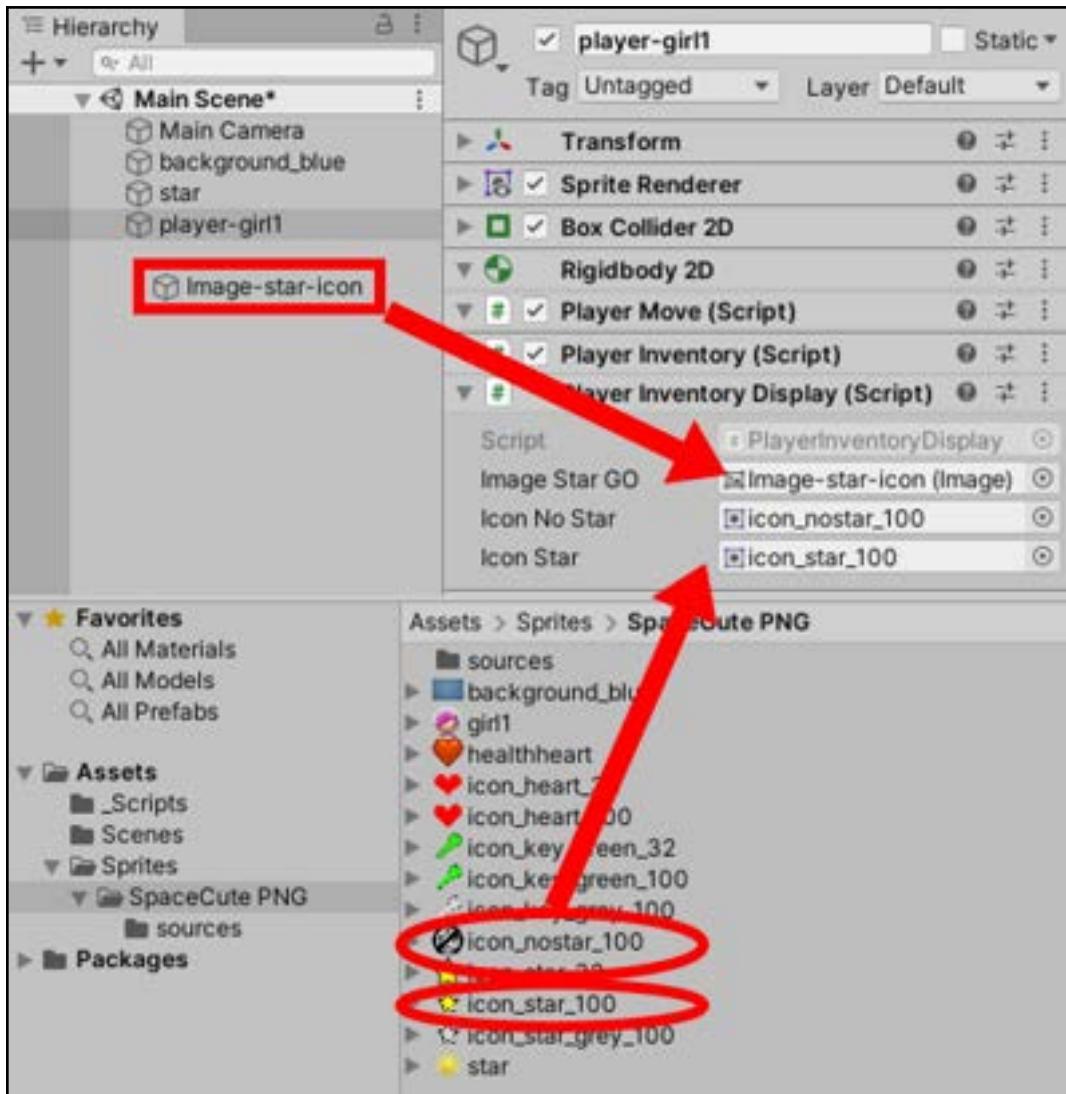
Raycast Padding

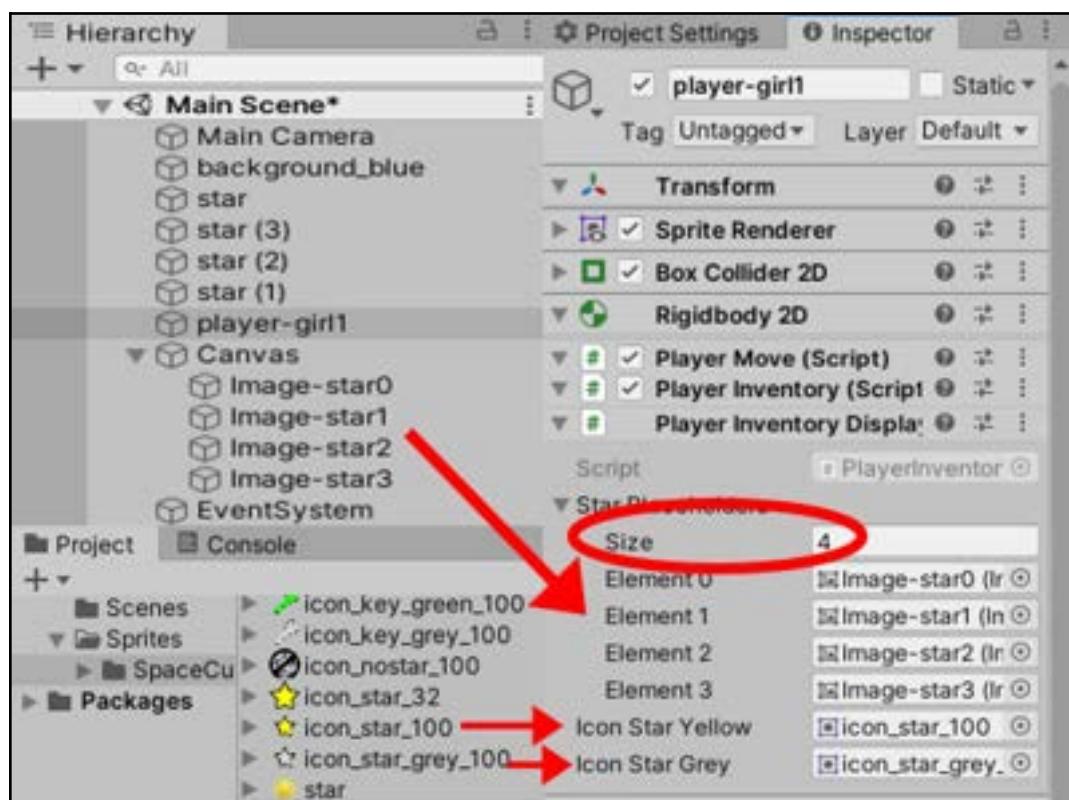
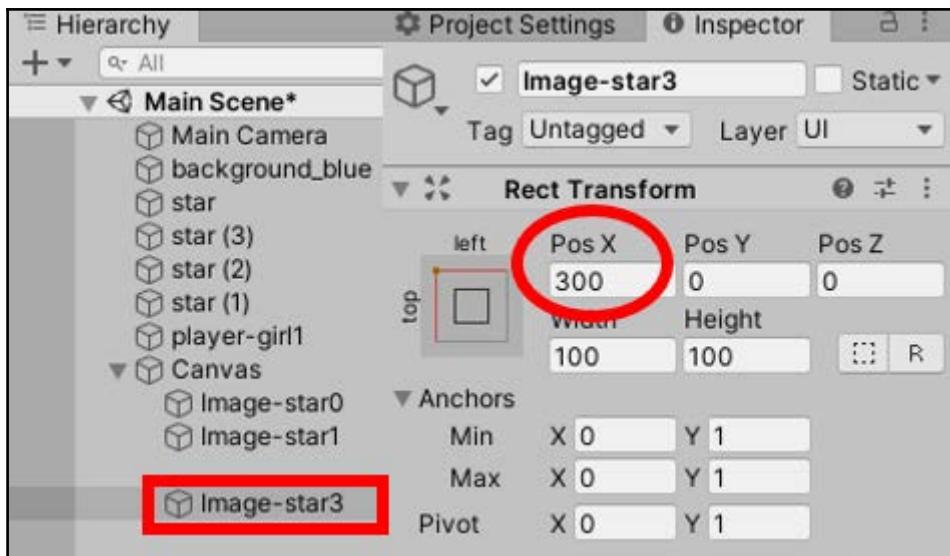
Image Type Simple

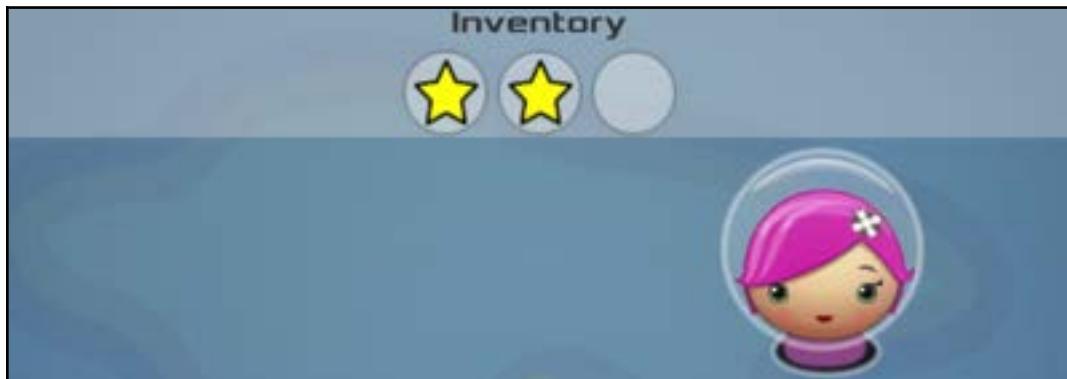
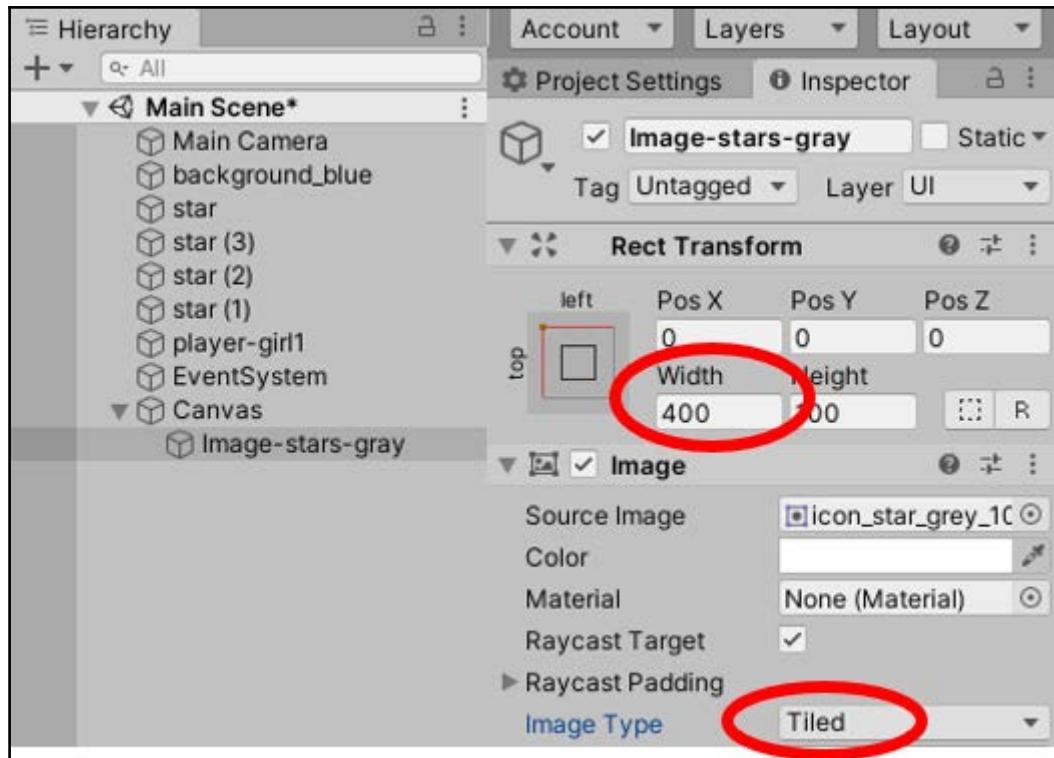
Use Sprite Mesh

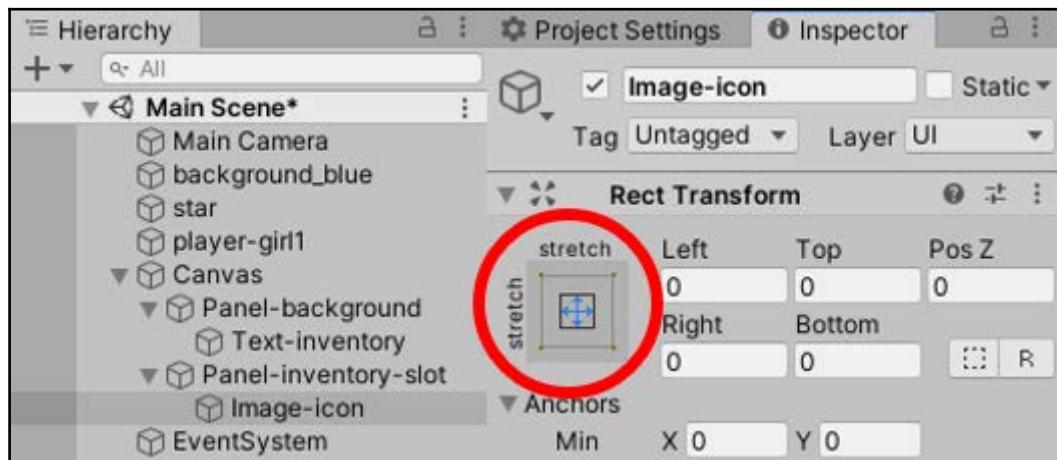
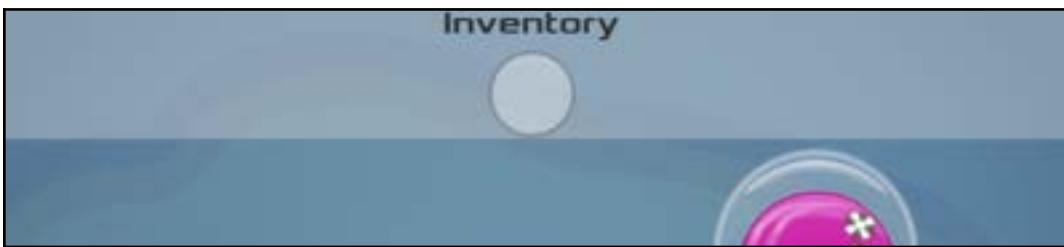
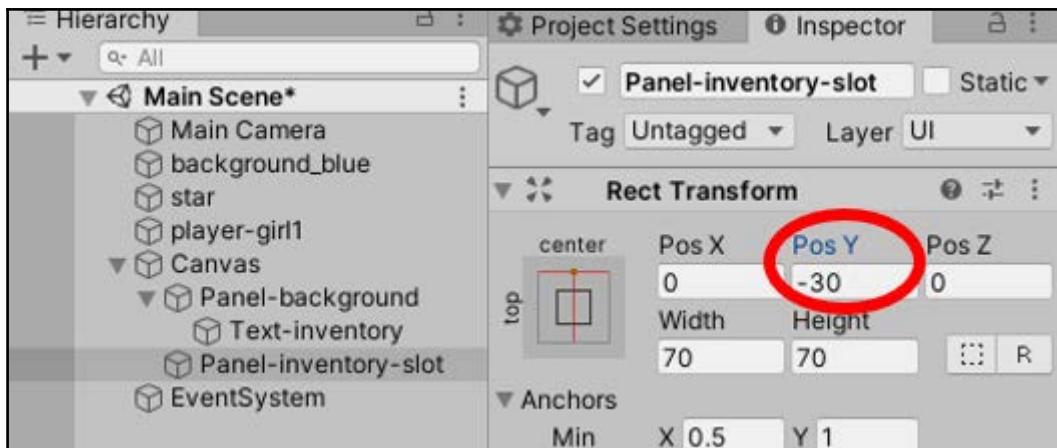
Preserve Aspect

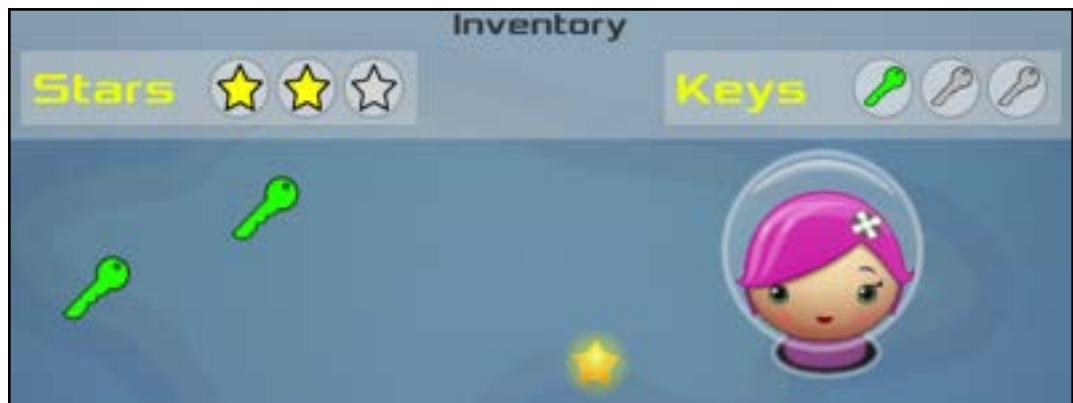
Set Native Size





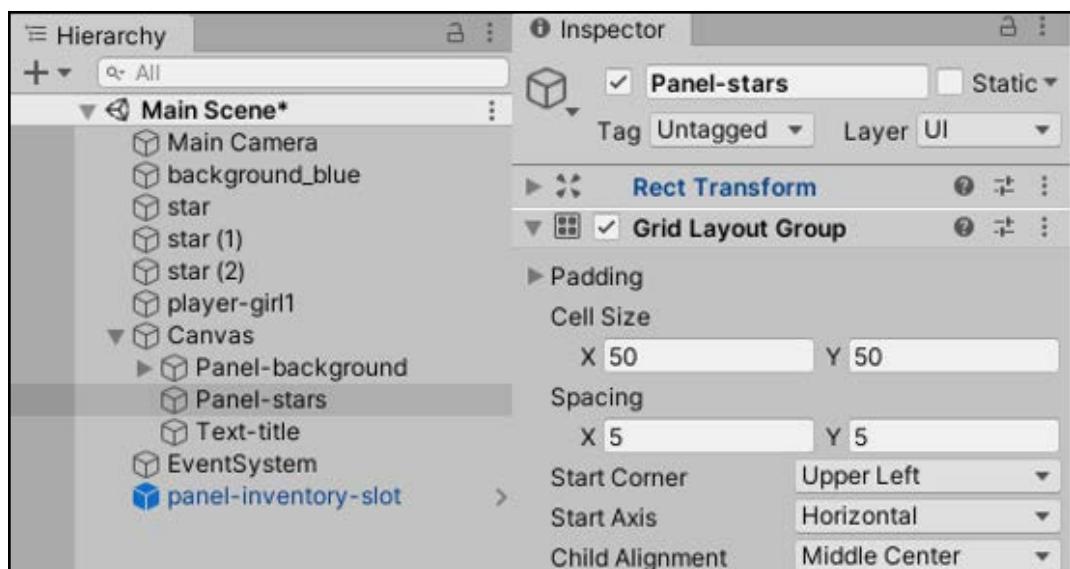
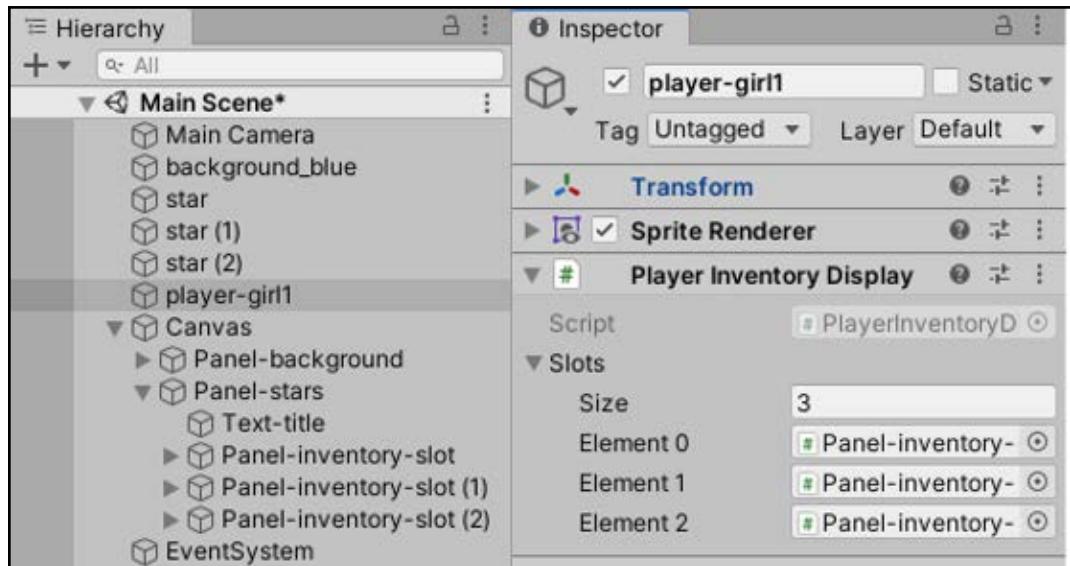


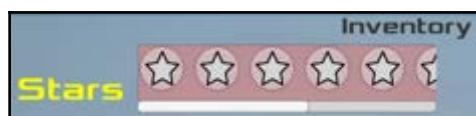
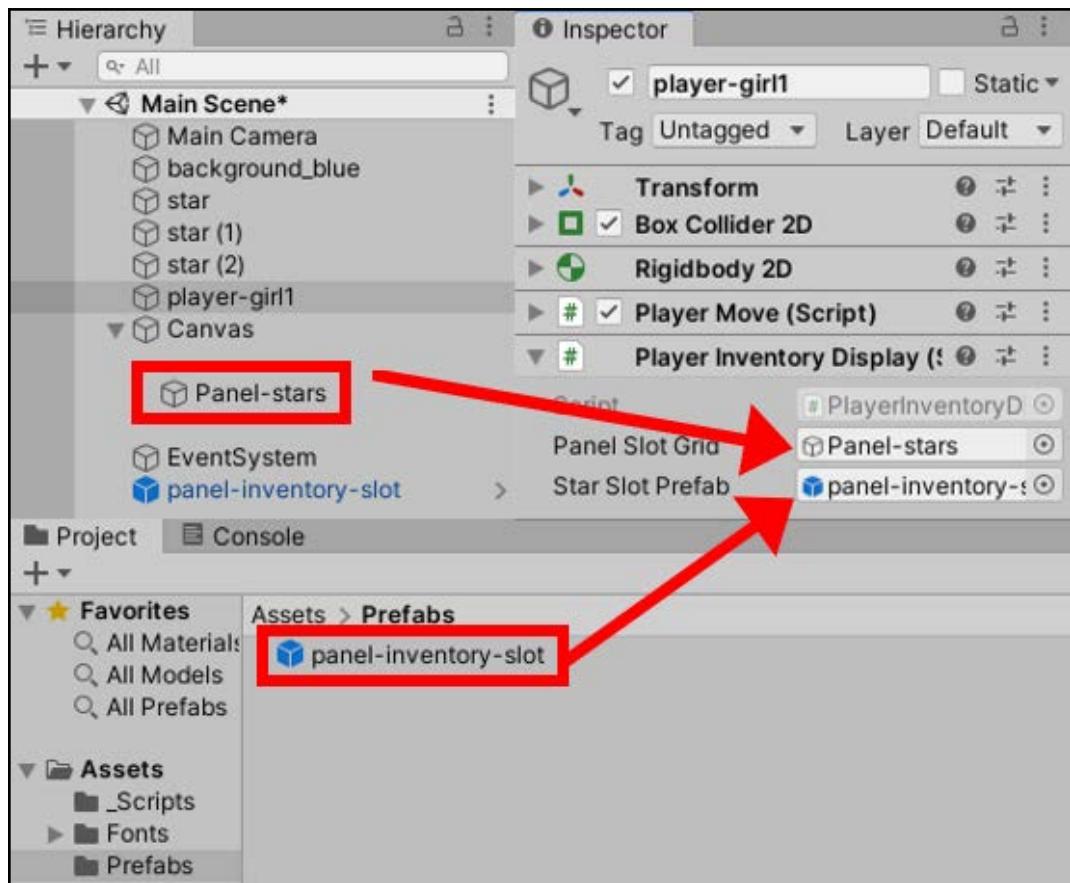


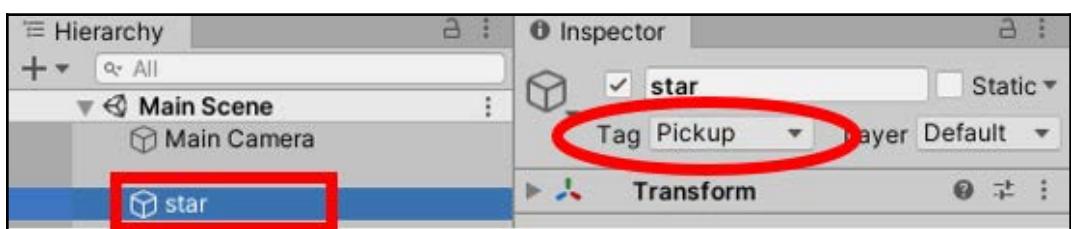
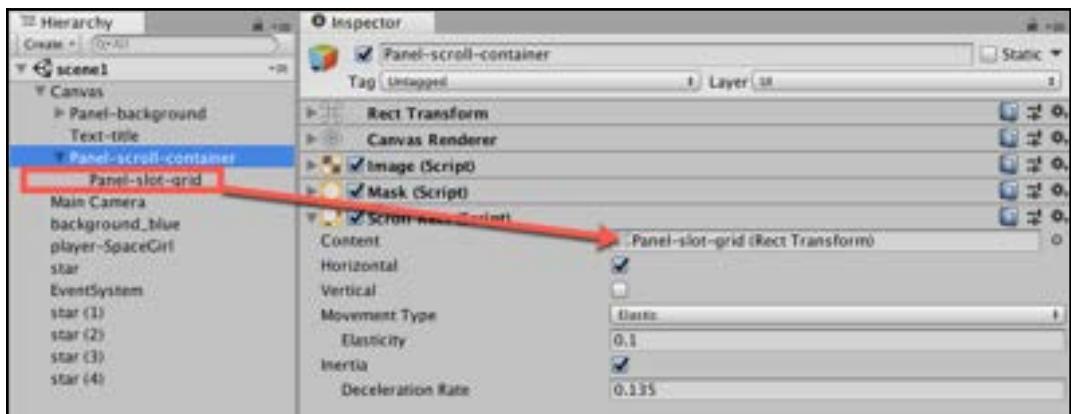


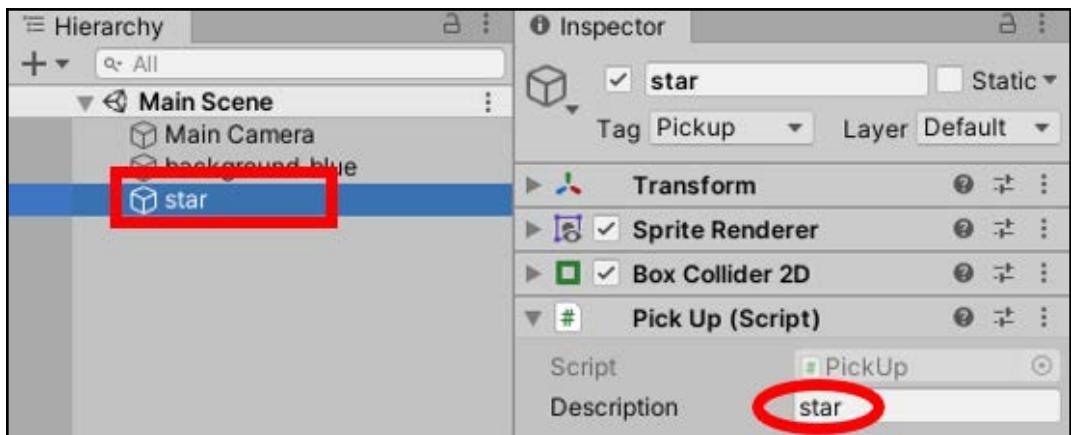
This image shows the Unity Editor's Hierarchy and Inspector panels. The Hierarchy panel on the left lists the scene's components, including "Main Camera", "background_blue", "star", "player-girl", "Canvas", "Panel-background", "Panel-stars", and a selected "Panel-inventory-slot" which is highlighted with a red box. The Inspector panel on the right provides detailed settings for the selected "Panel-inventory-slot". Under "Rect Transform", the position is set to (140, 0, 0) with width and height of 50. Anchors are set to X: 0 and Y: 0.5. The "Panel-inventory-slot" is also marked as "Static".

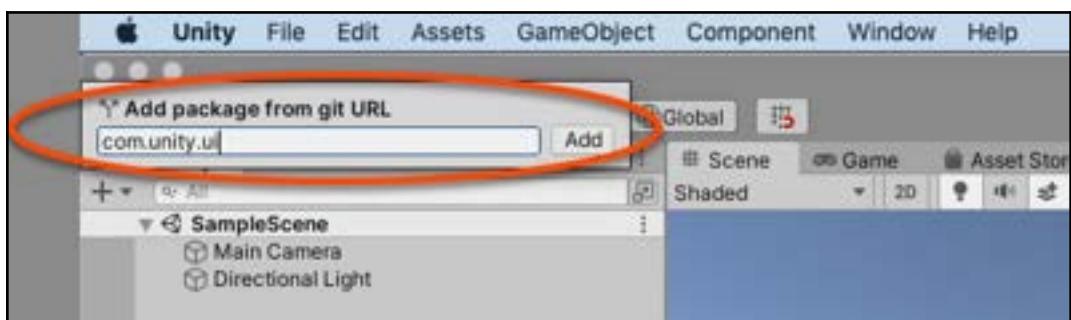
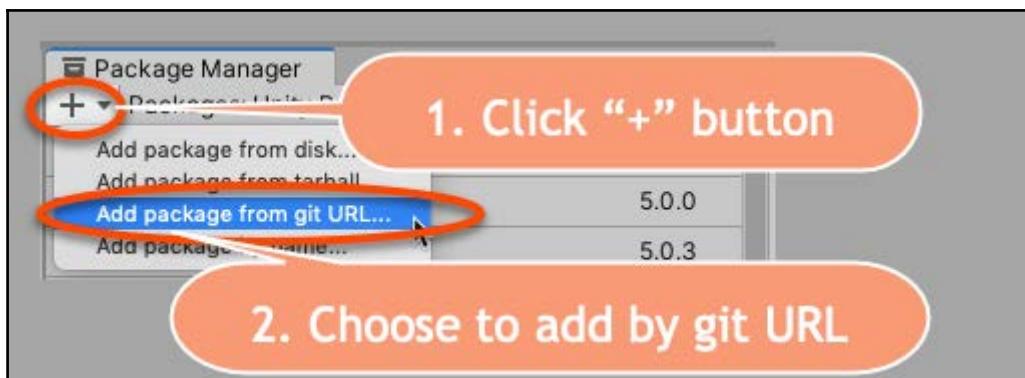
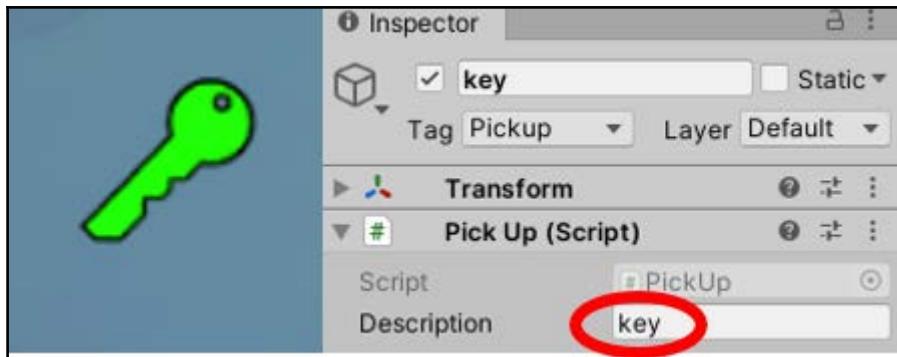


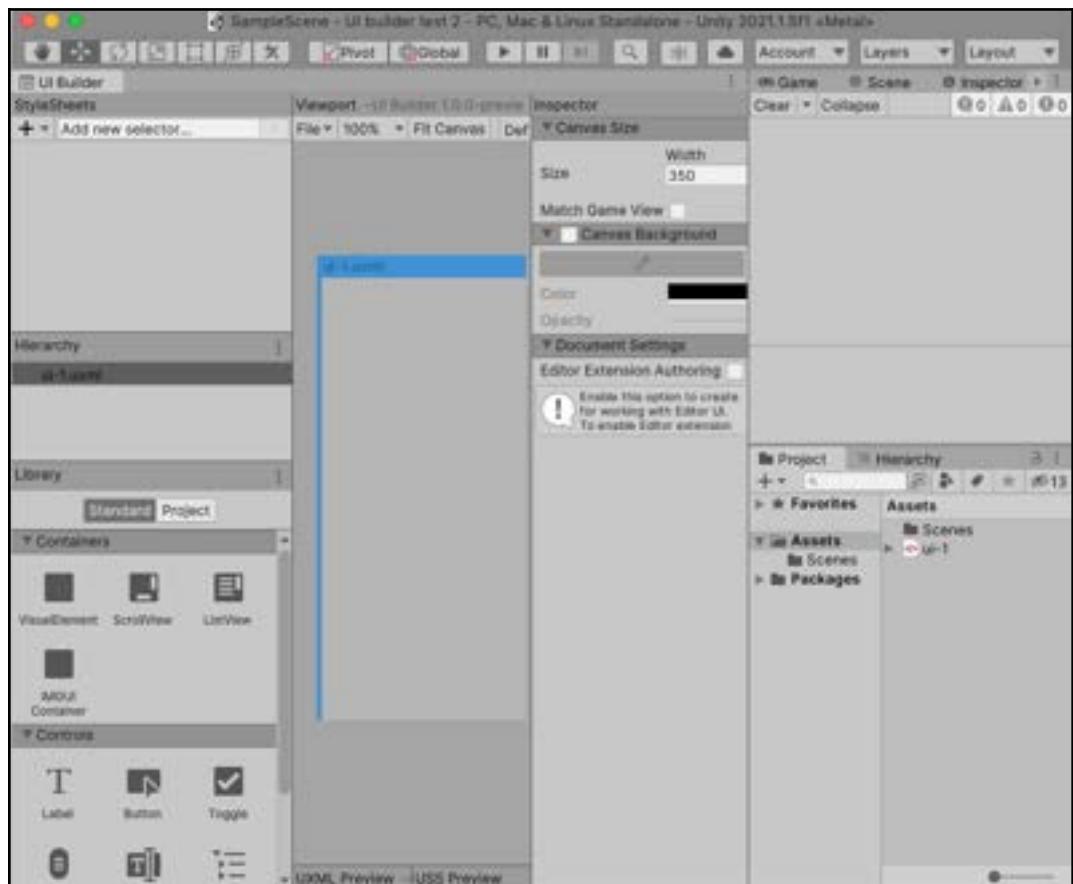
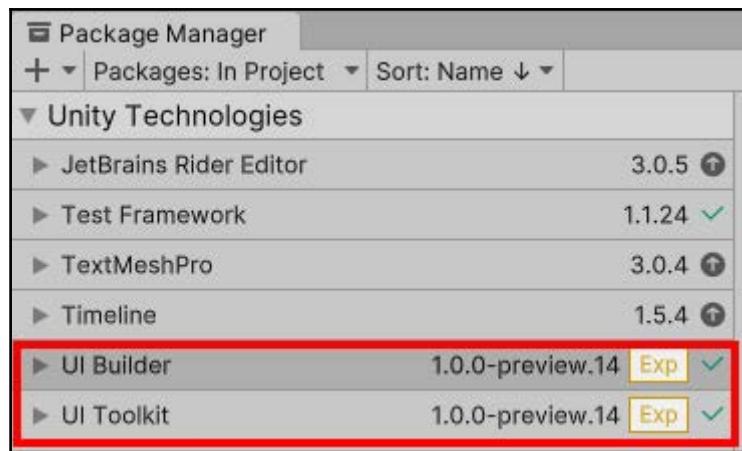


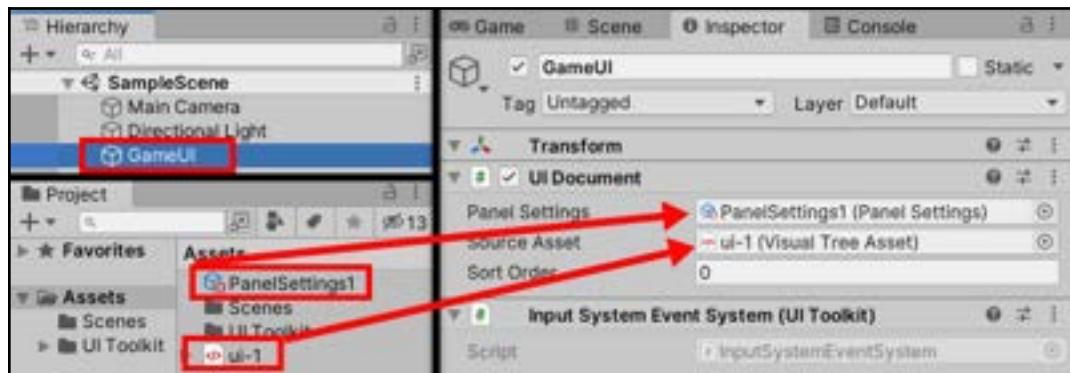
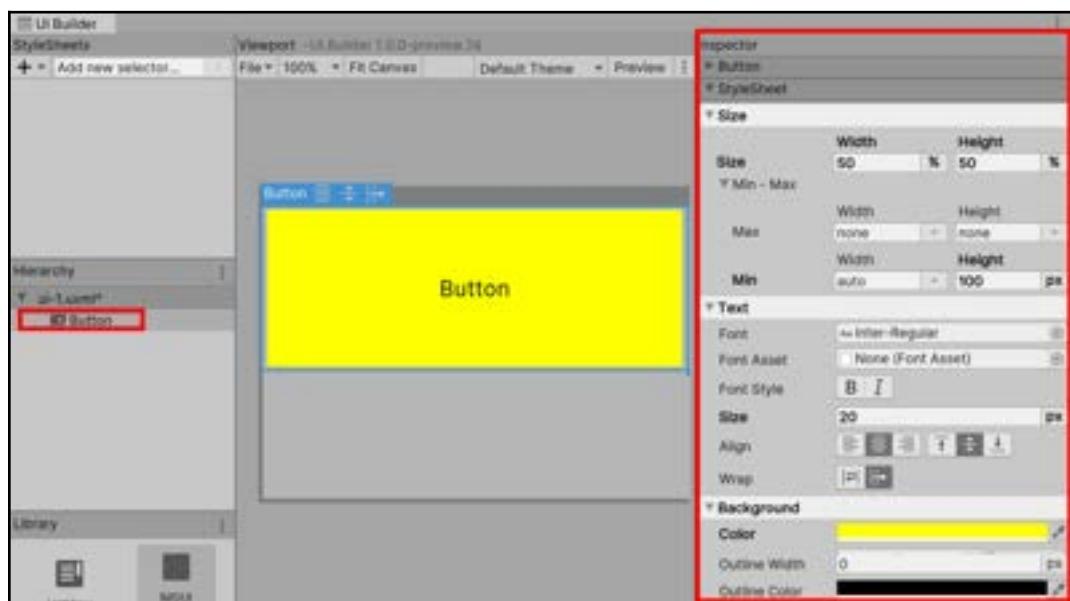
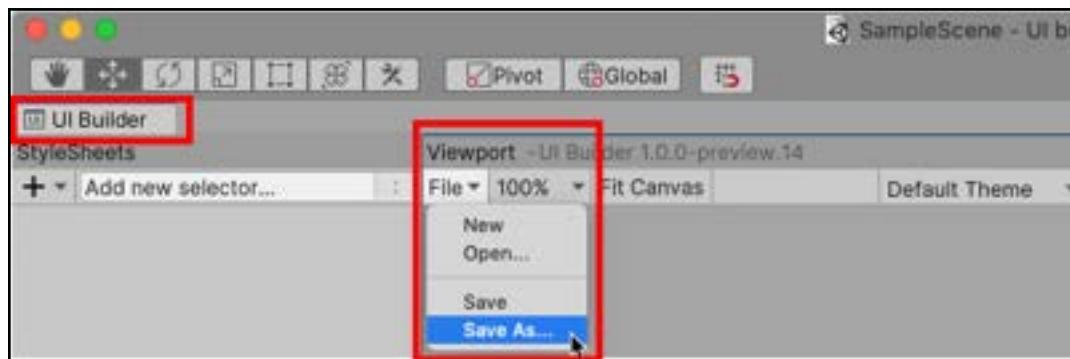


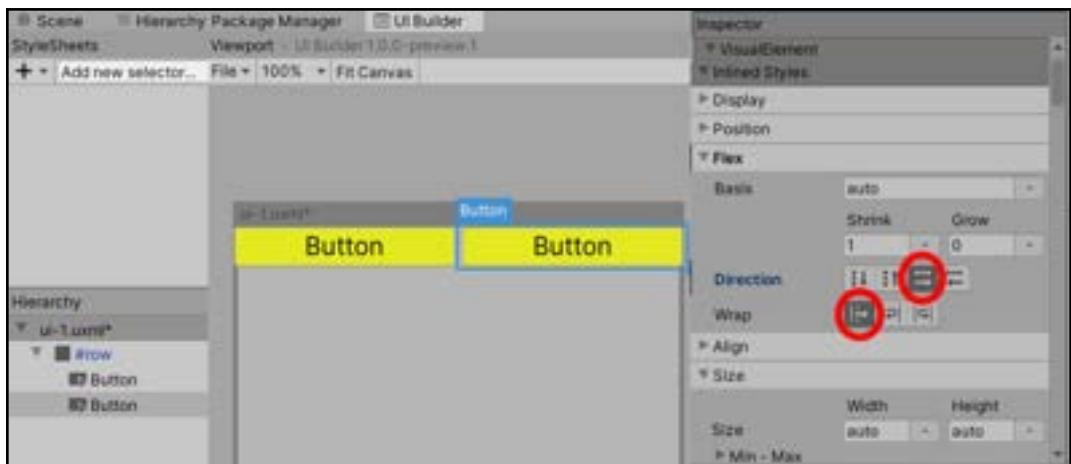




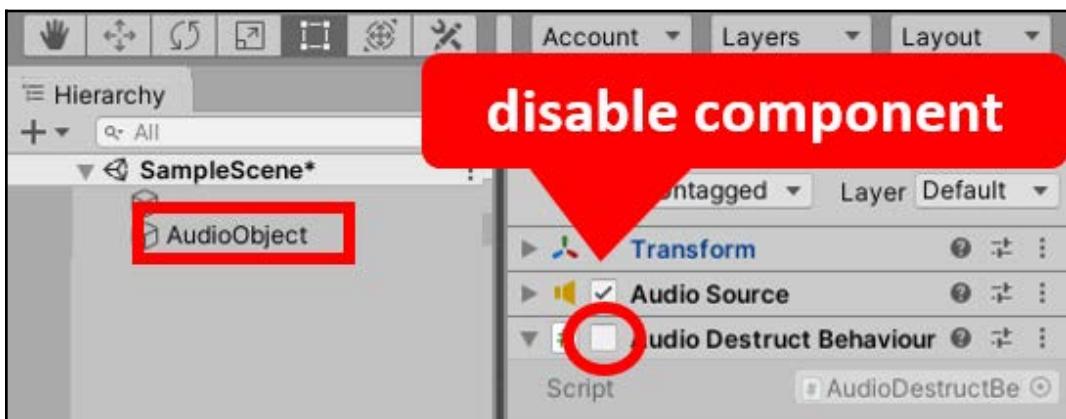
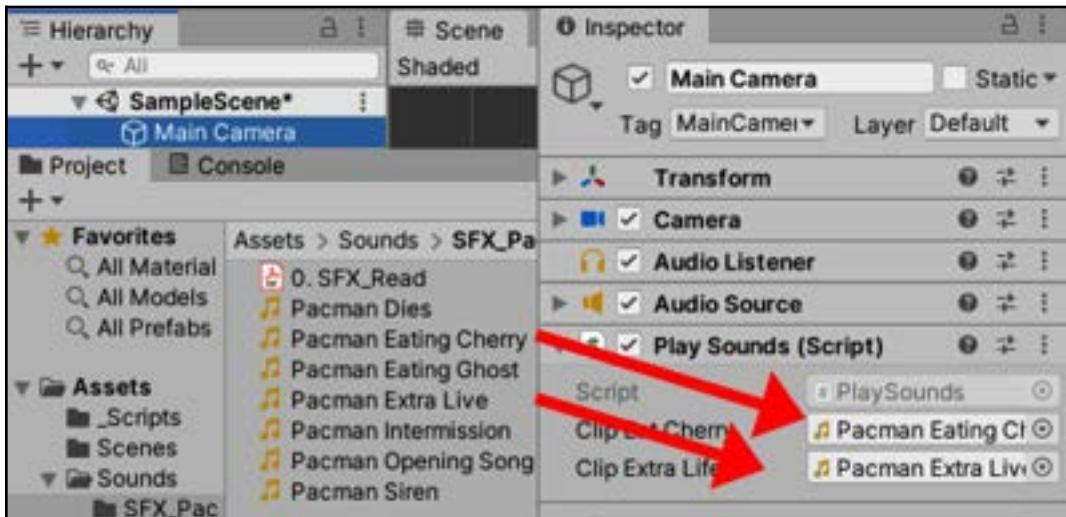


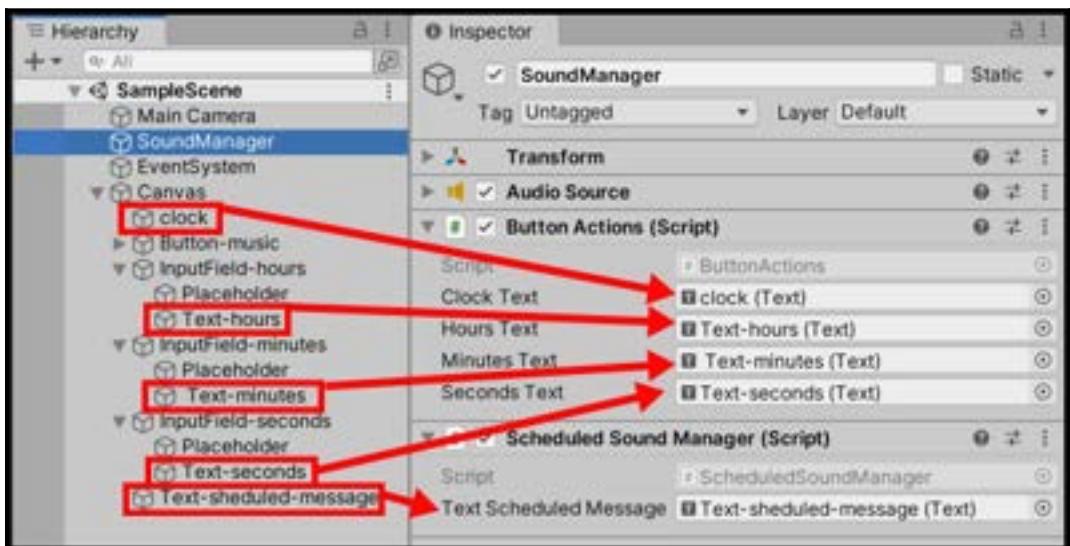


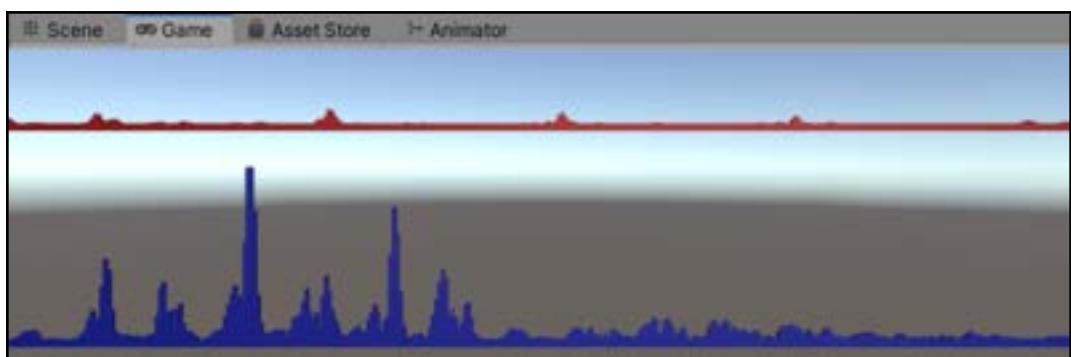
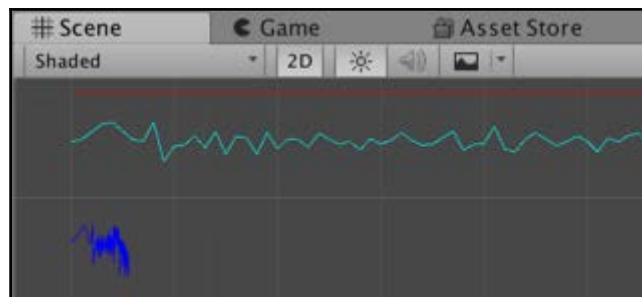


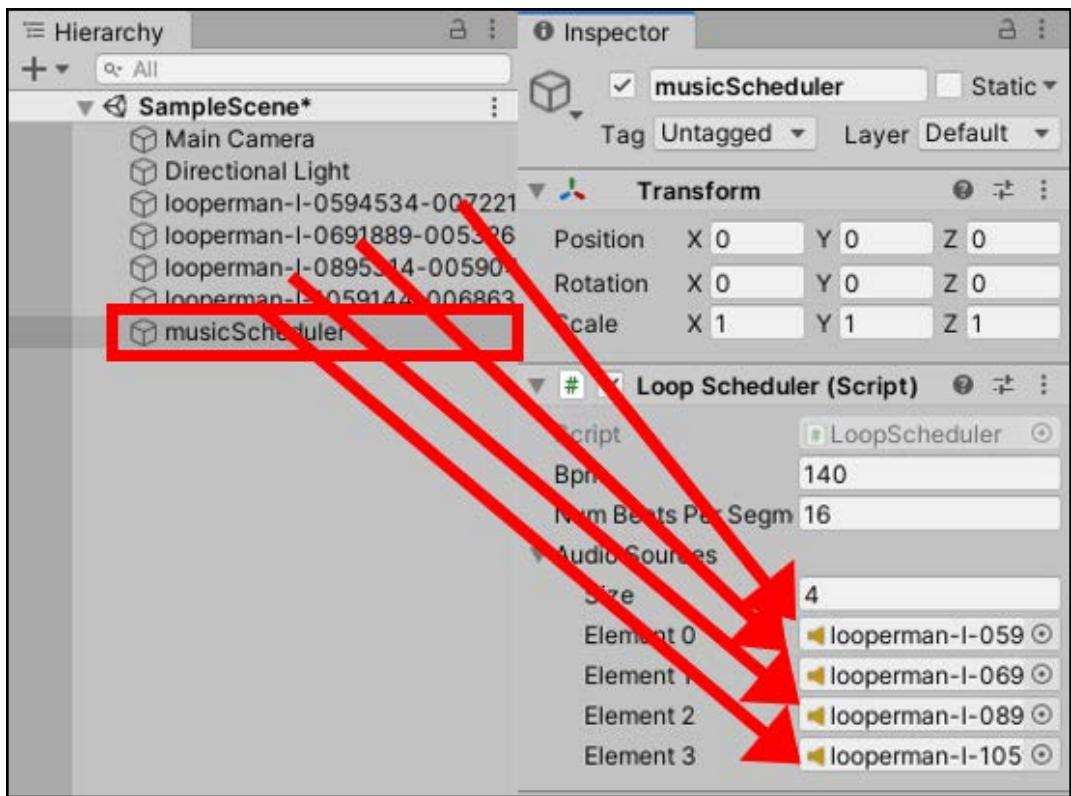


Chapter 4: Playing and Manipulating Sounds

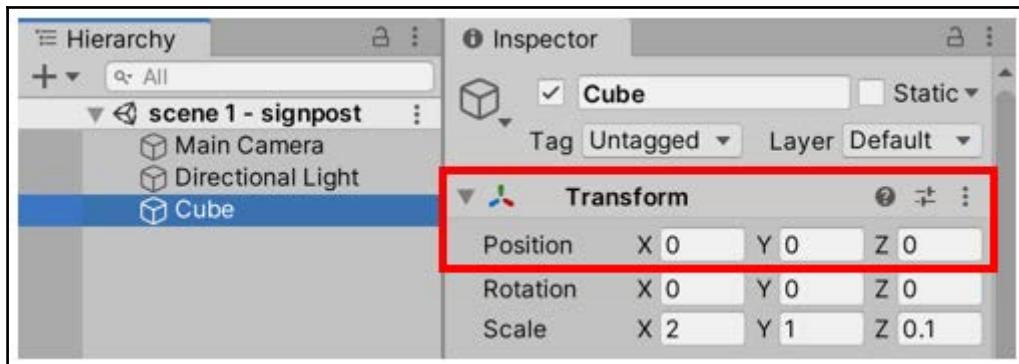


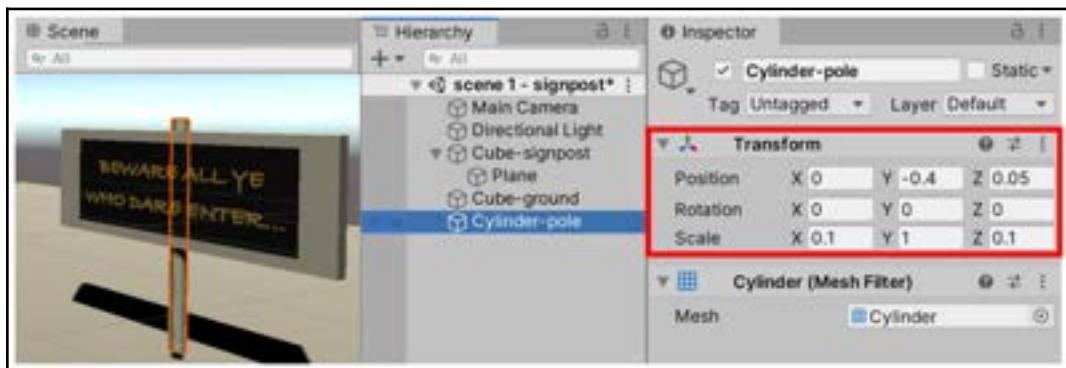
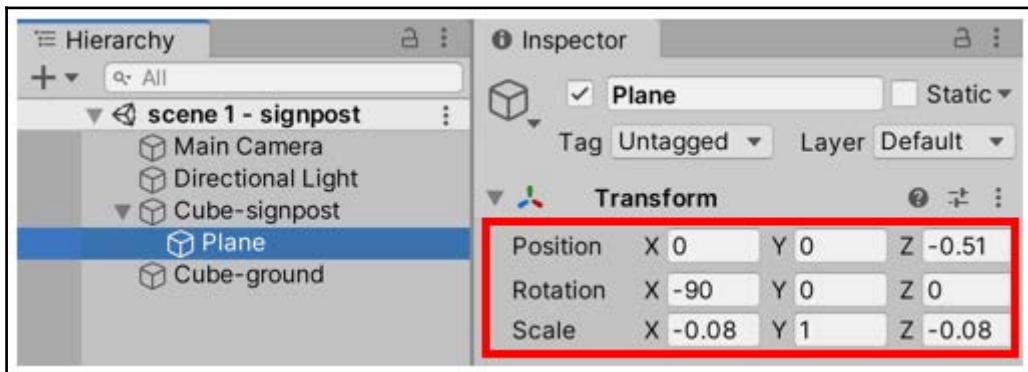
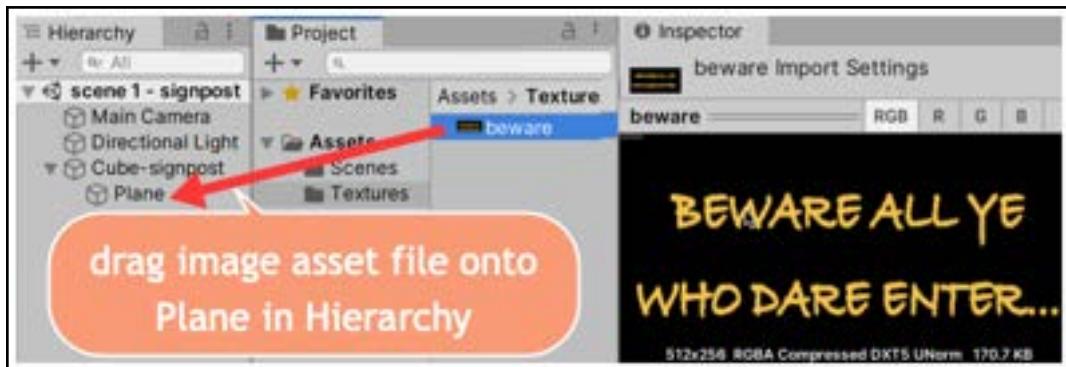


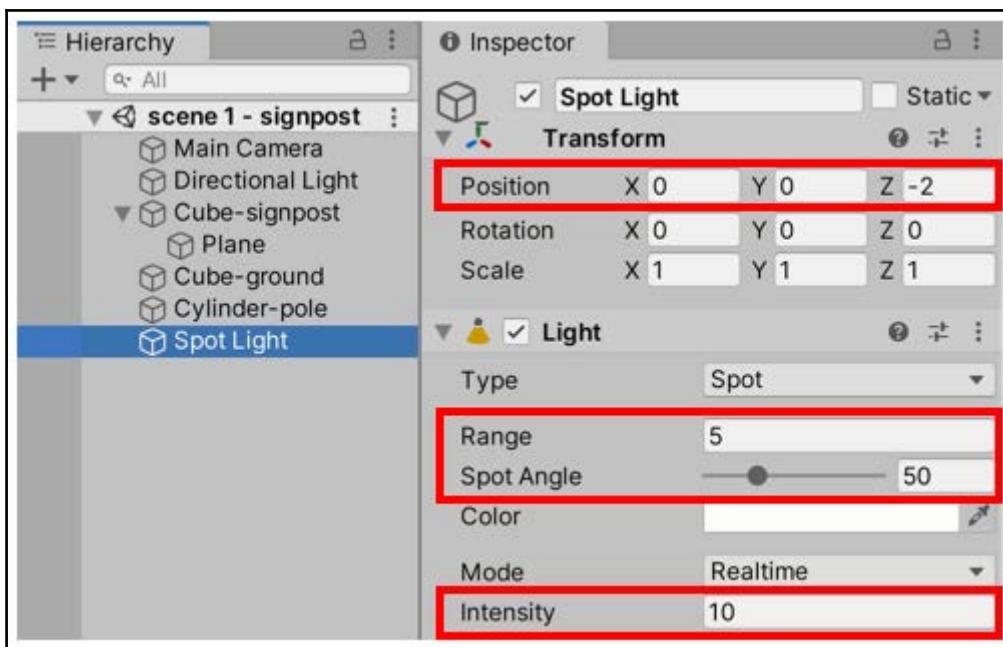
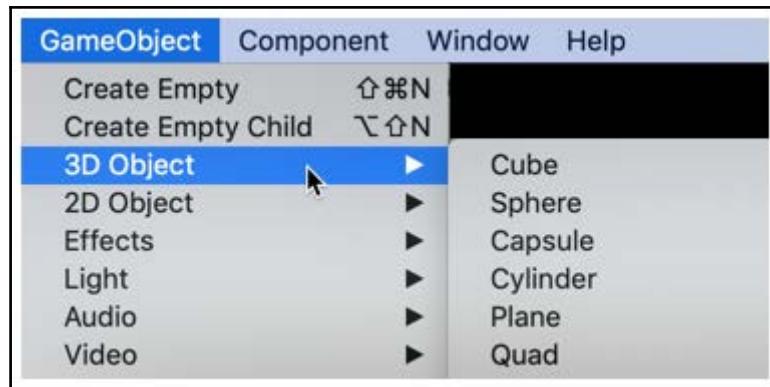


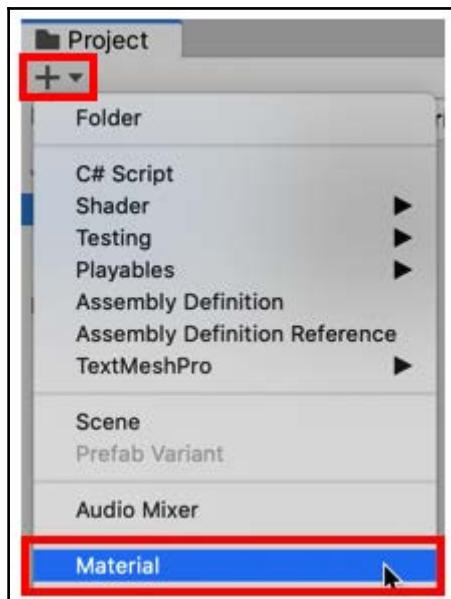
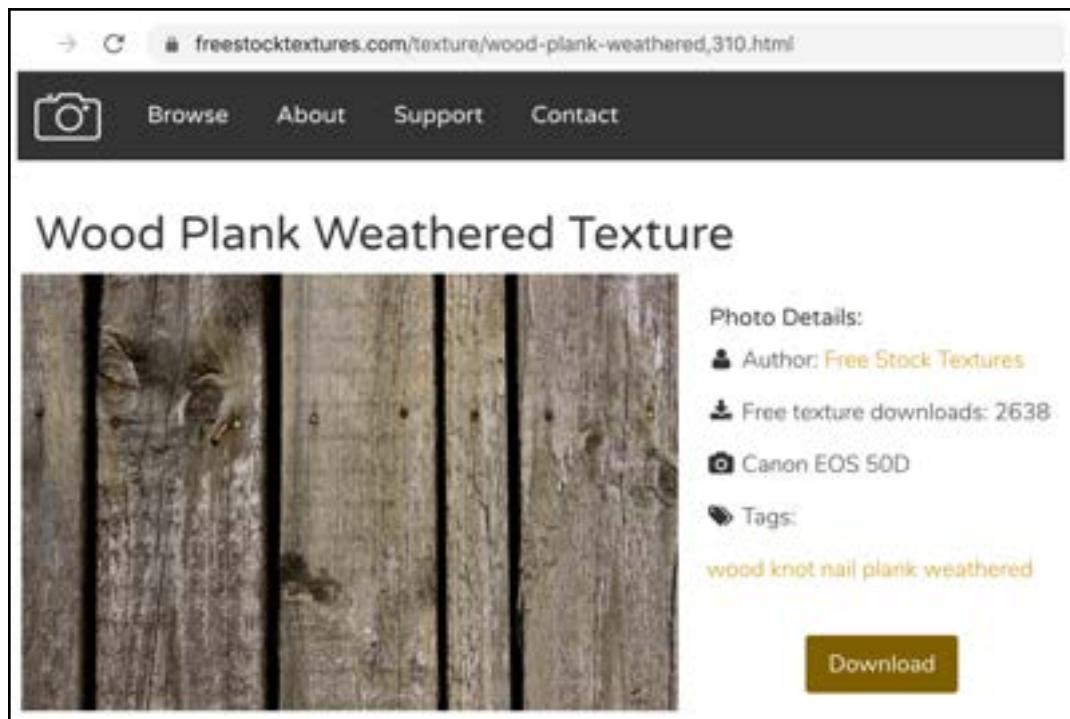


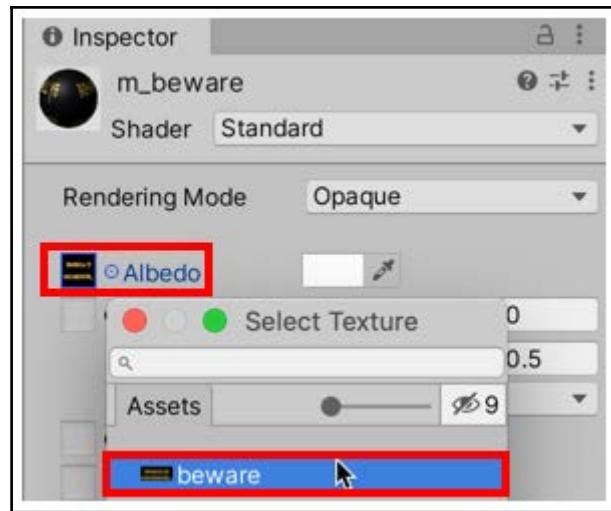
Chapter 5: Creating 3D Objects, Terrains, Textures, and Materials

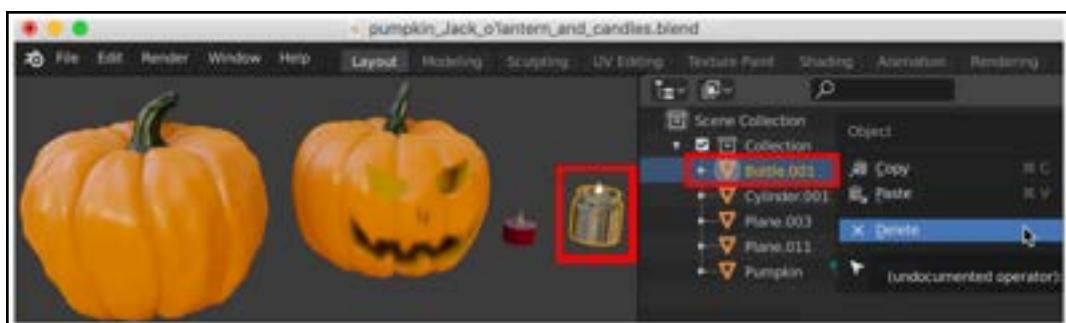
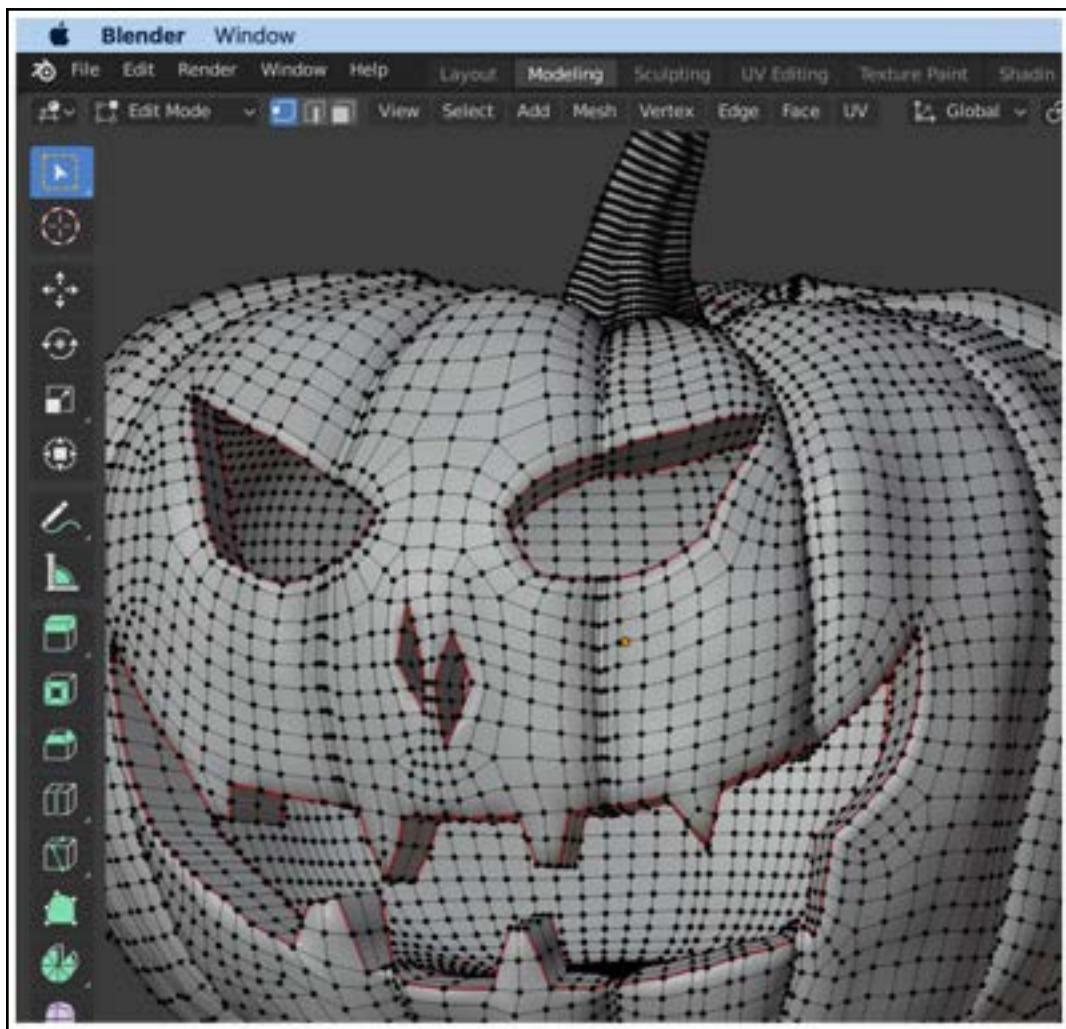


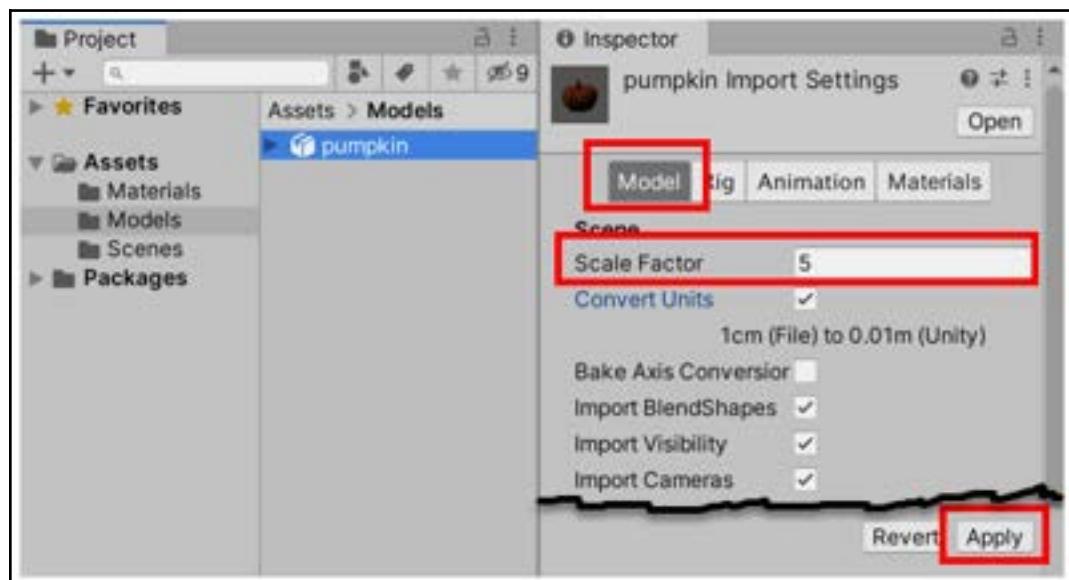
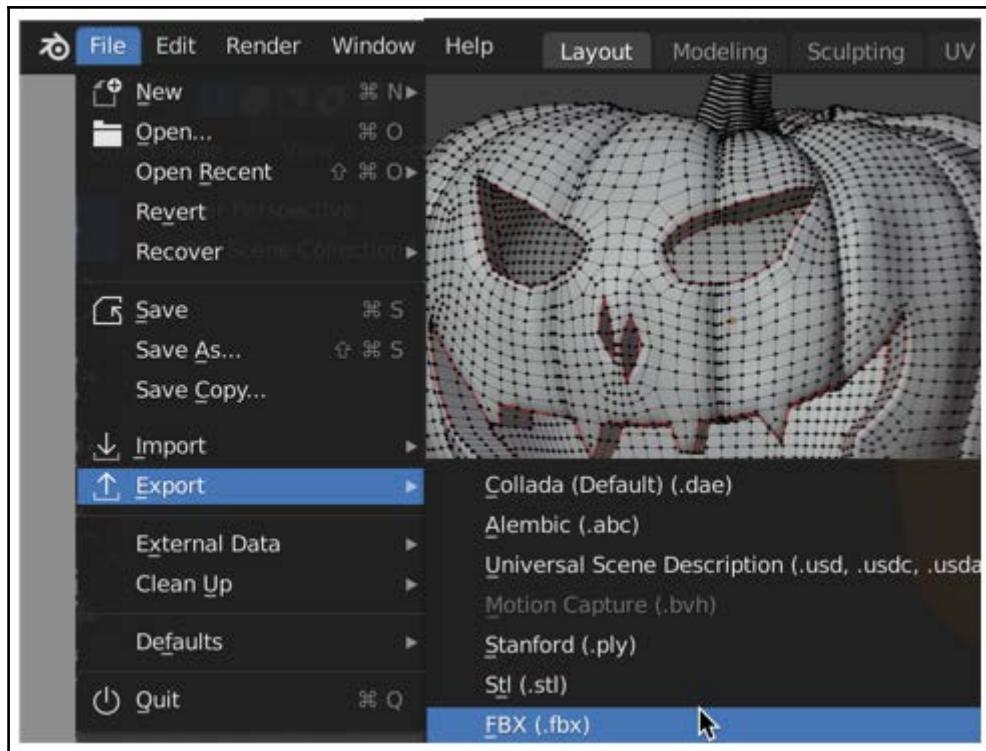


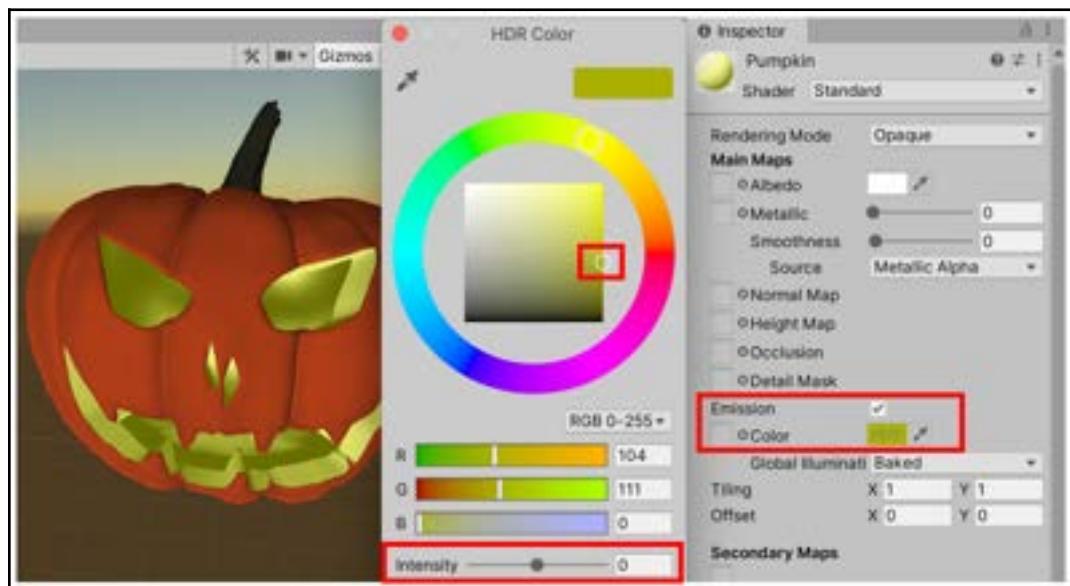
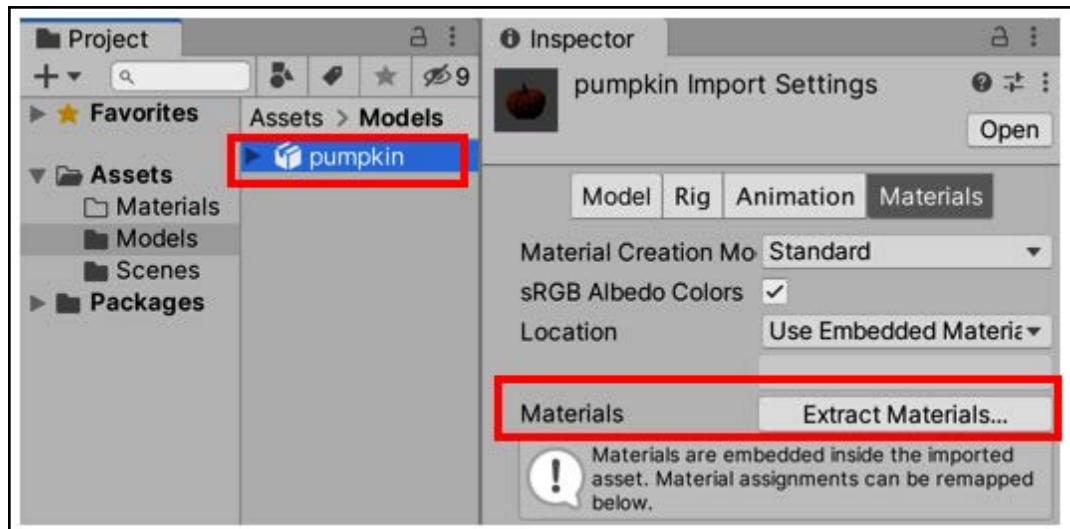


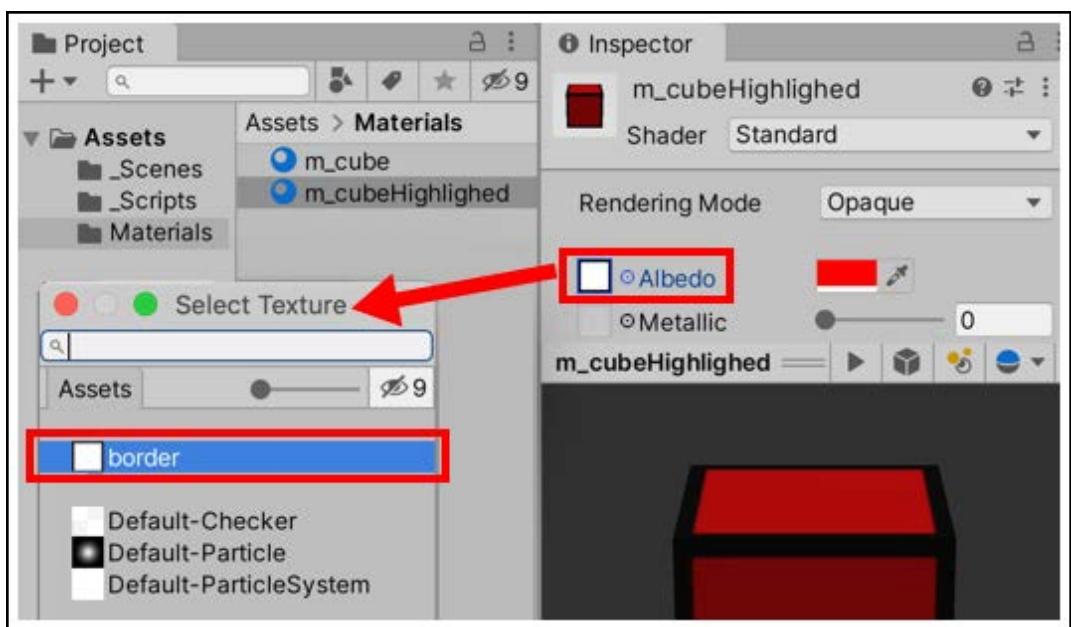


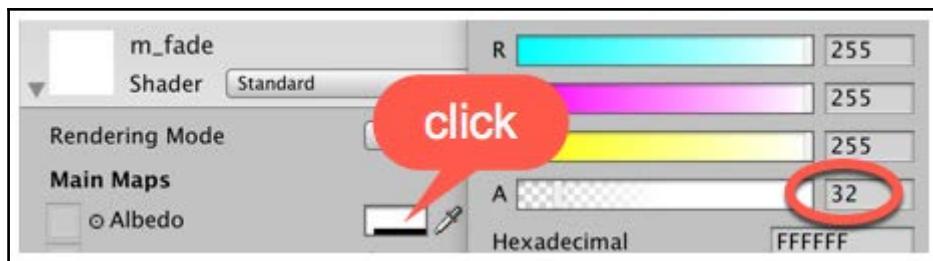
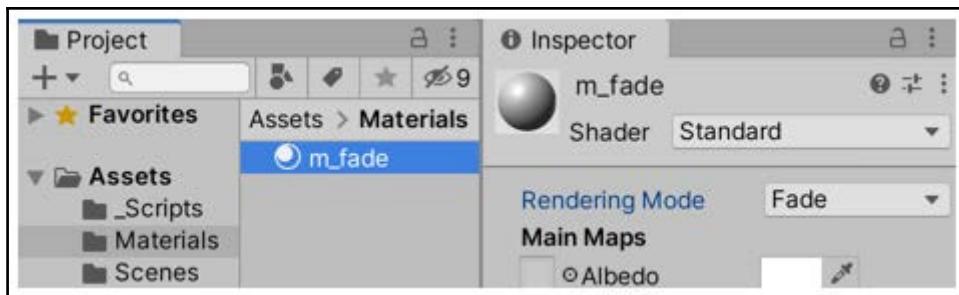
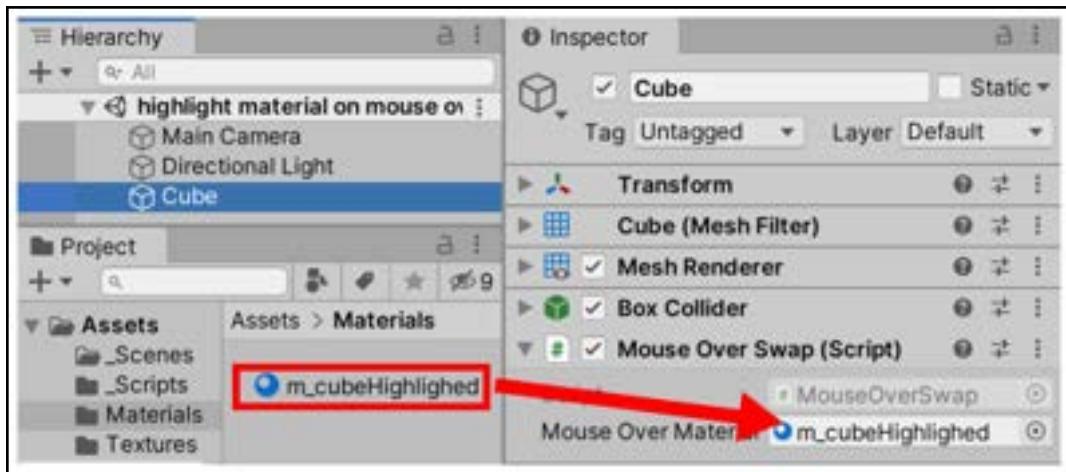


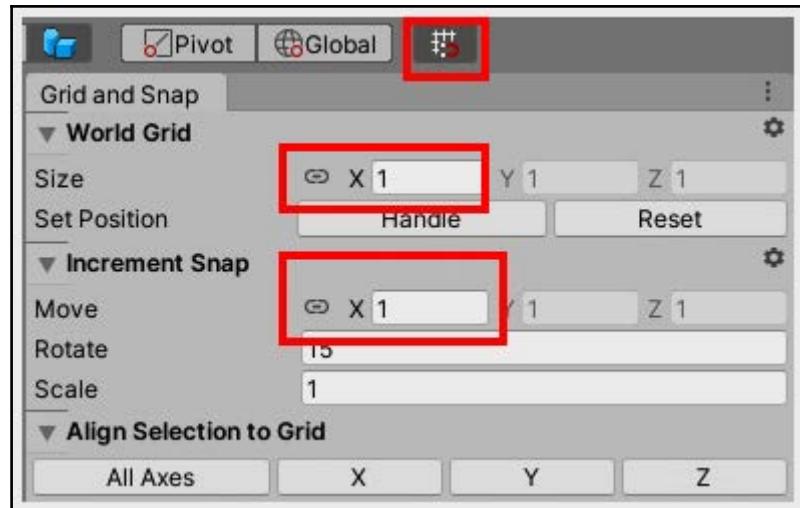
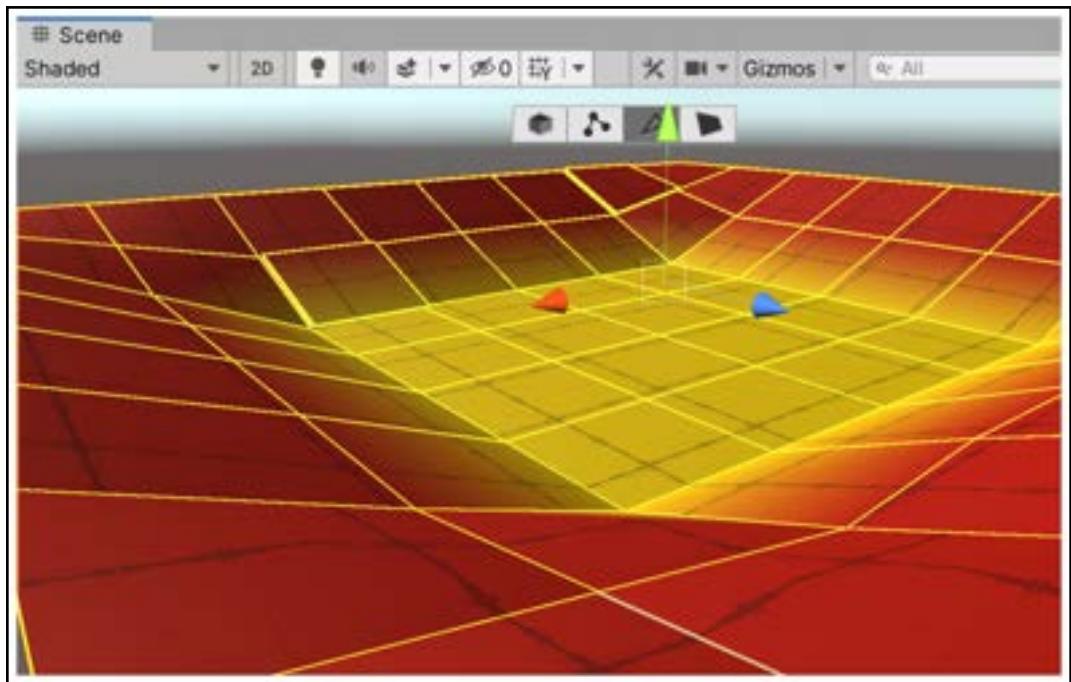


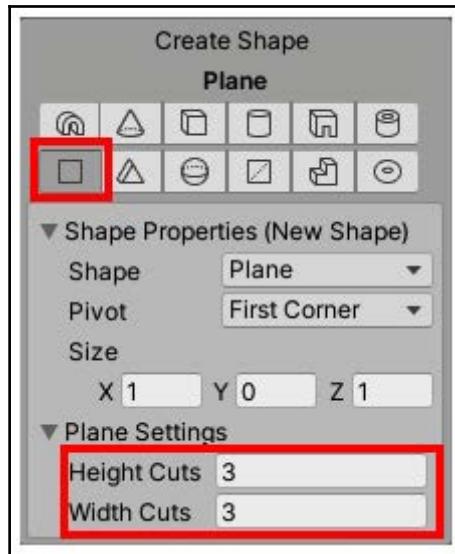
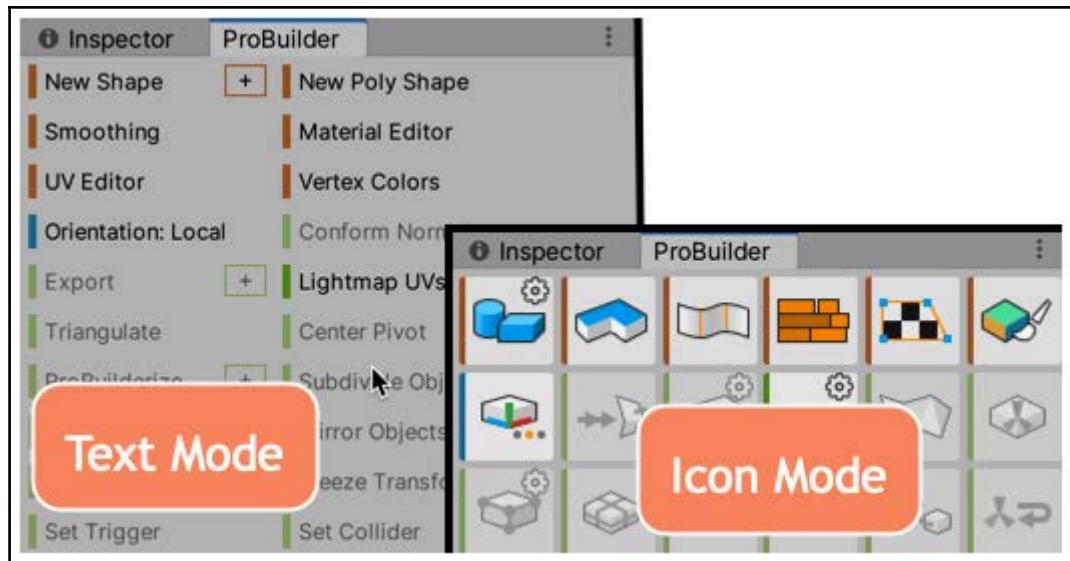


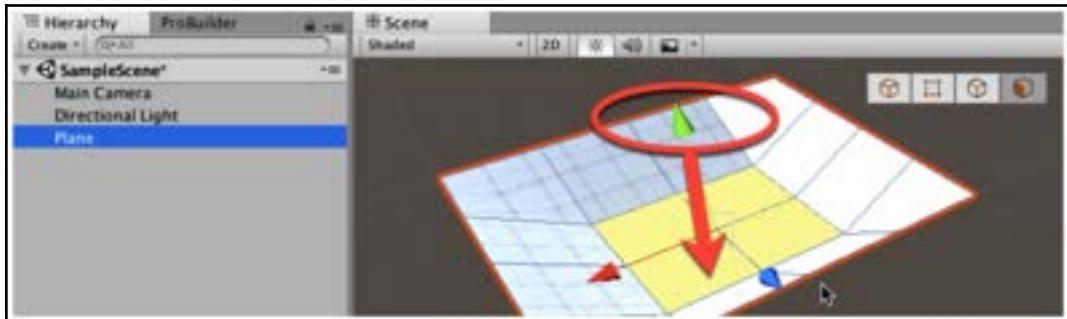
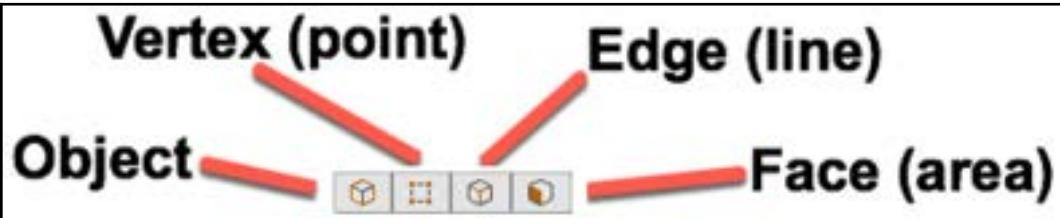
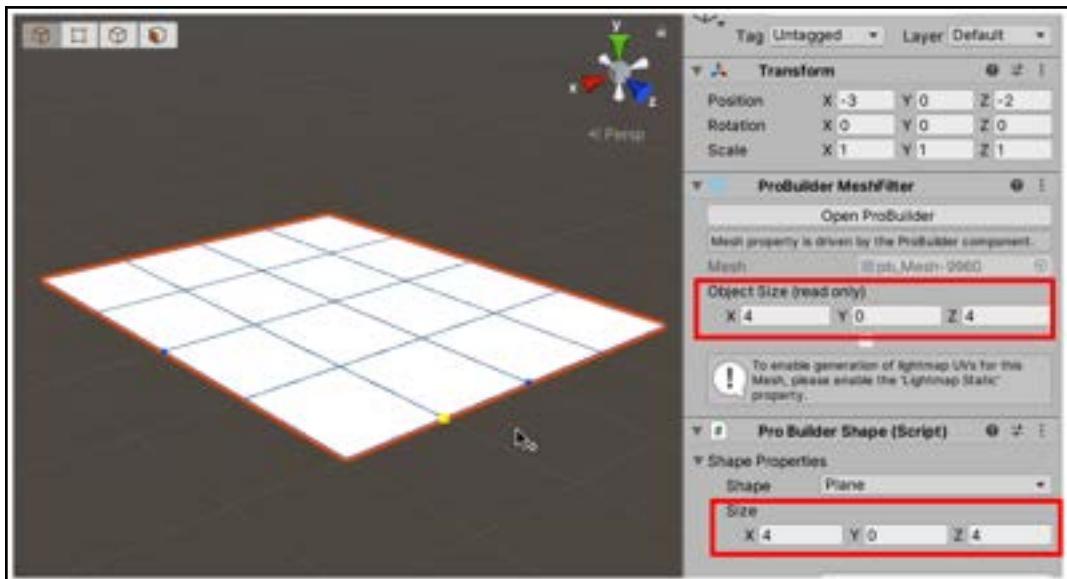


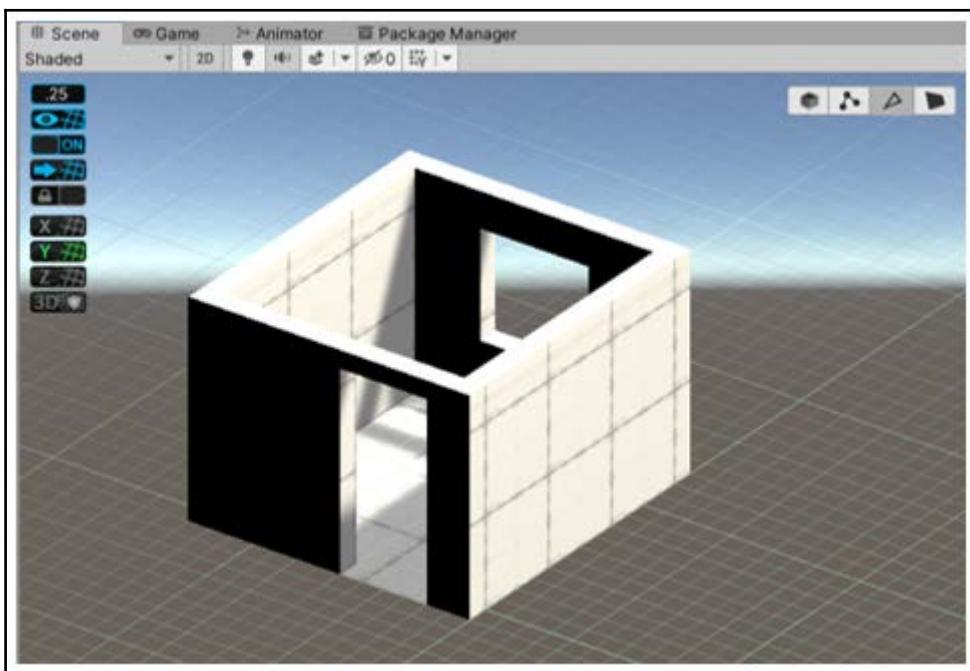
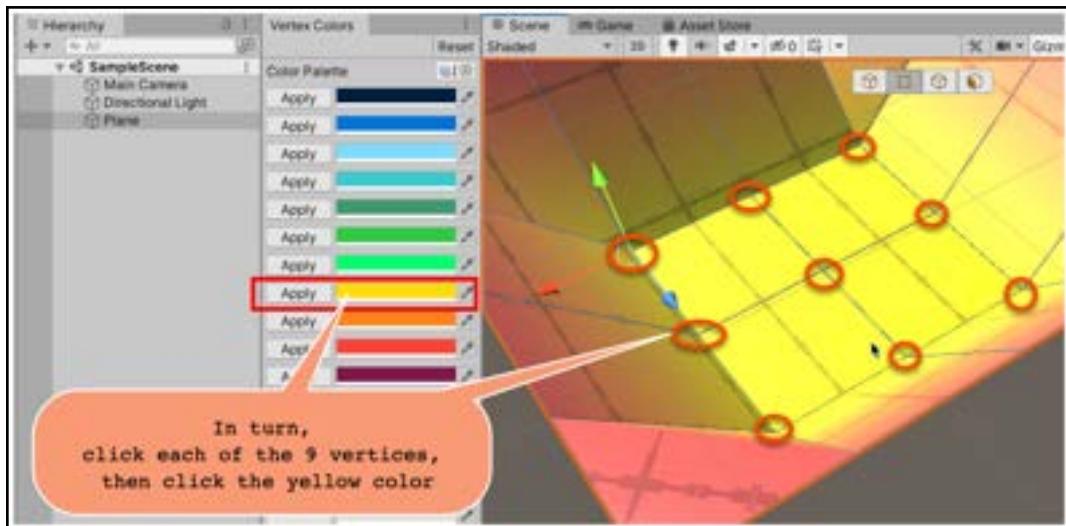


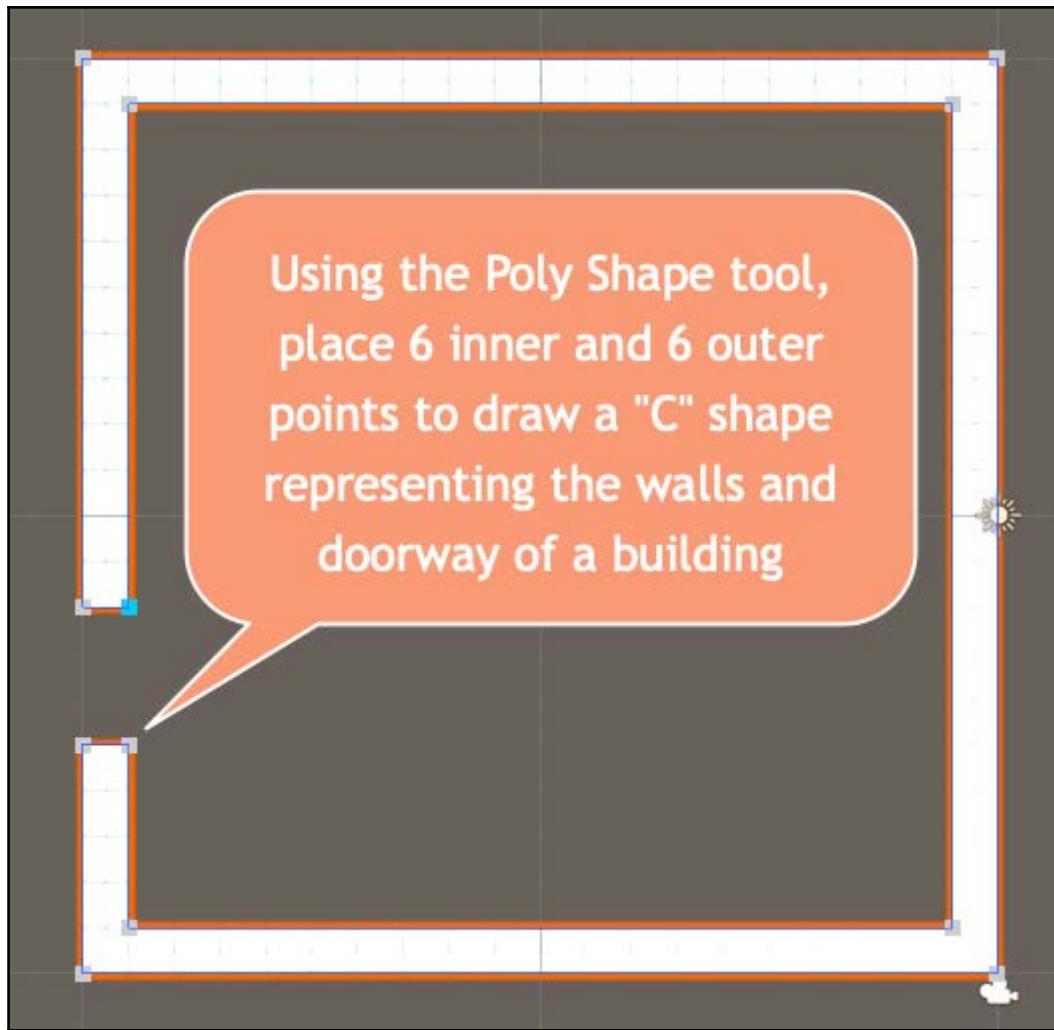


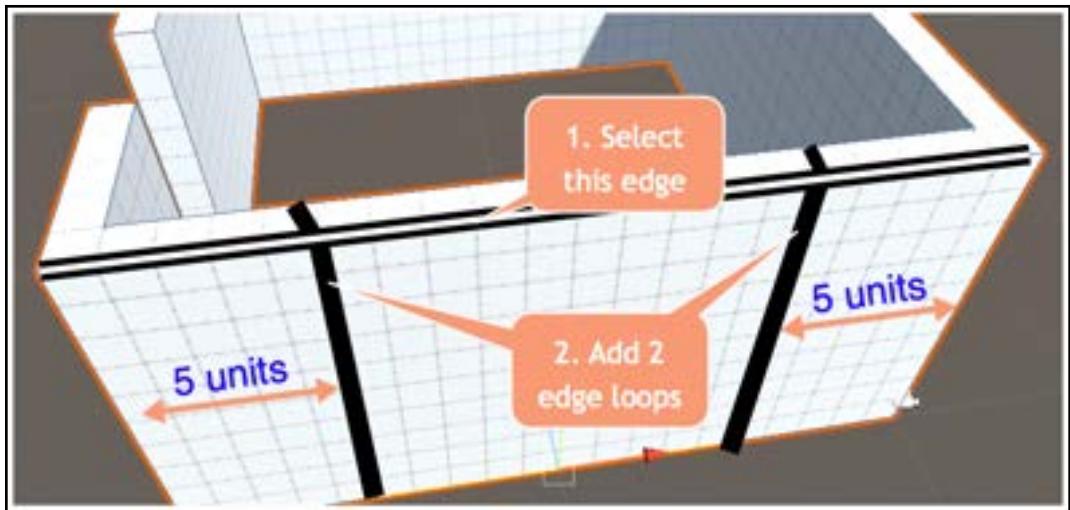
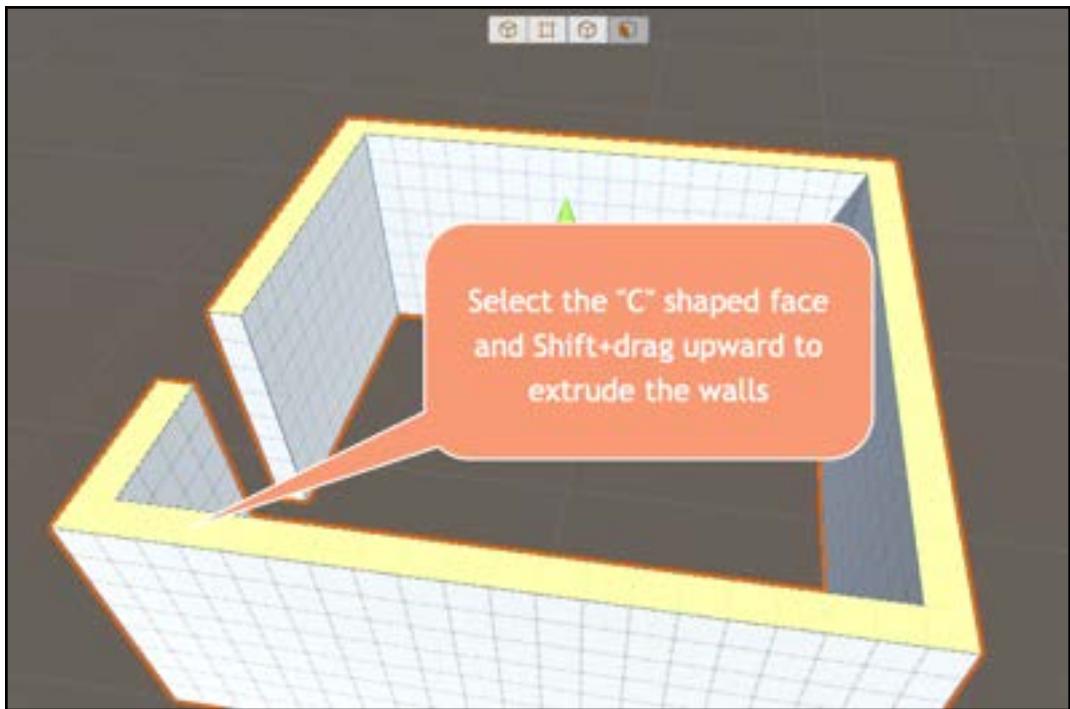


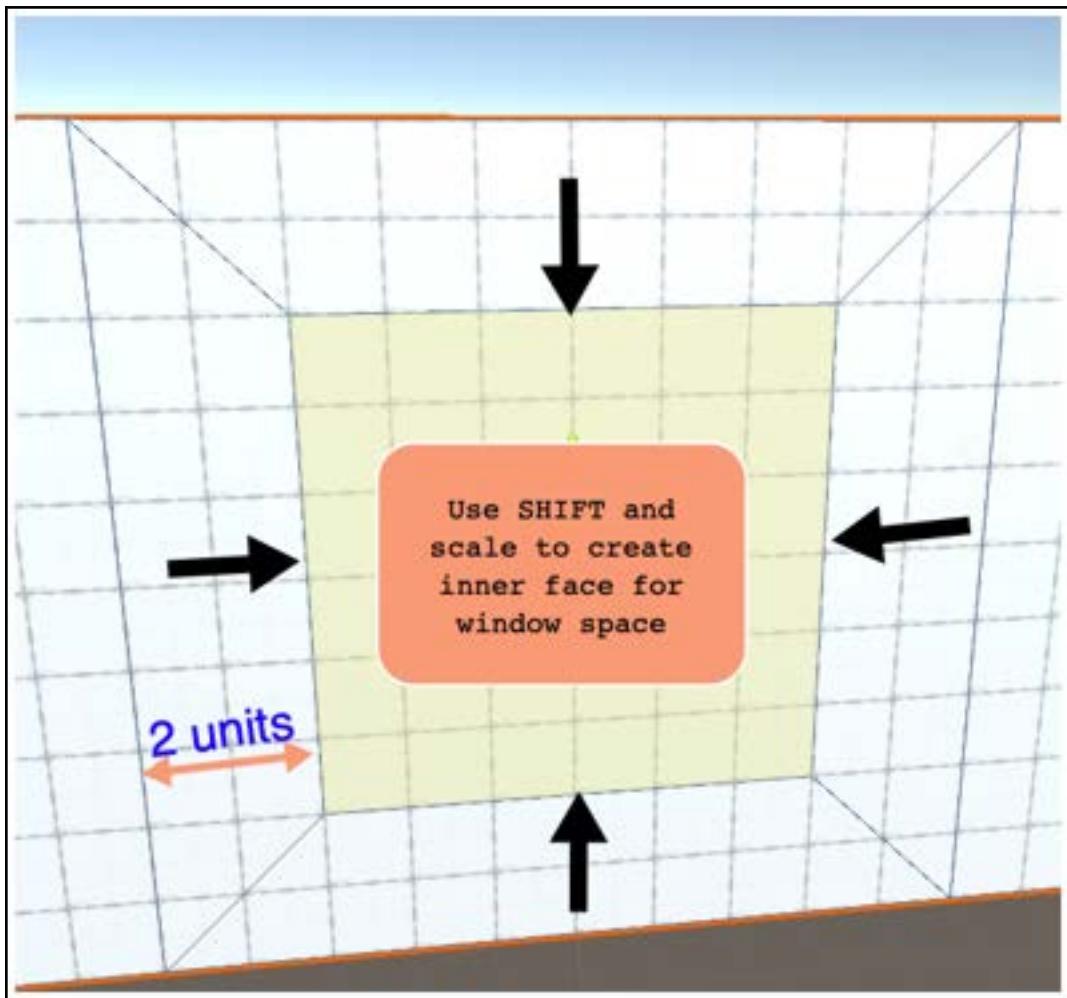


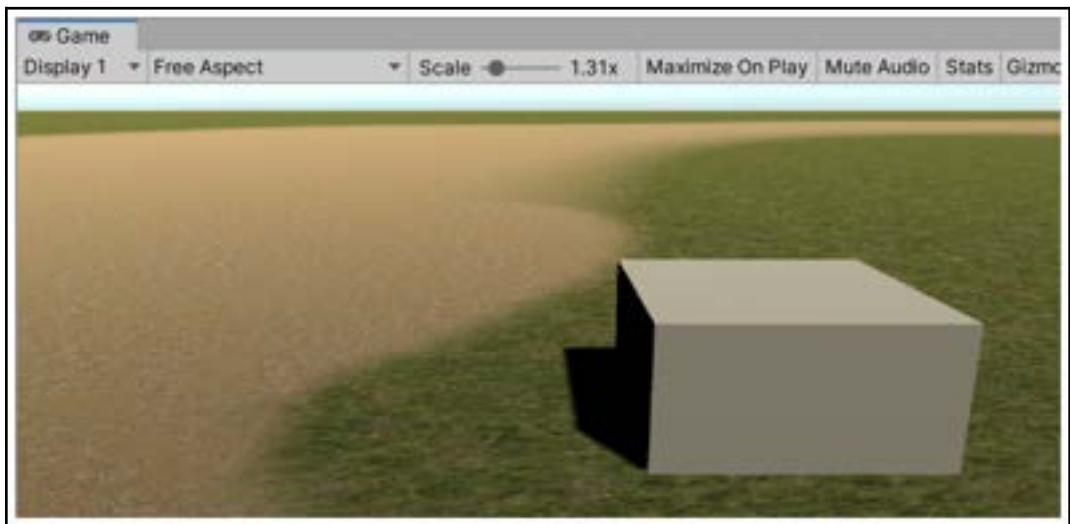
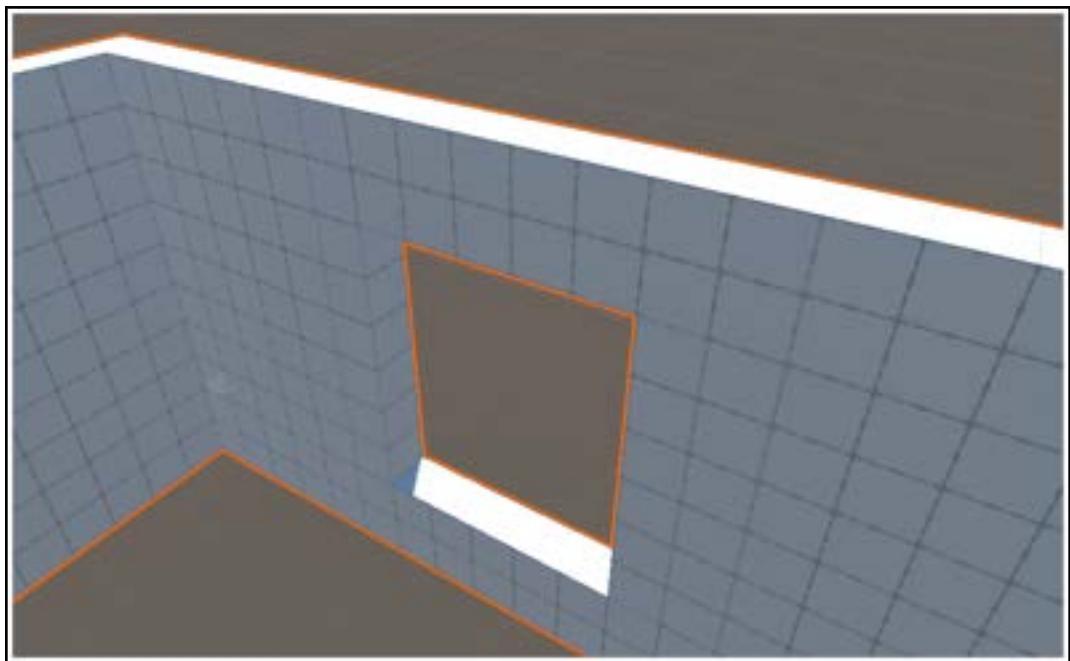


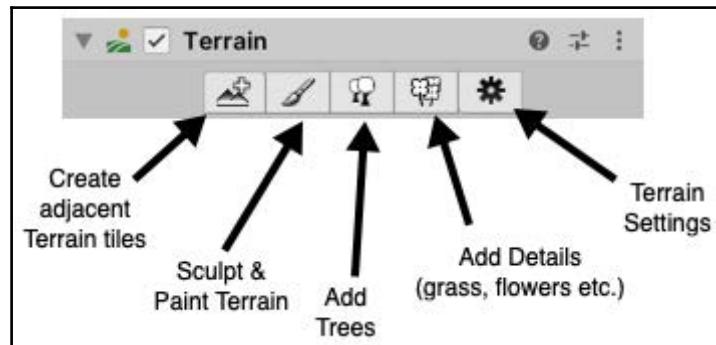
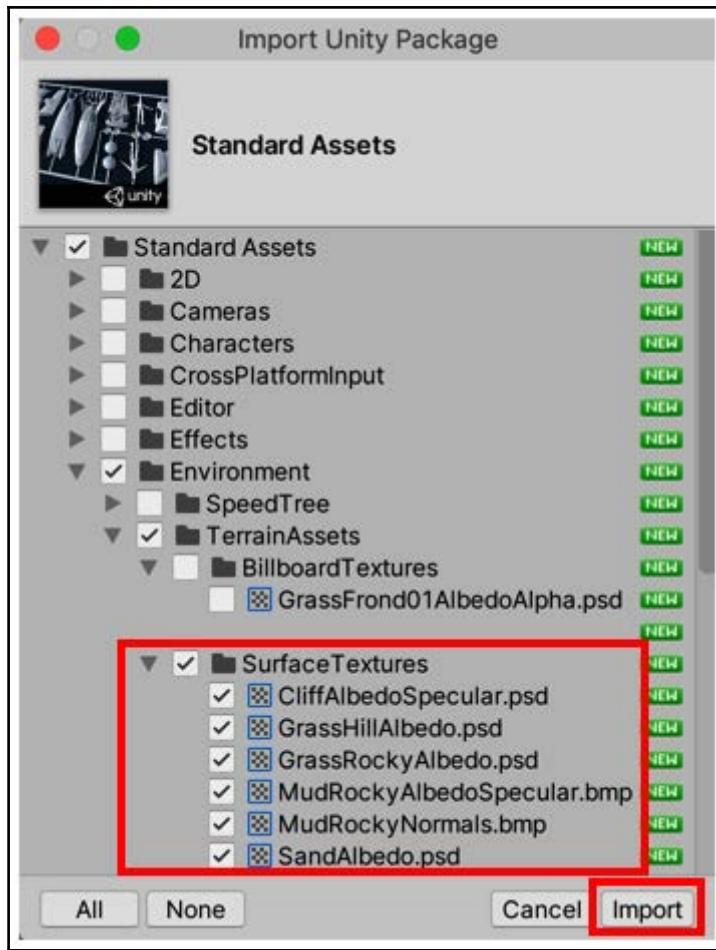


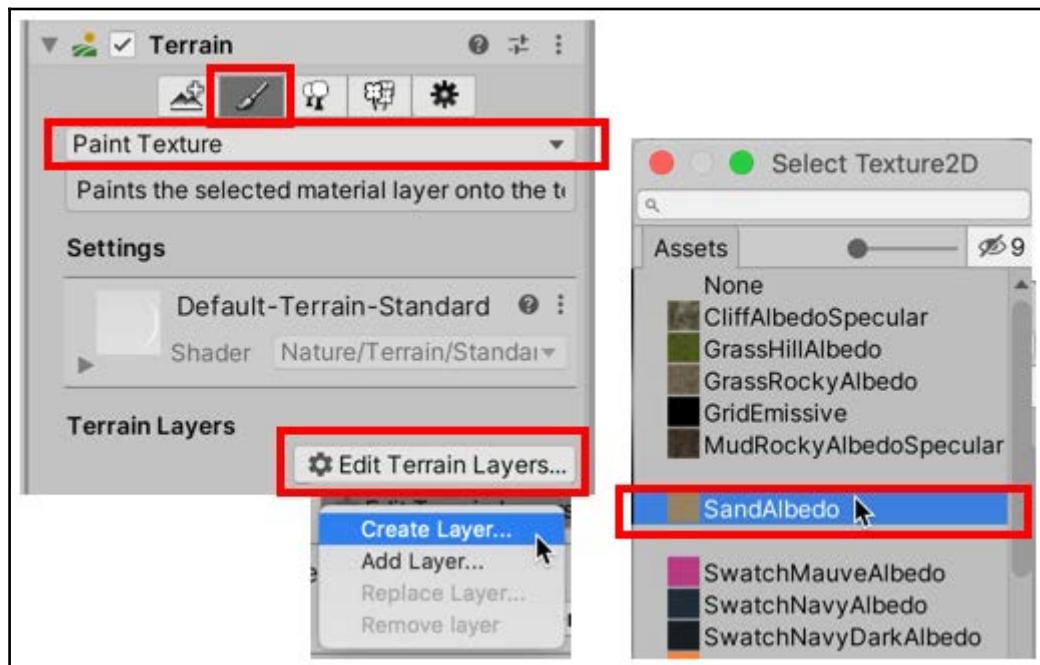
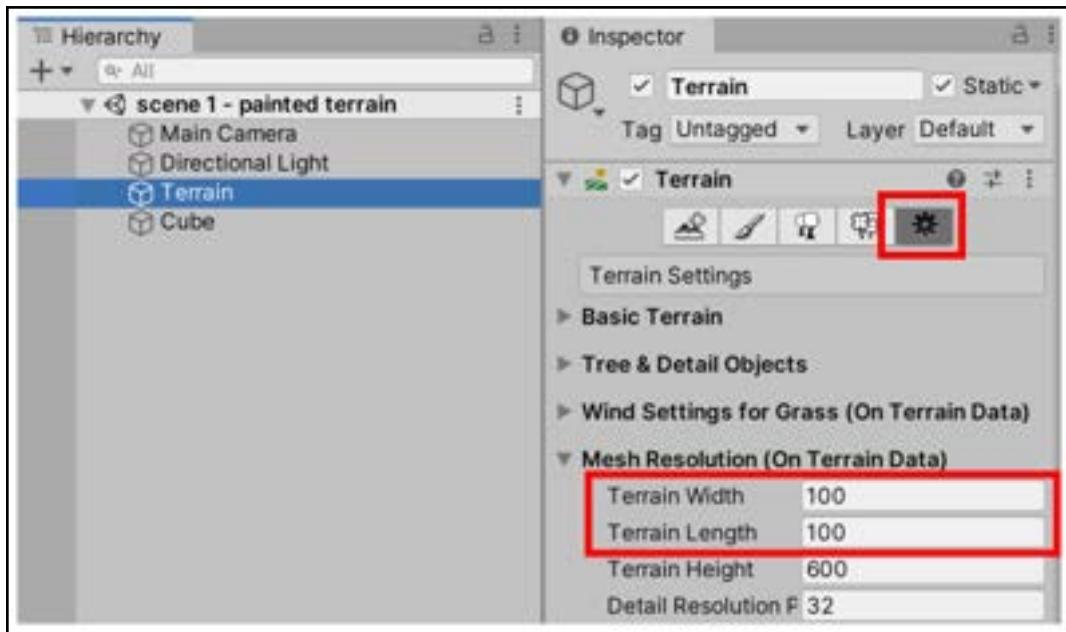


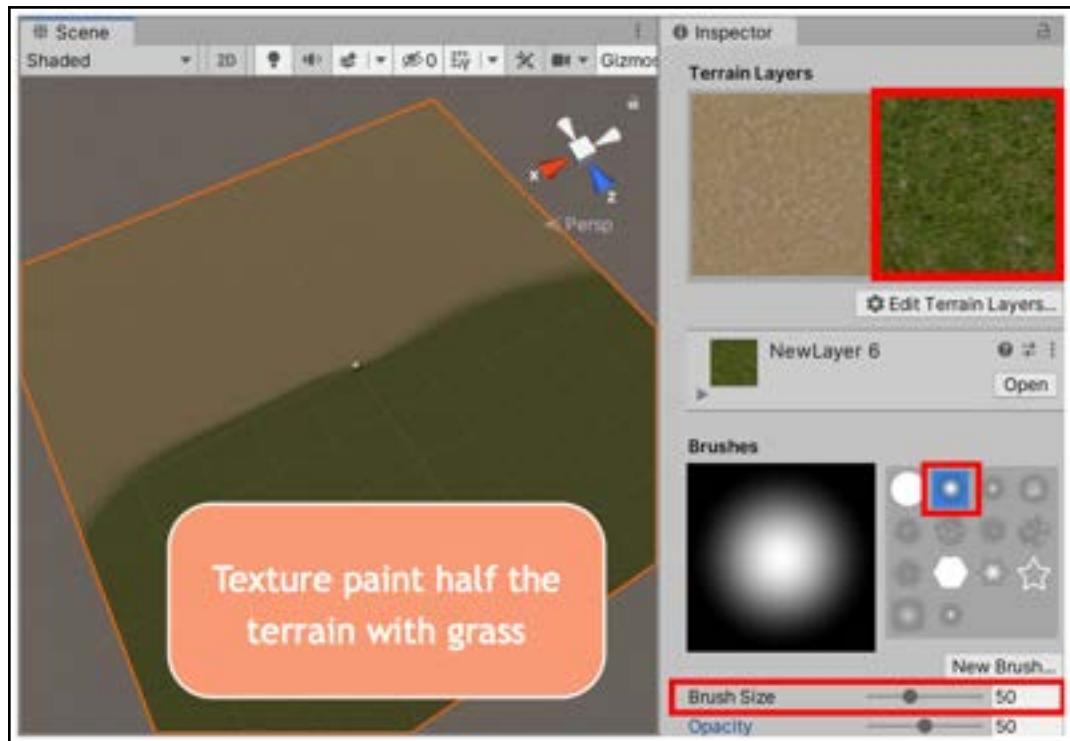


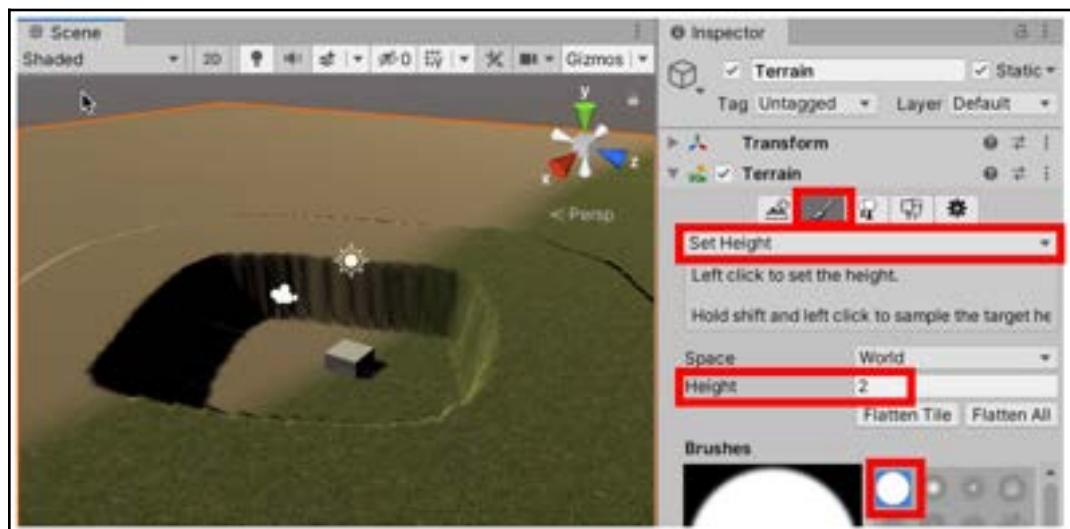
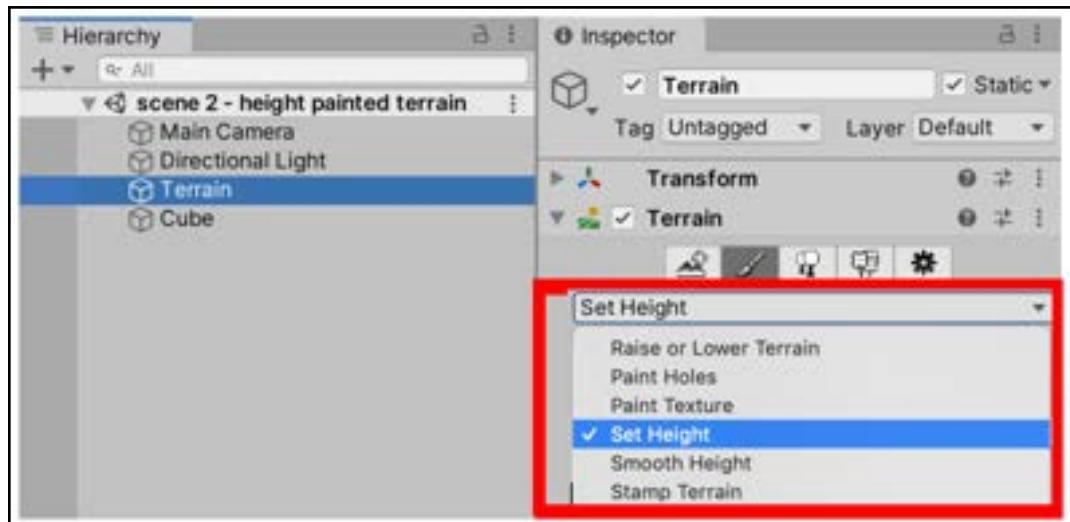


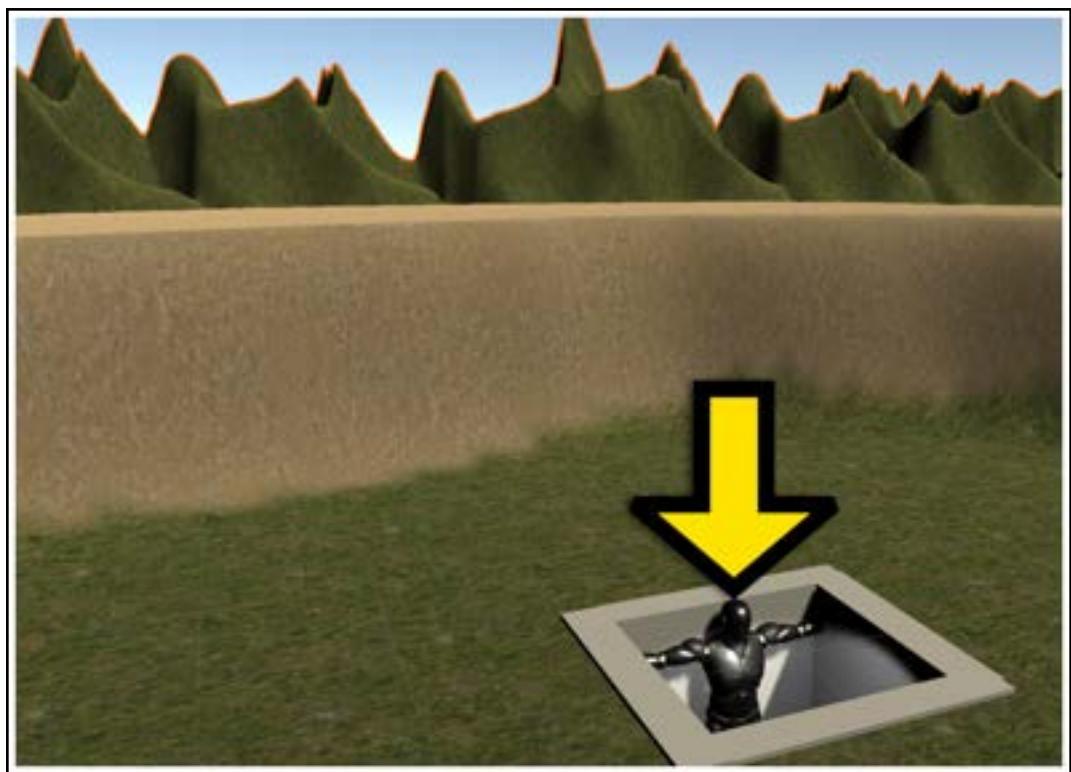
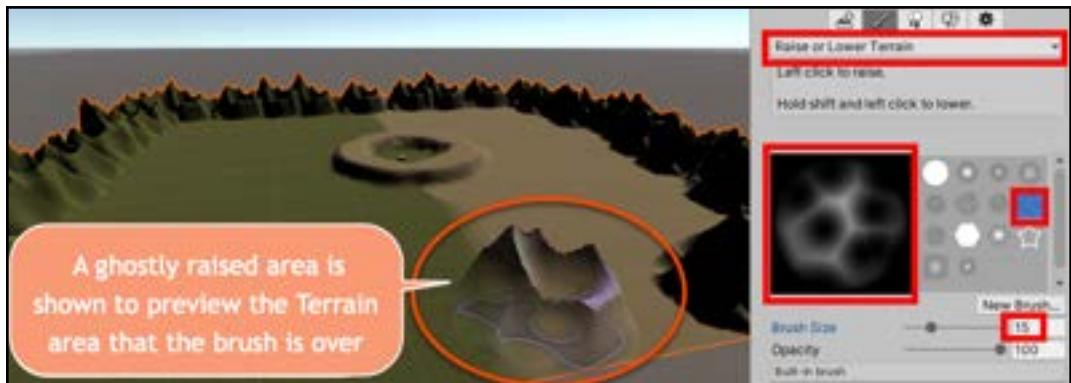


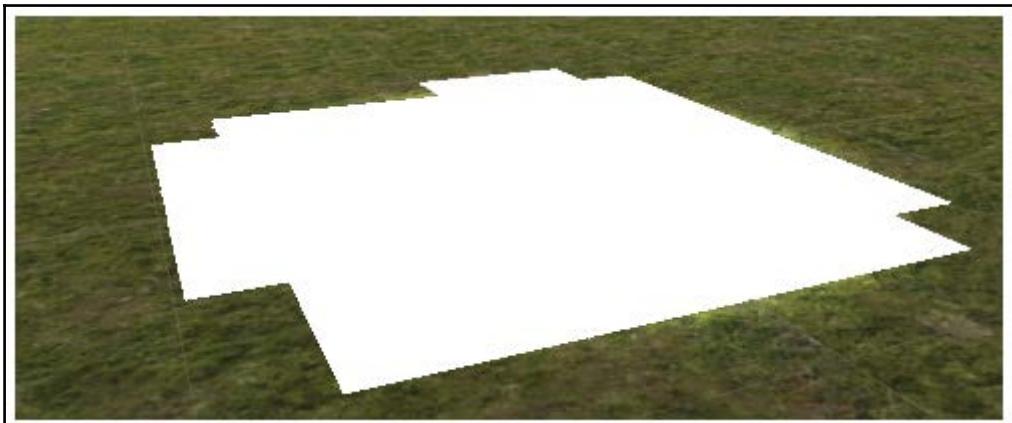
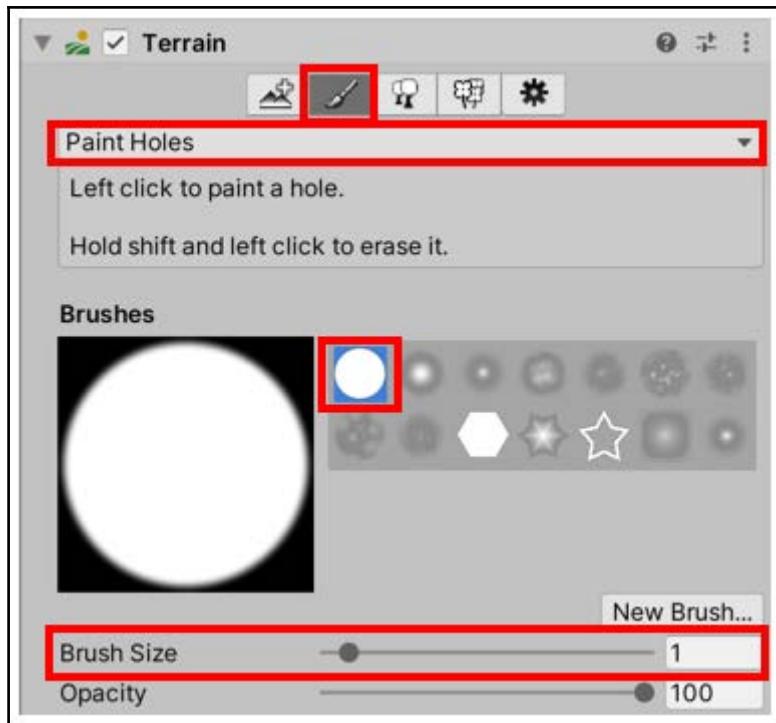


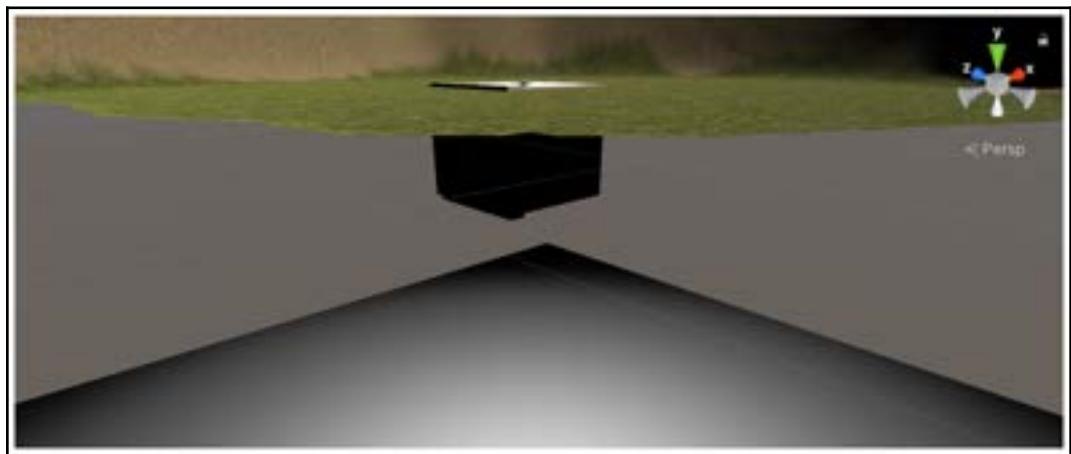
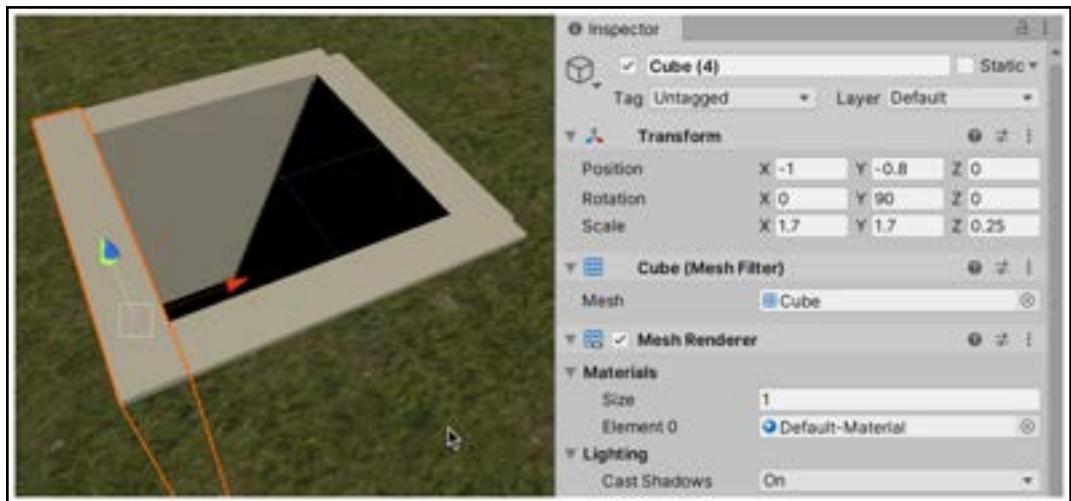


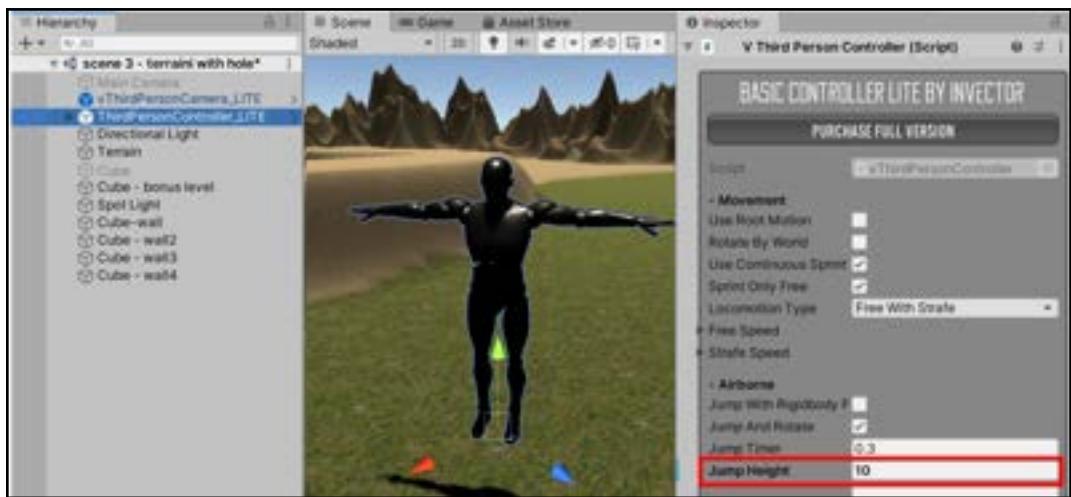




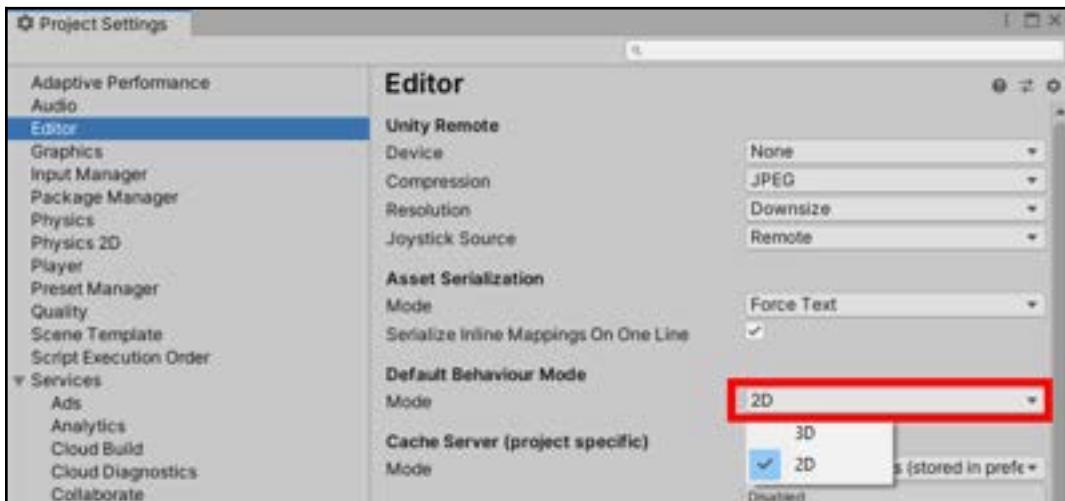
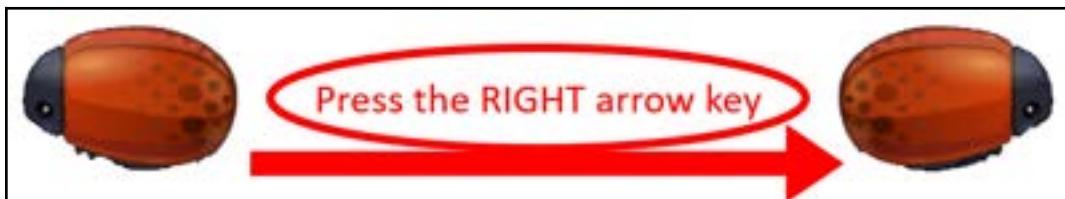
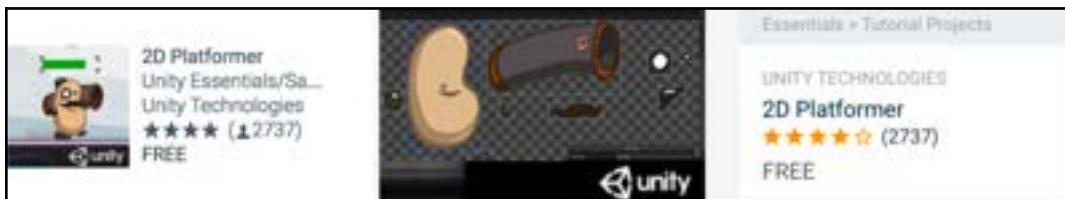
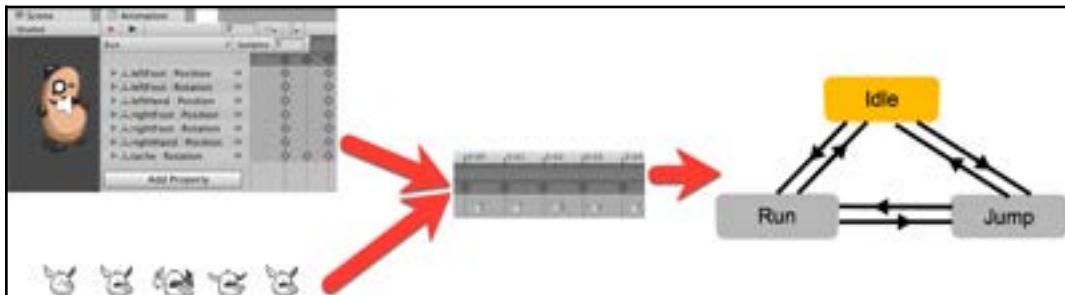


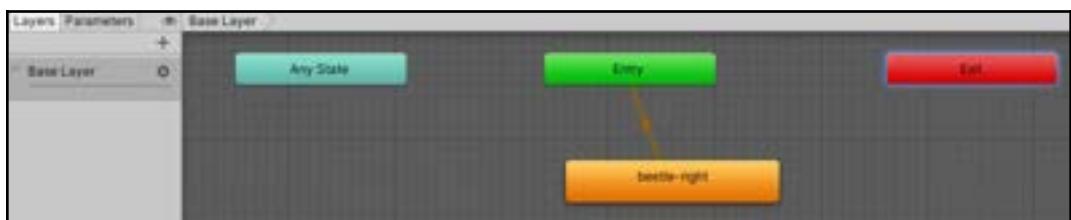
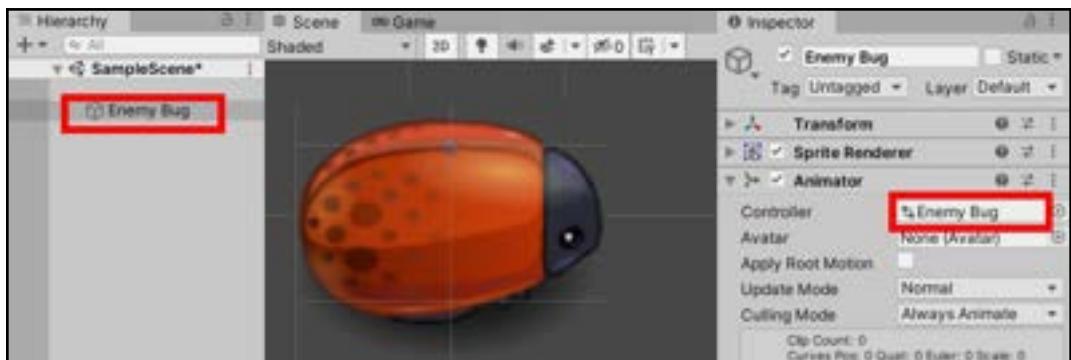


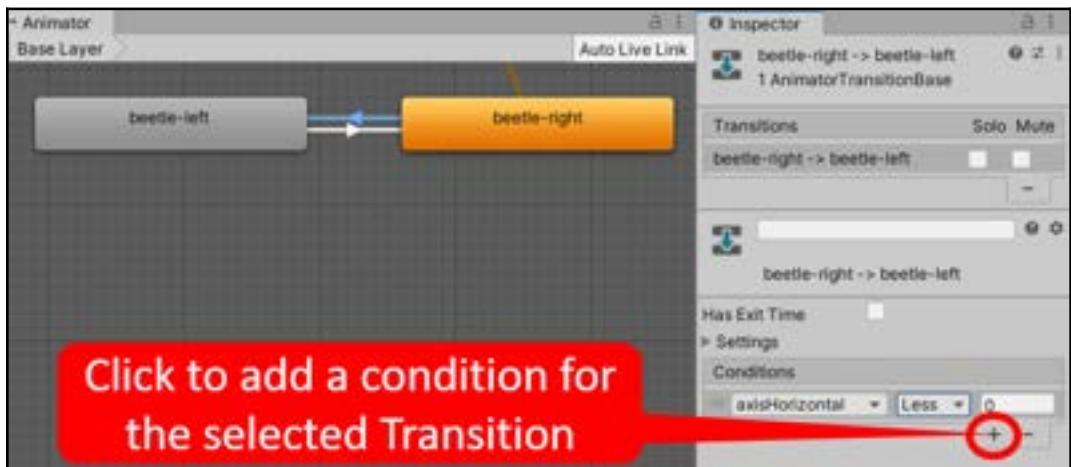
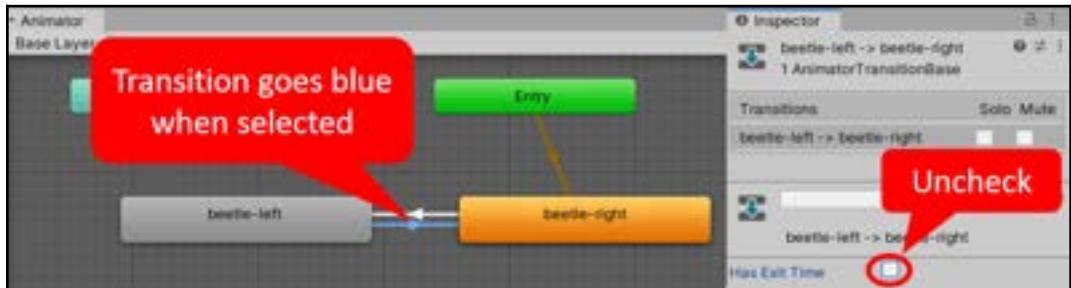
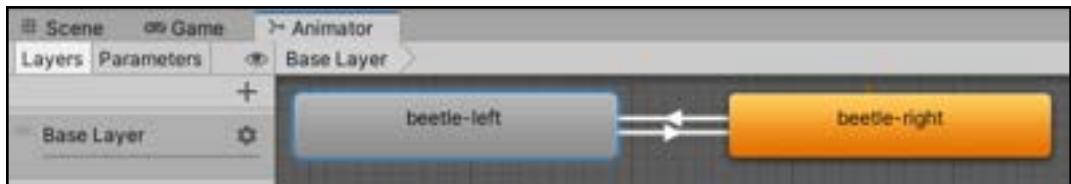


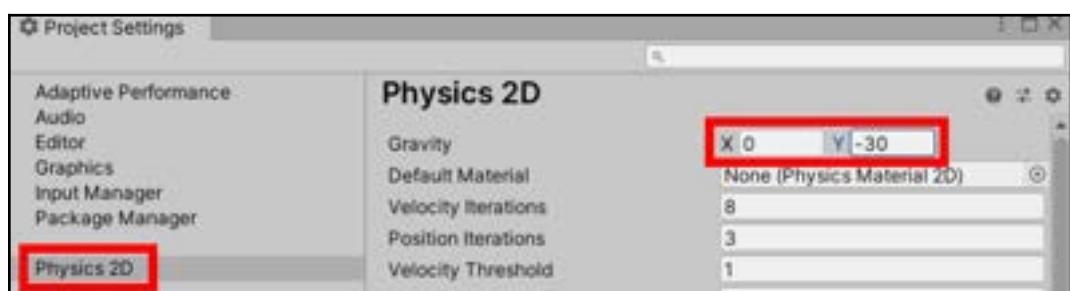
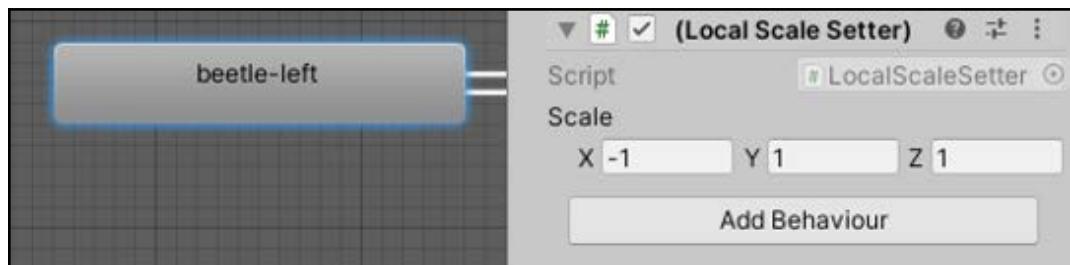


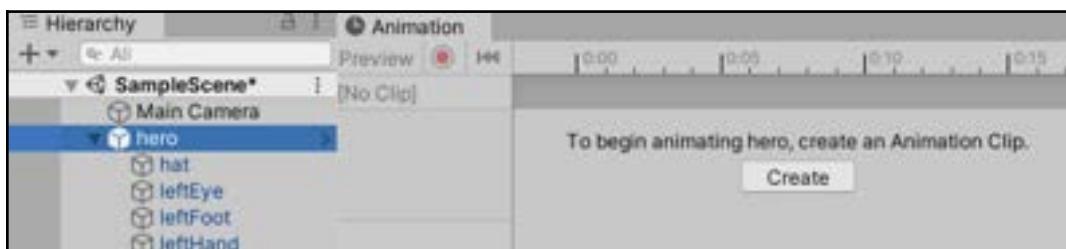
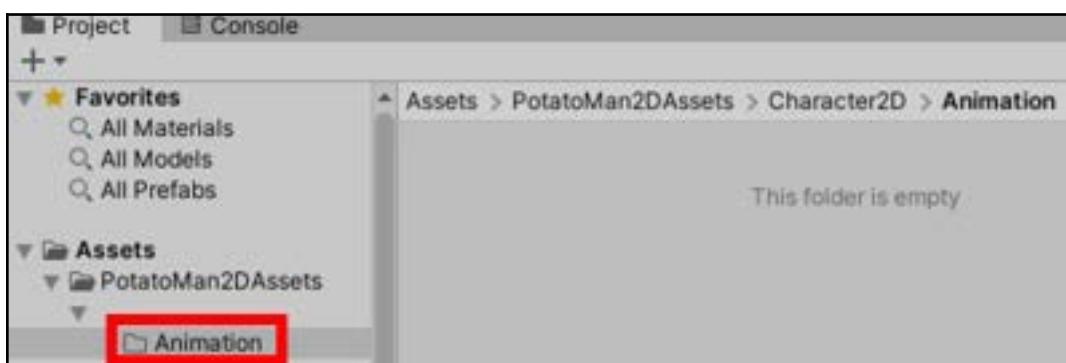
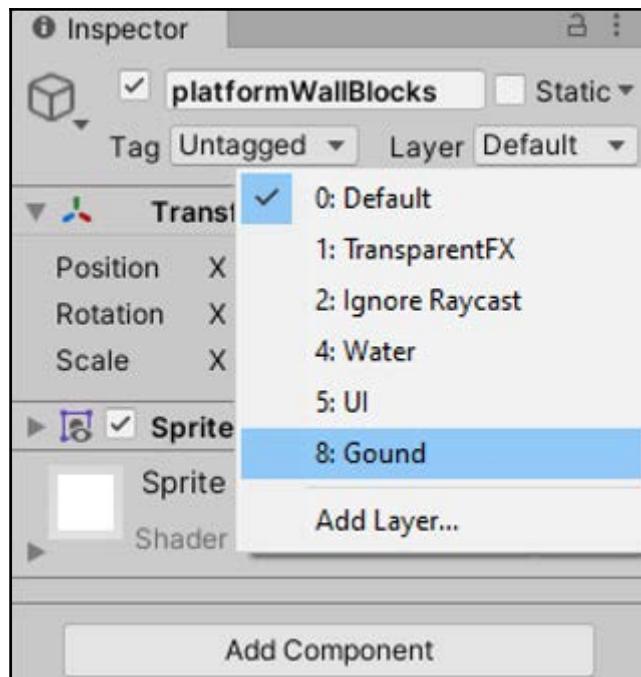
Chapter 6: 2D Animation and Physics

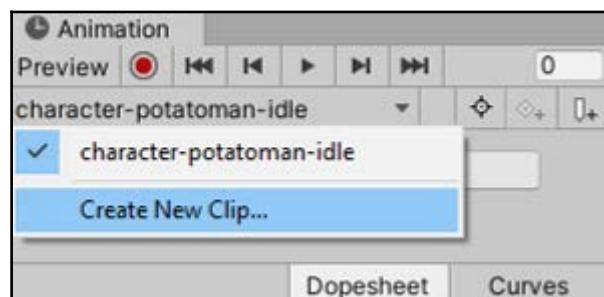
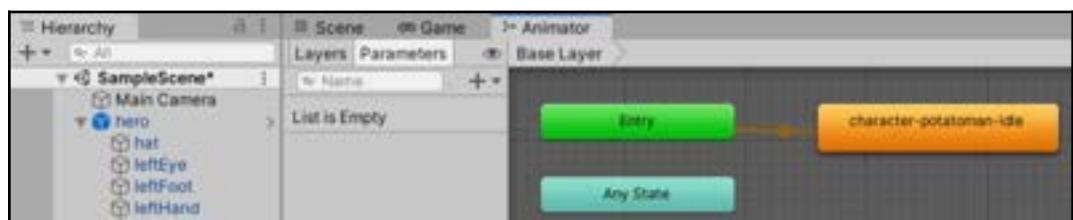
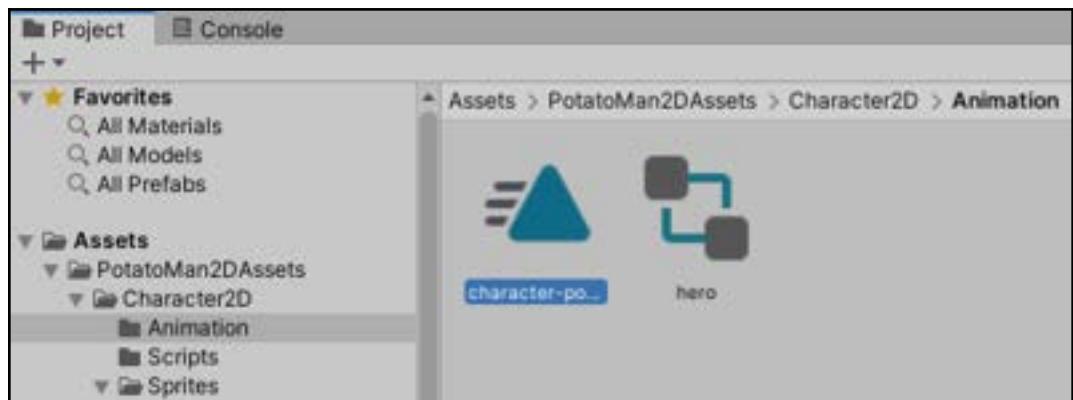


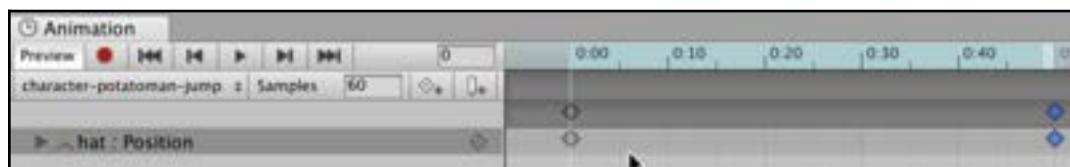
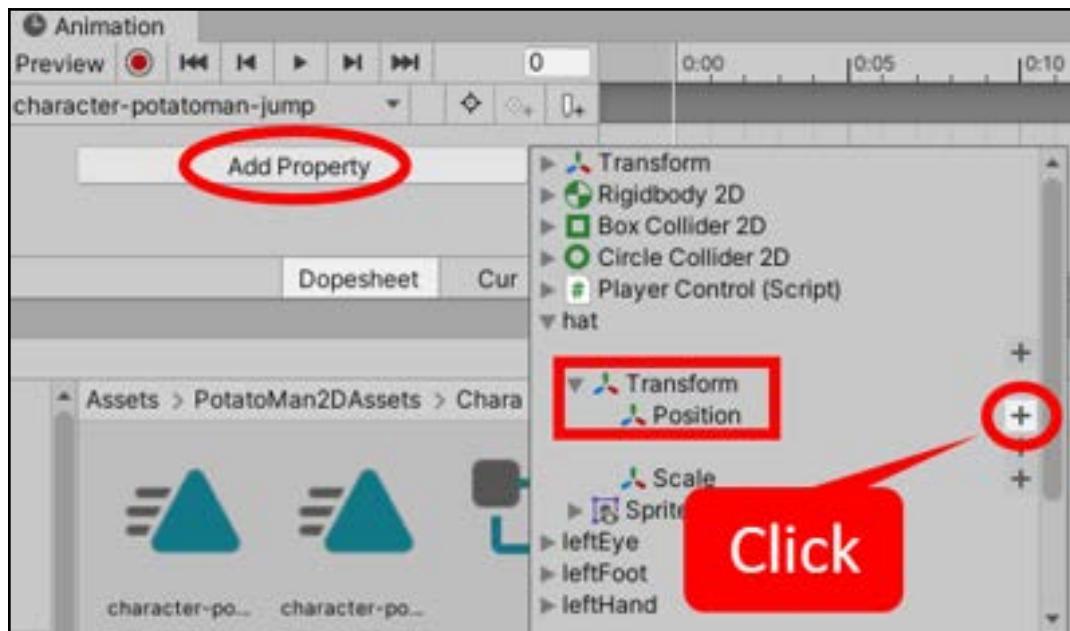


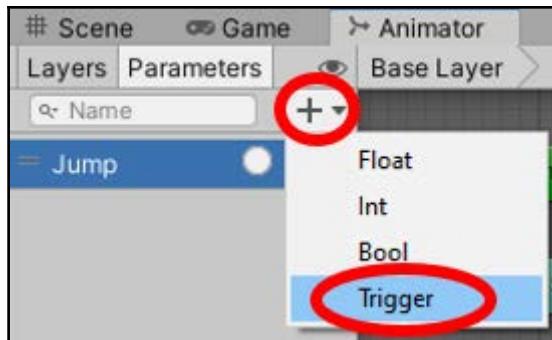
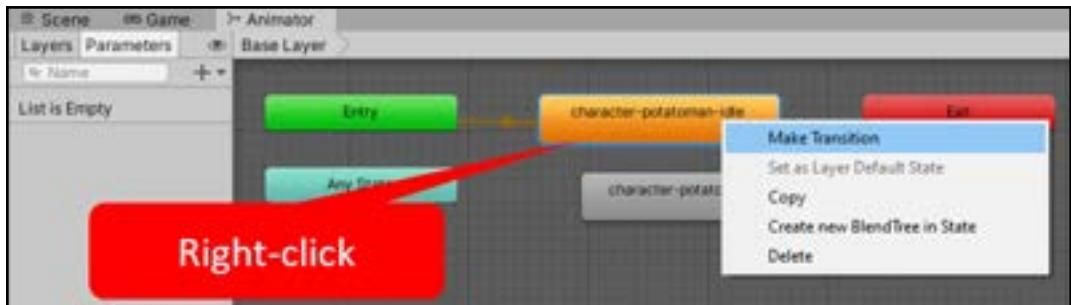


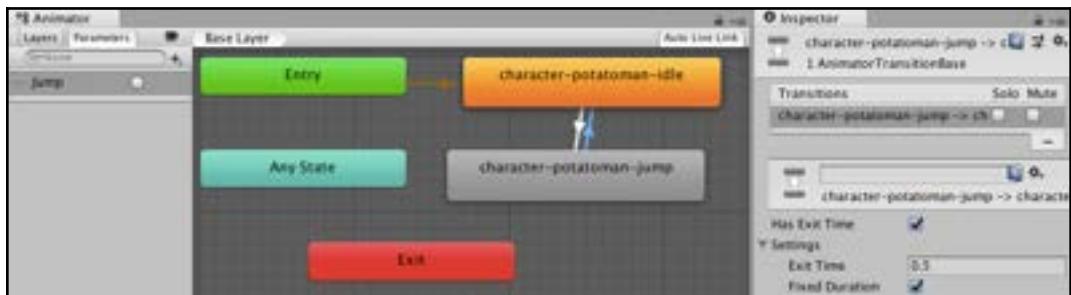
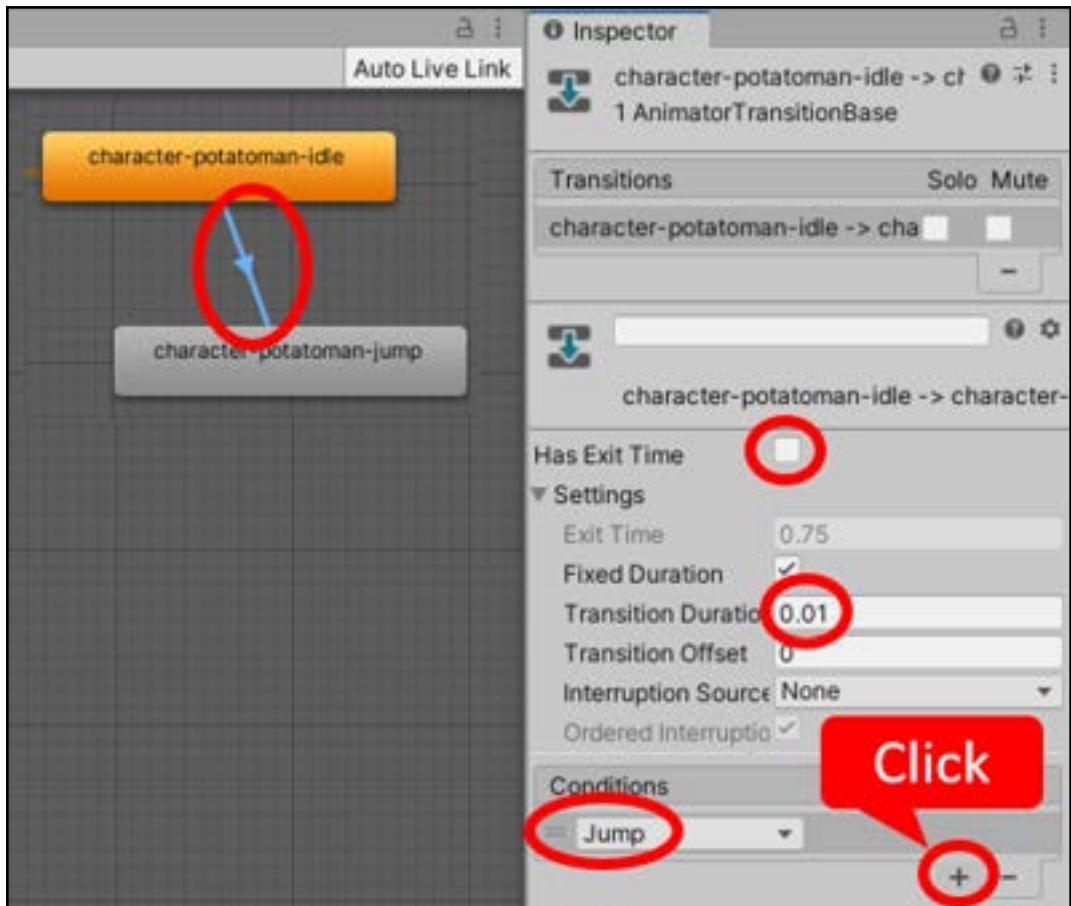








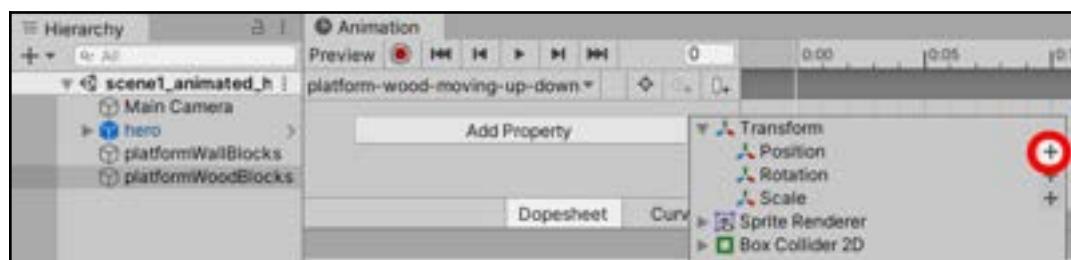
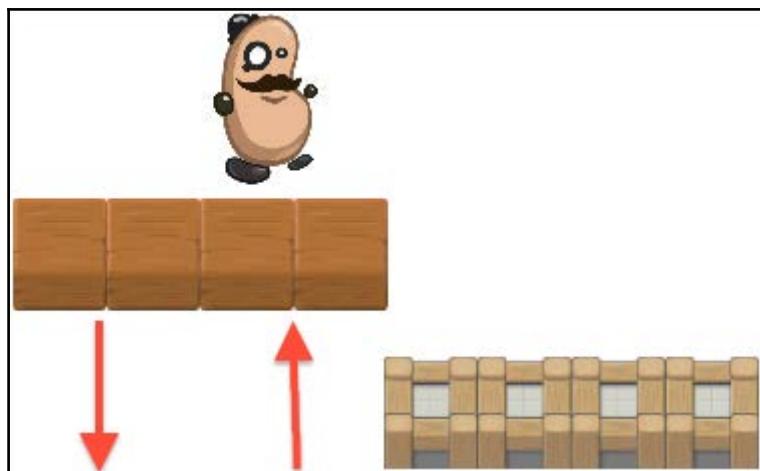


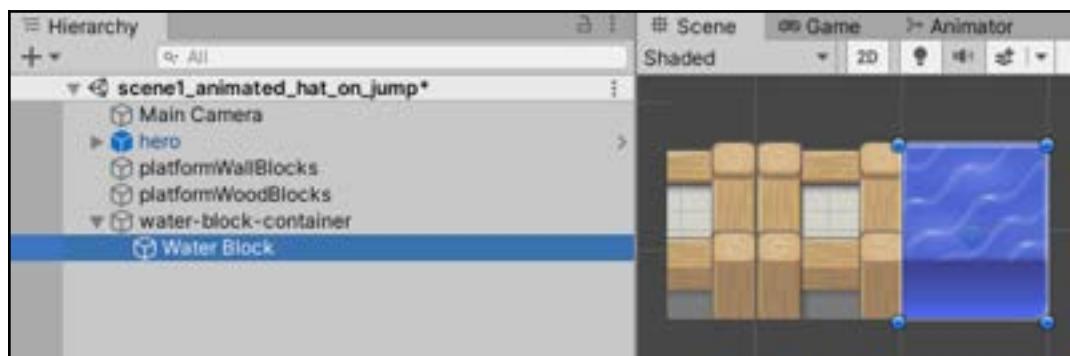
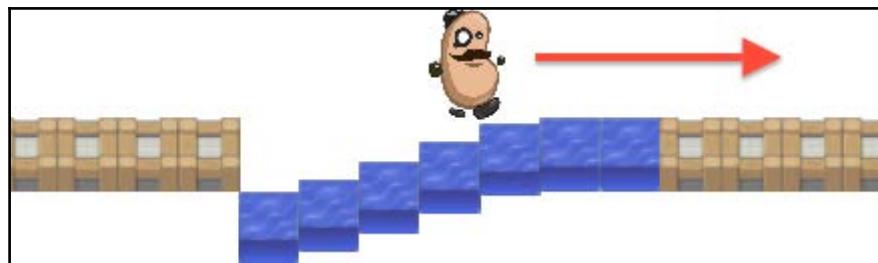
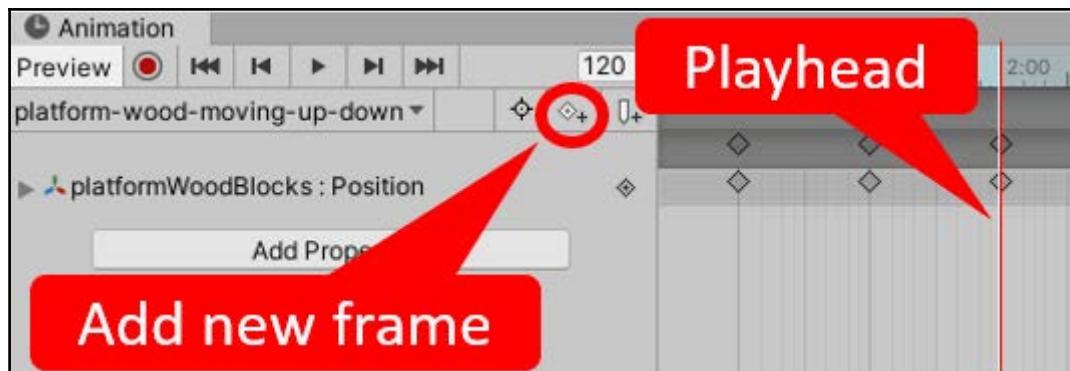


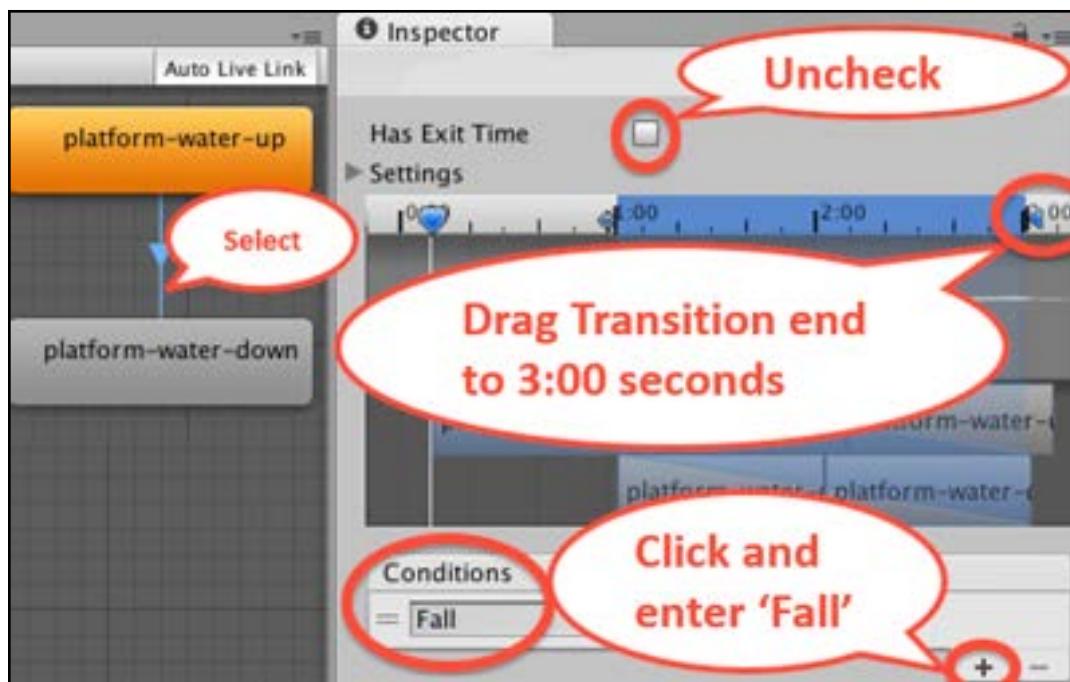
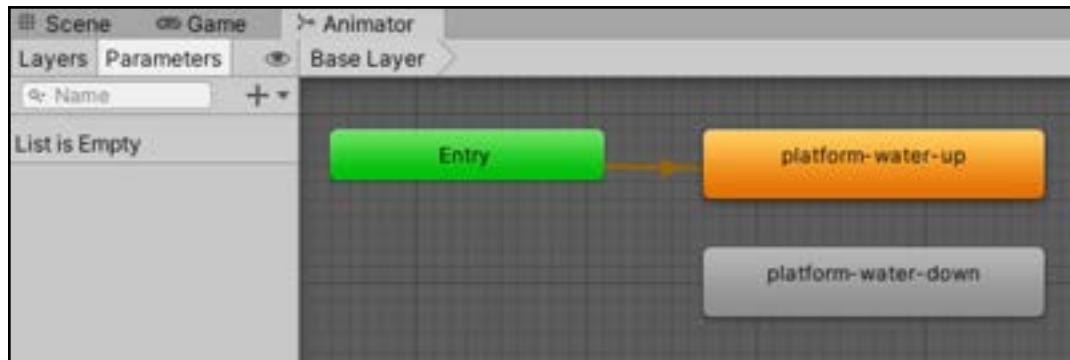
```
PlayerControl.cs
```

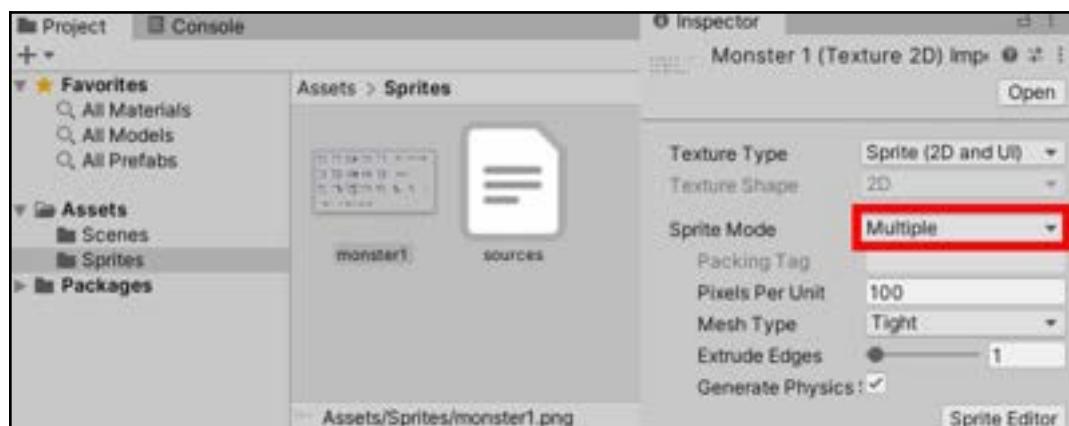
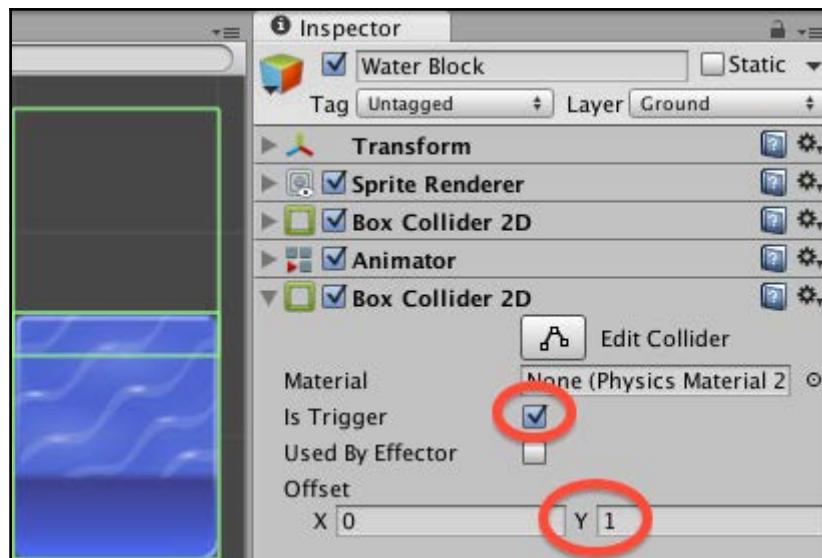
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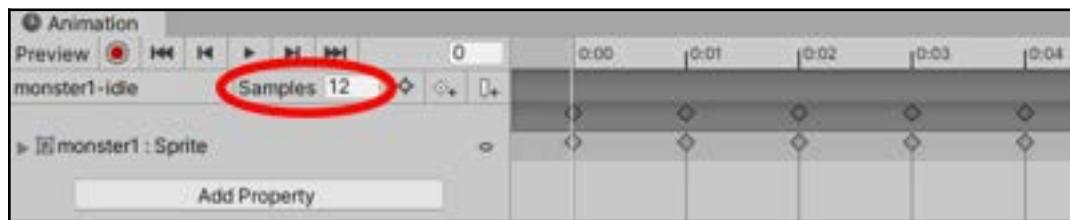
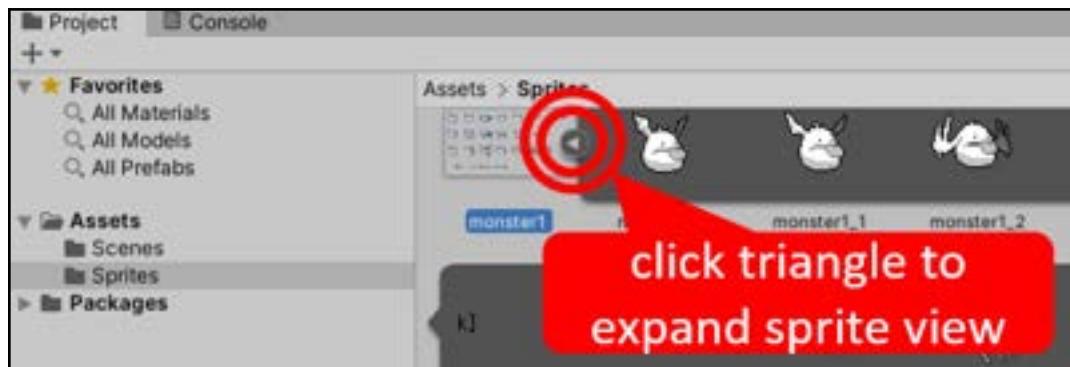
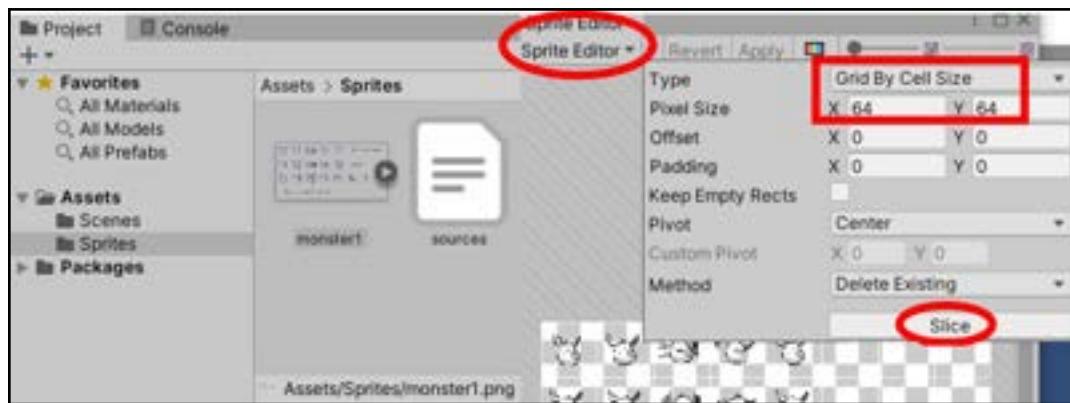
```
69 |     // If the player should jump...
70 |     if(jump)
71 |     {
72 |         // Set the Jump animator trigger parameter.
73 |         anim.SetTrigger("Jump");
74 |
75 |         // Add a vertical force to the player.
```



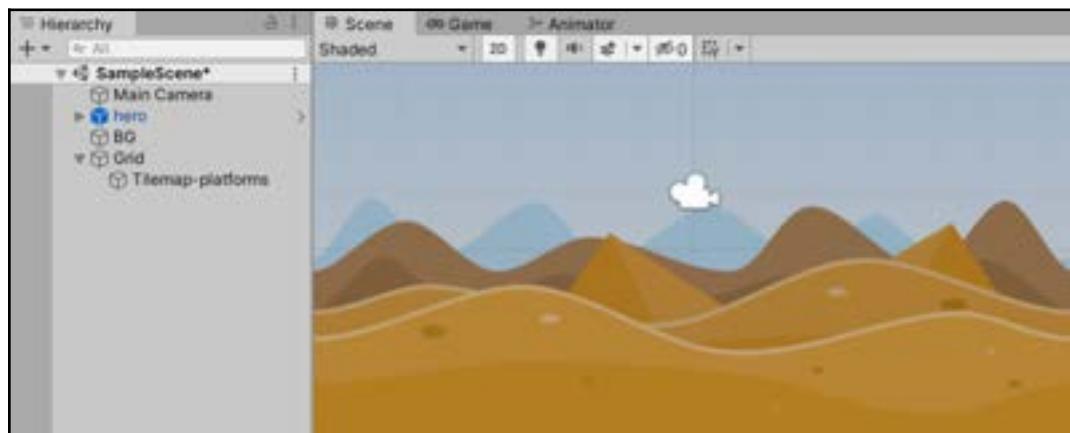
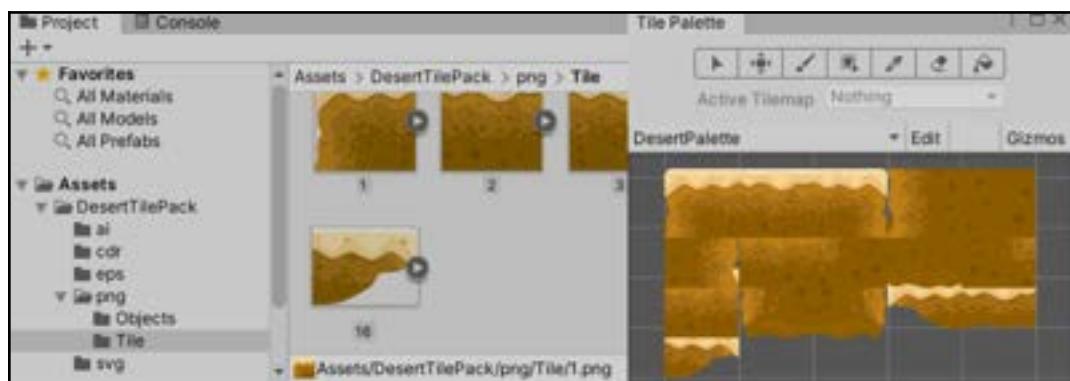
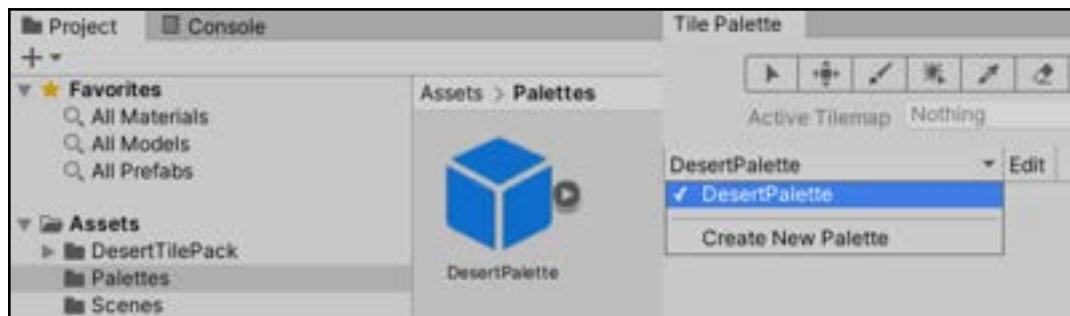


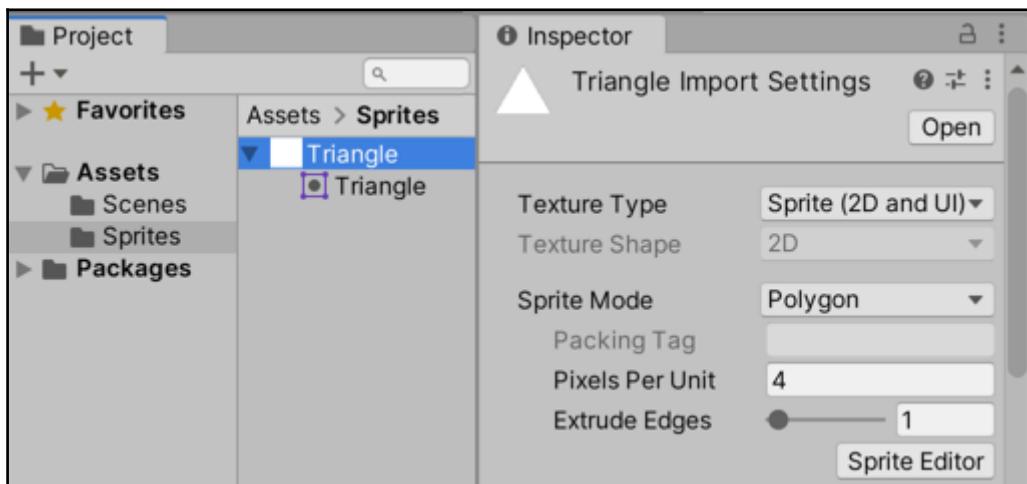
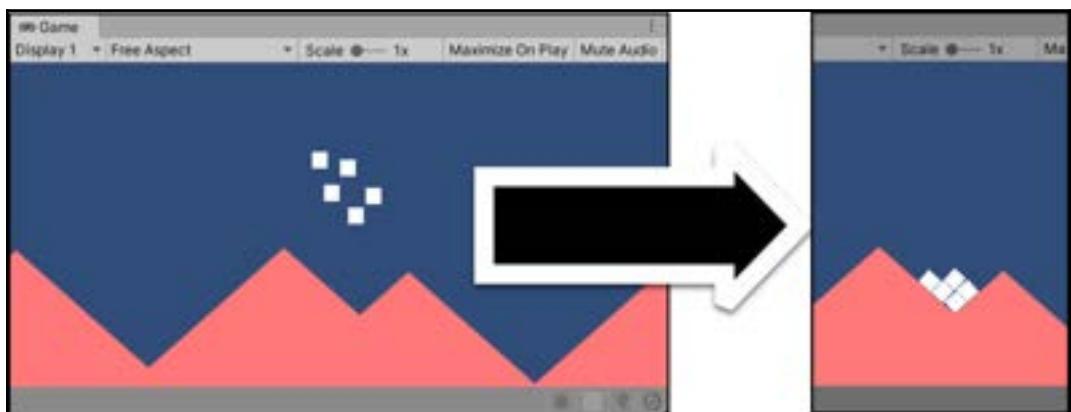
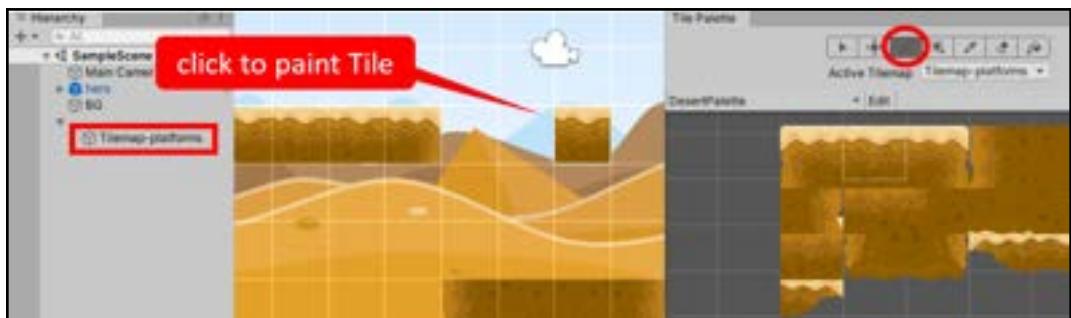


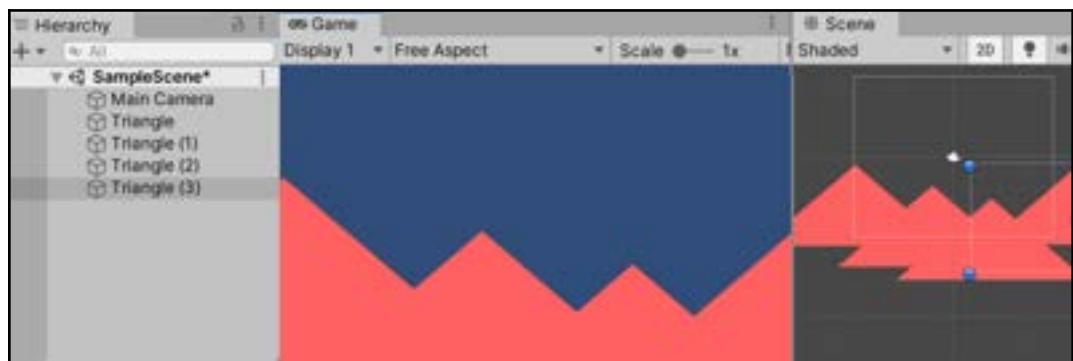
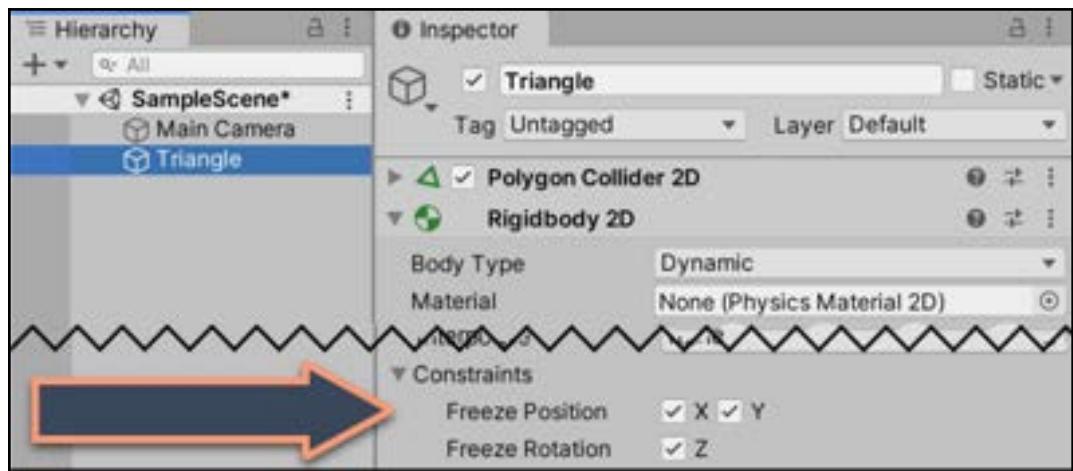


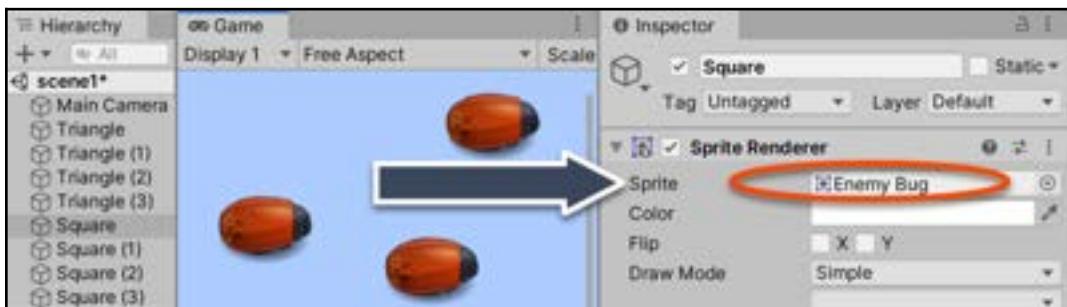
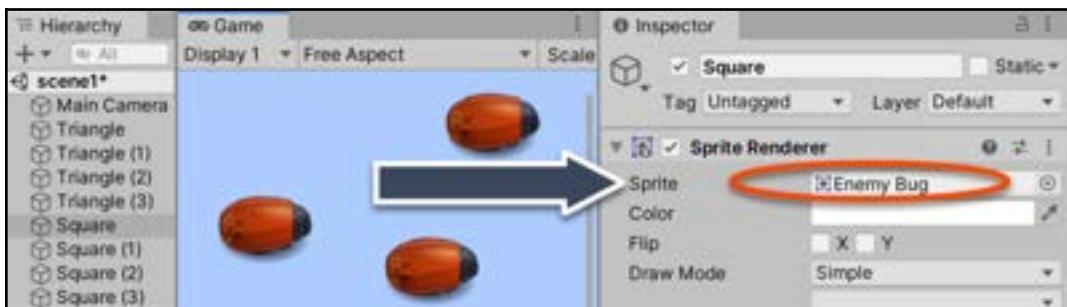
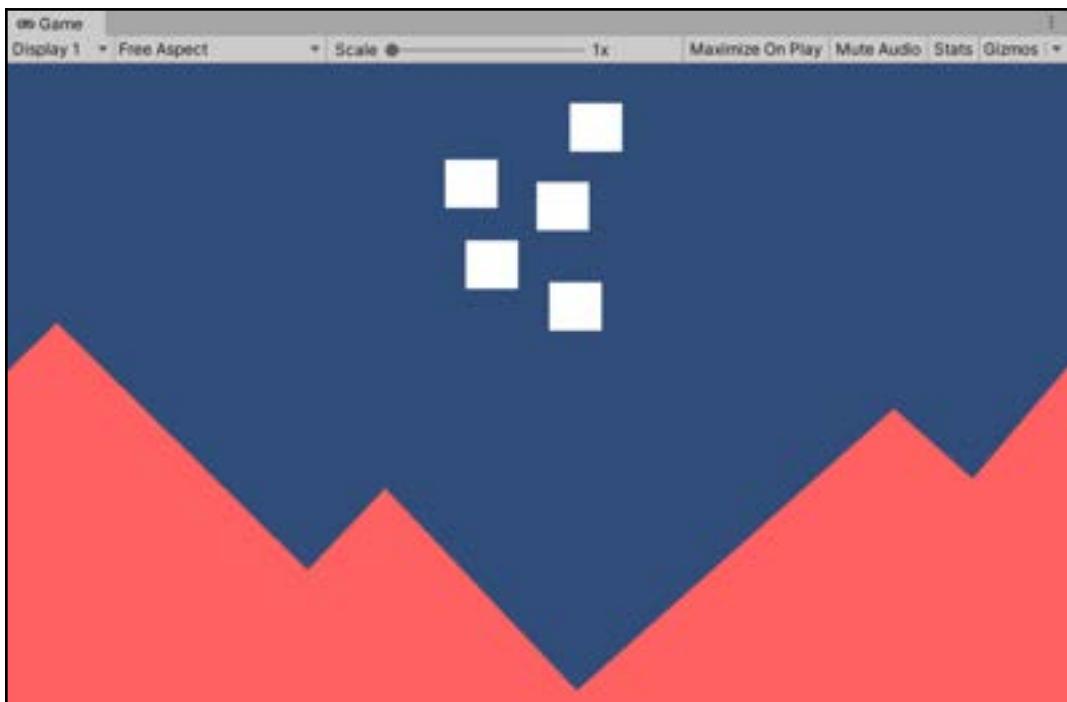


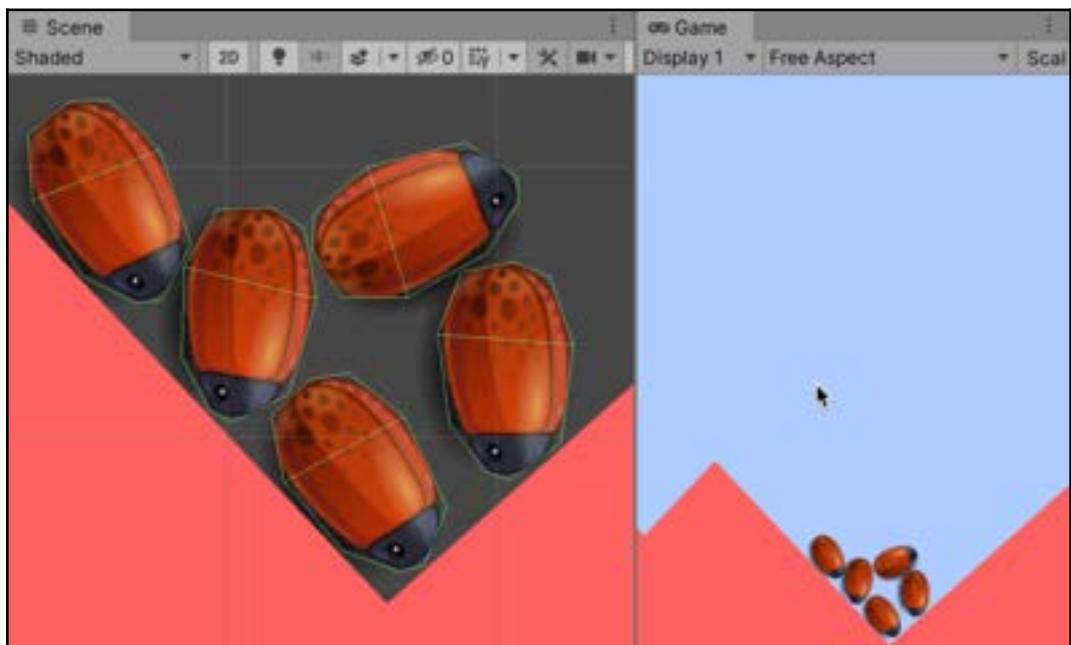
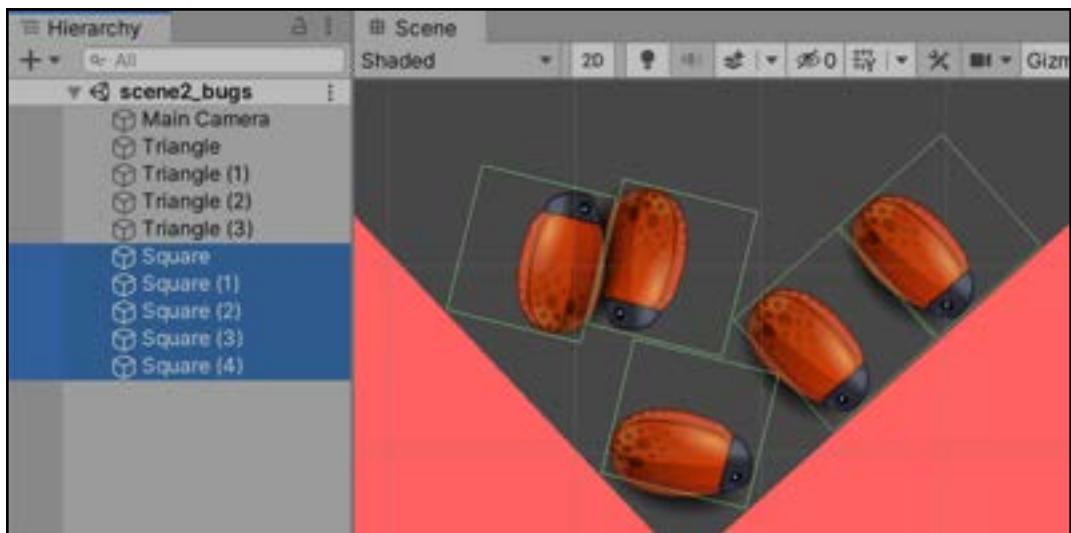


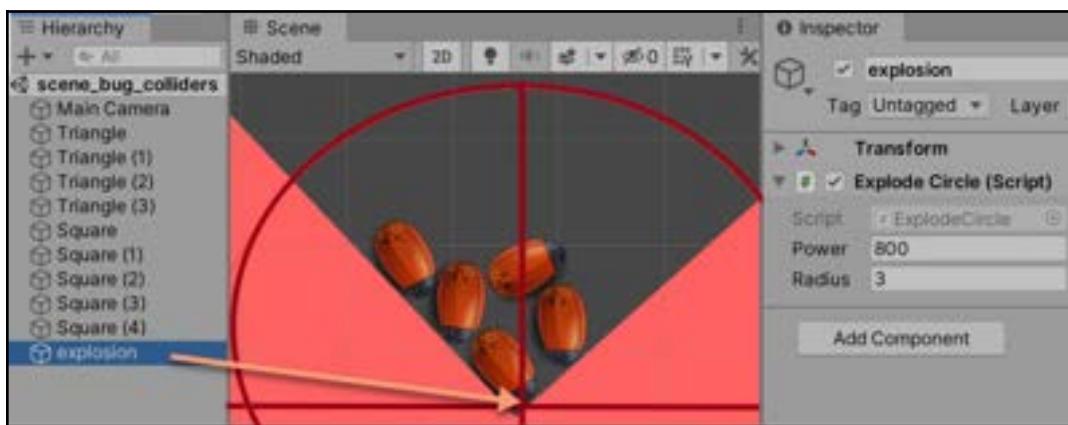
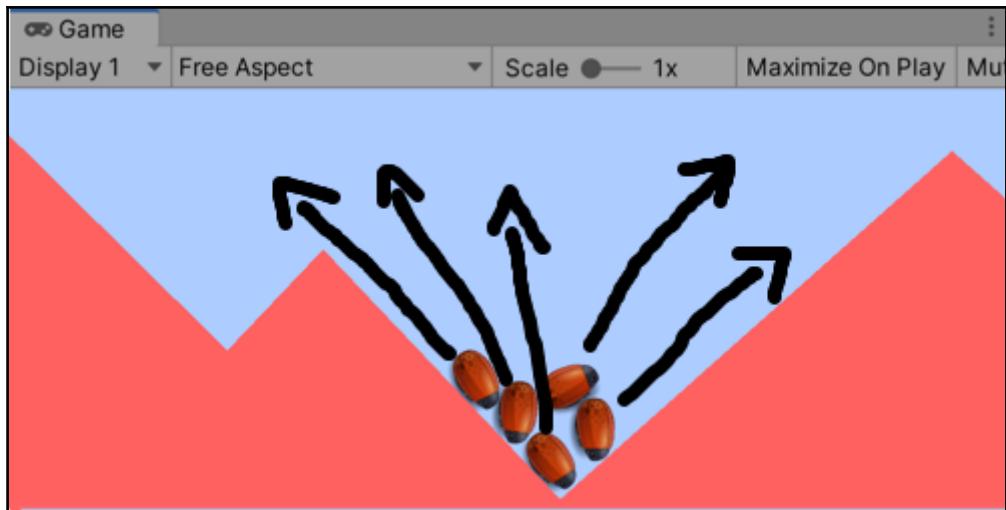


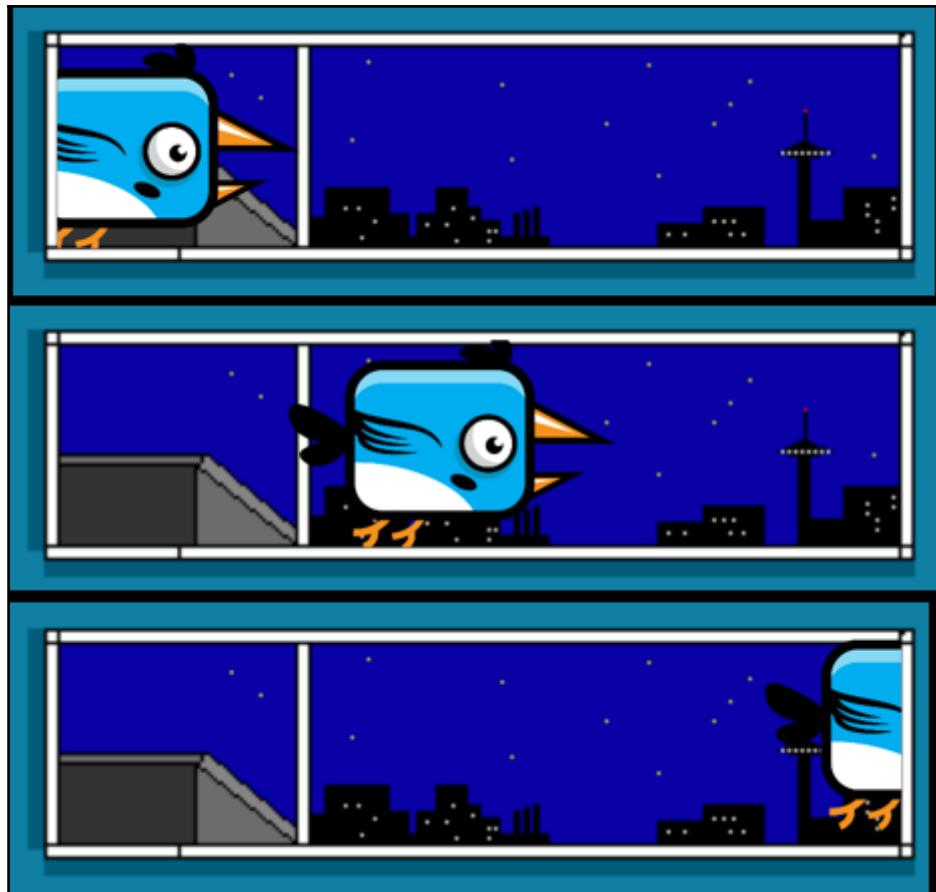


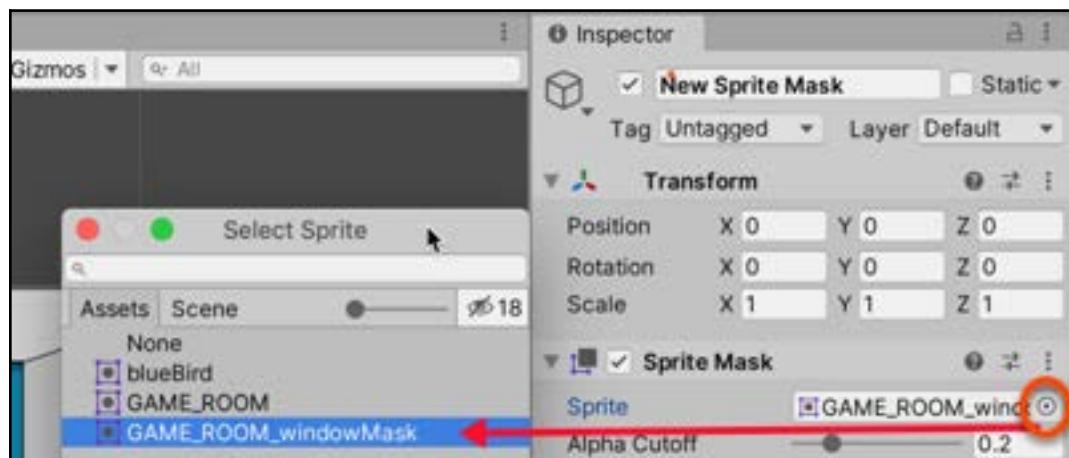
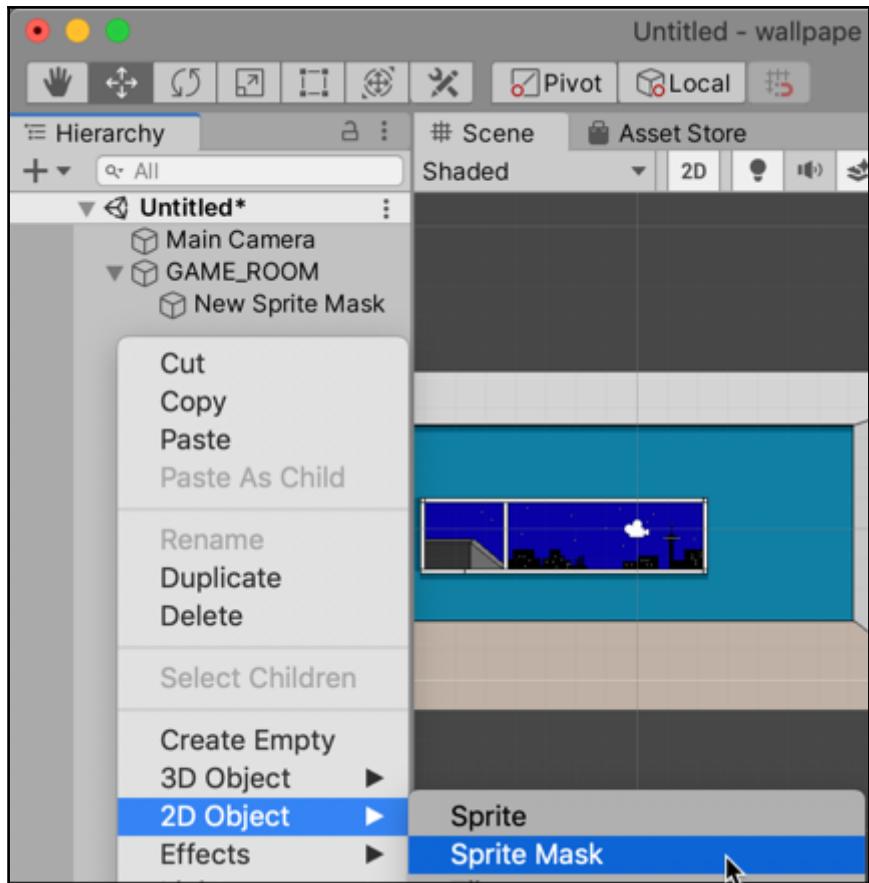


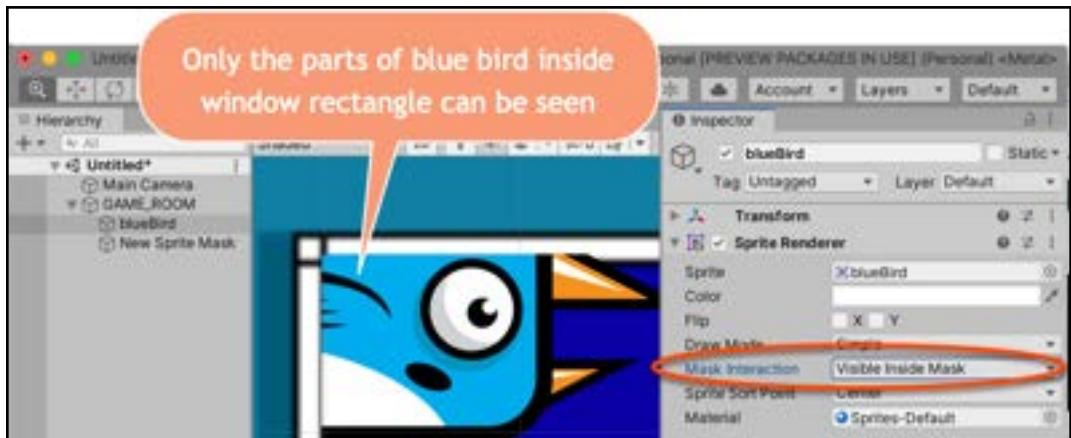


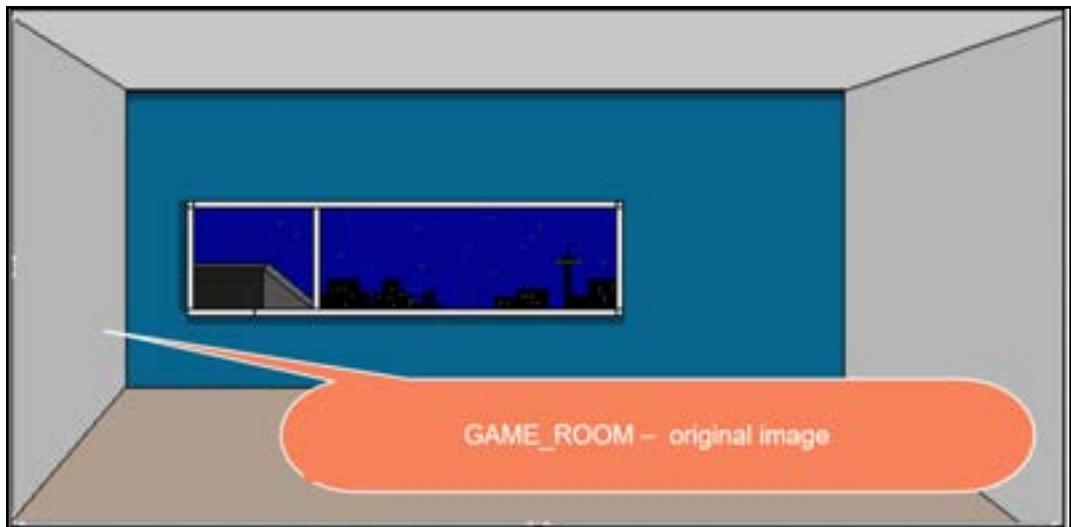












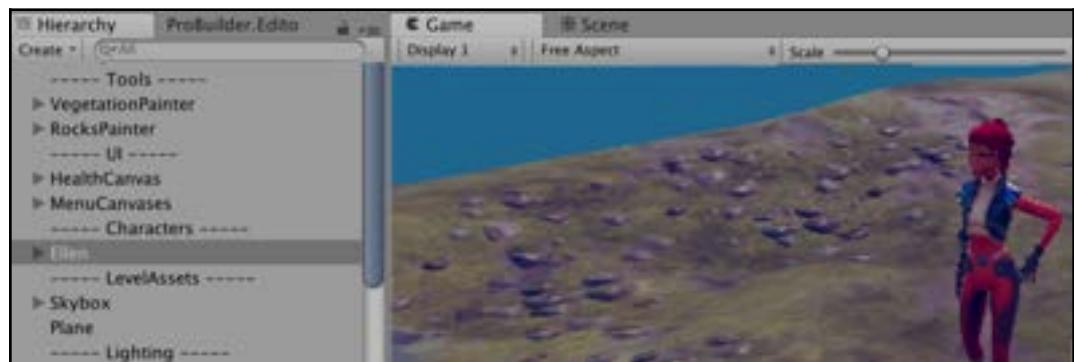
Chapter 7: Characters, Game Kits, and Starter Assets

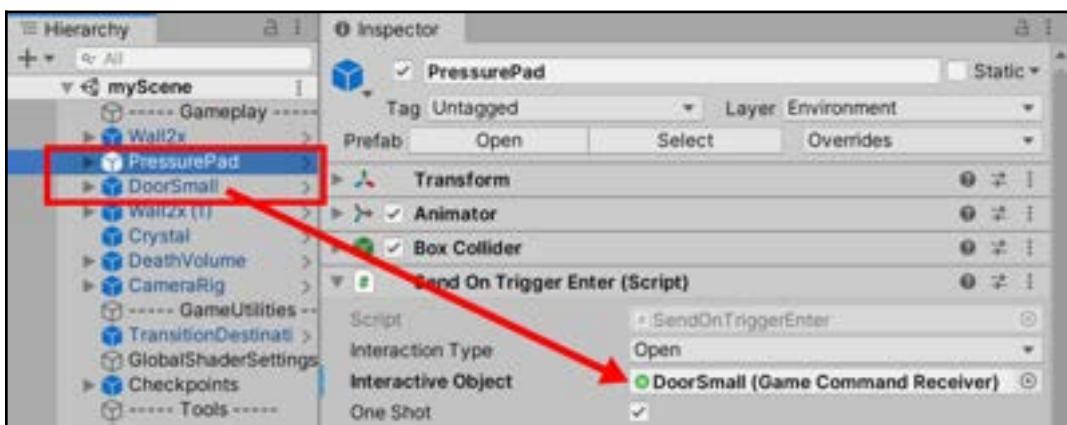


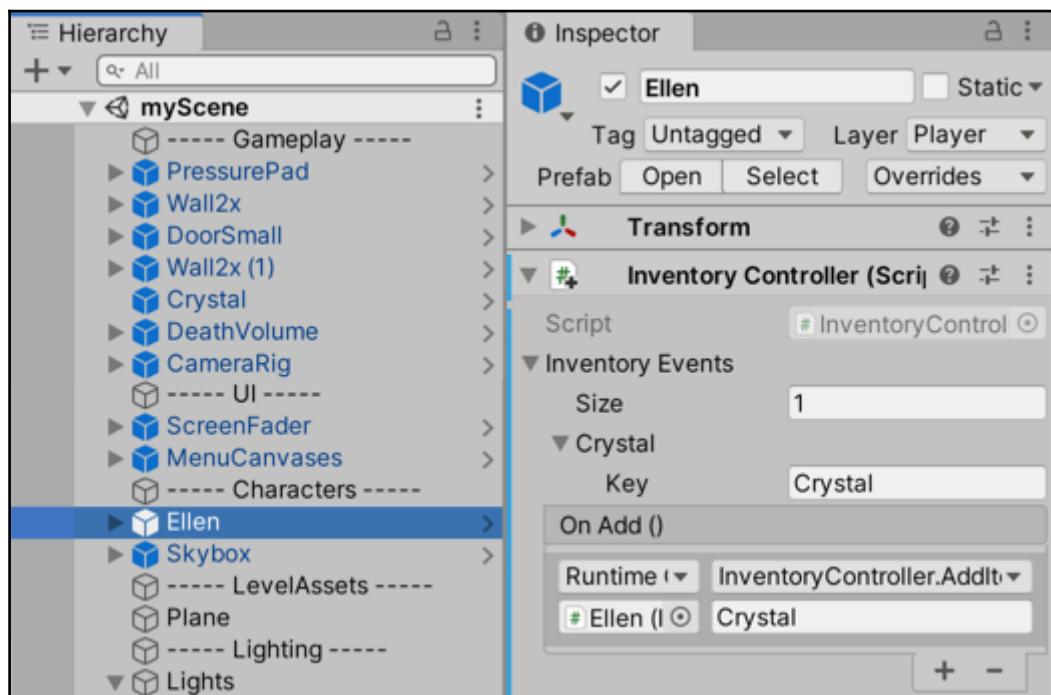
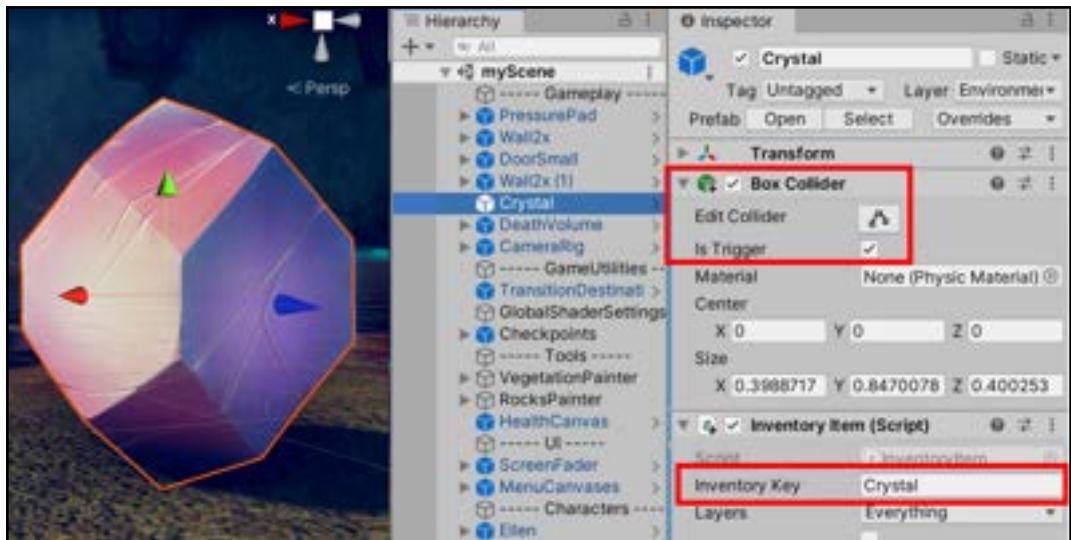
The image shows a screenshot of the Unity Asset Store page for the "3D Game Kit". The page features a large thumbnail image of a futuristic landscape with a character standing in the foreground. Below the thumbnail, the title "3D Game Kit" is displayed. To the right of the thumbnail, there is a summary section with the following details:

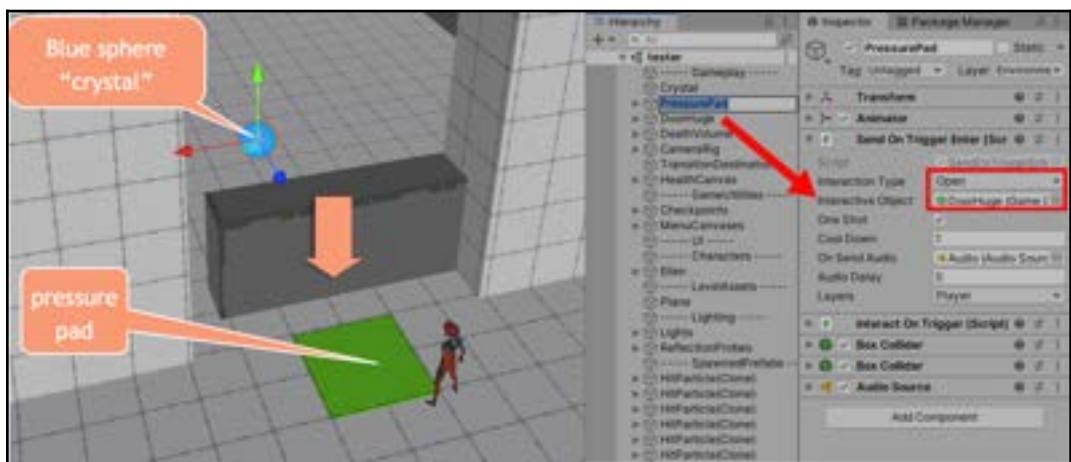
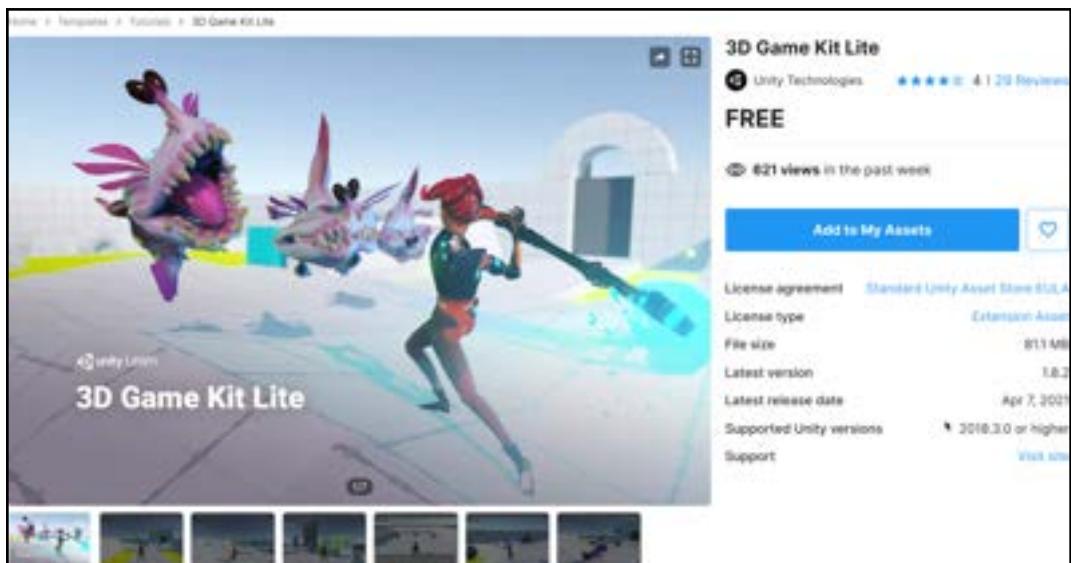
Unity Technologies	4 477 Reviews
FREE	
Taxes/VAT calculated at checkout	
File size	2.2 GB
Latest version	1.9.2
Latest release date	Jul 22, 2020
Supported Unity versions	2018.1.0 or higher
Support	Visit site

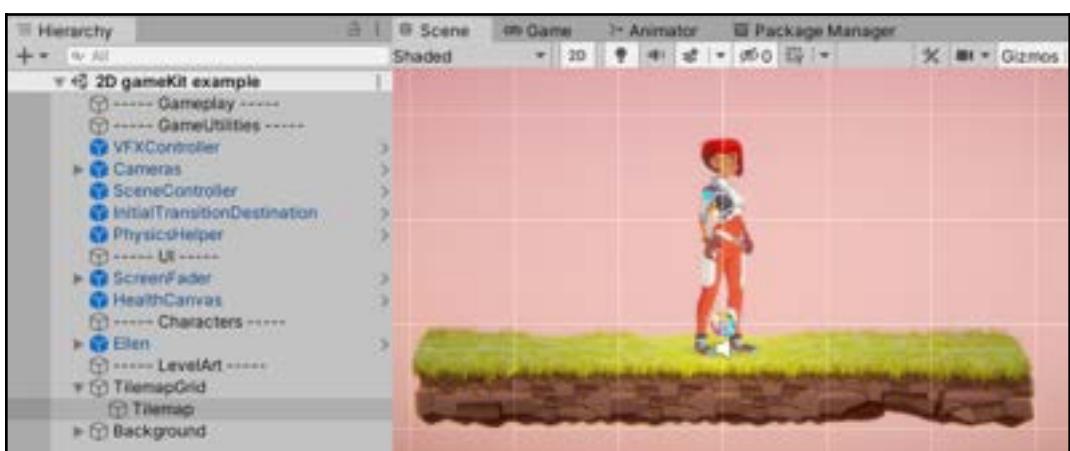
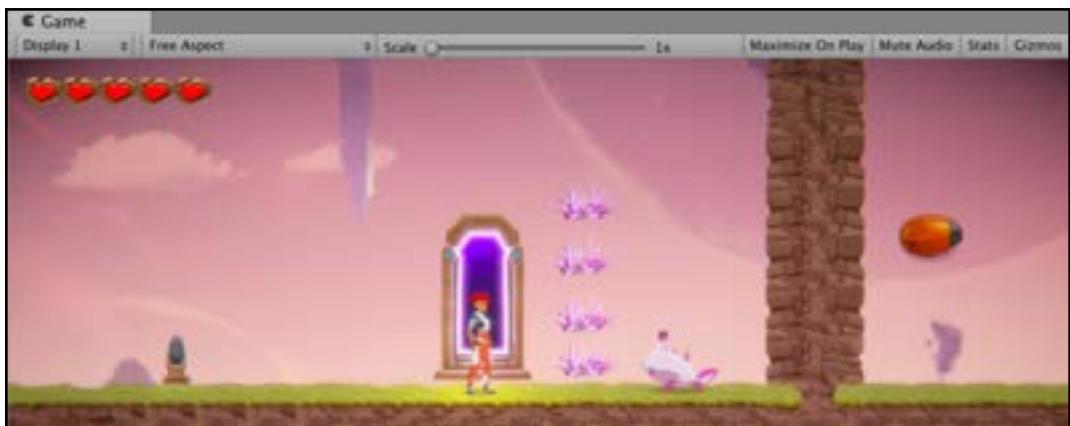
At the bottom of the page, there are two buttons: "Add to My Assets" and "View Full Details".

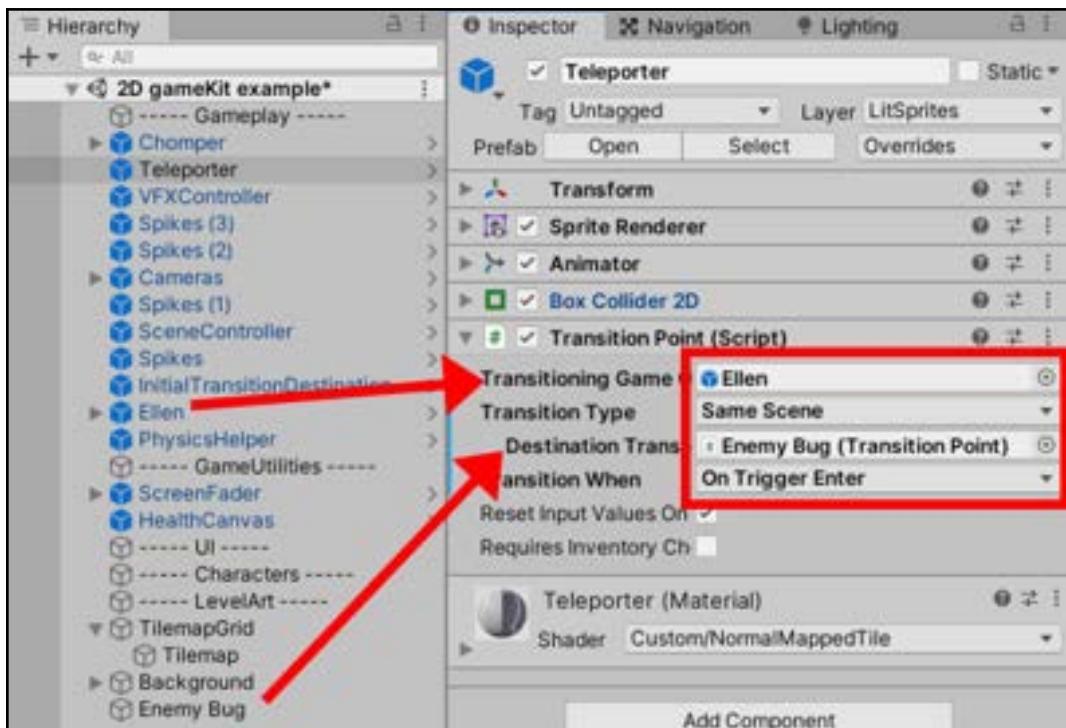


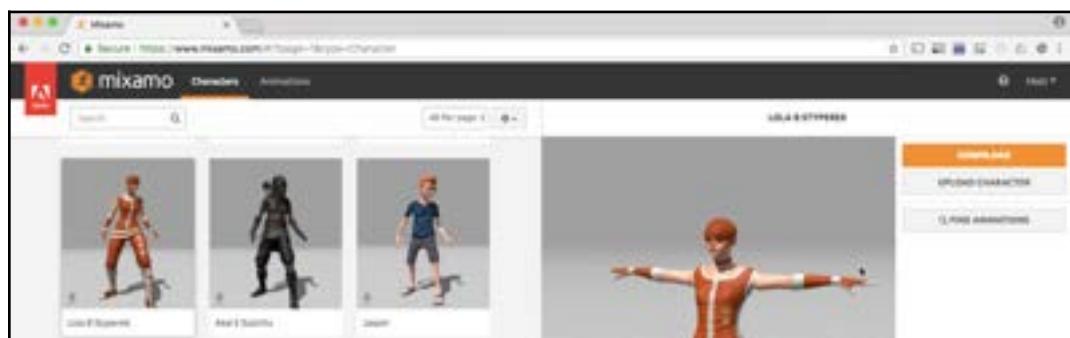
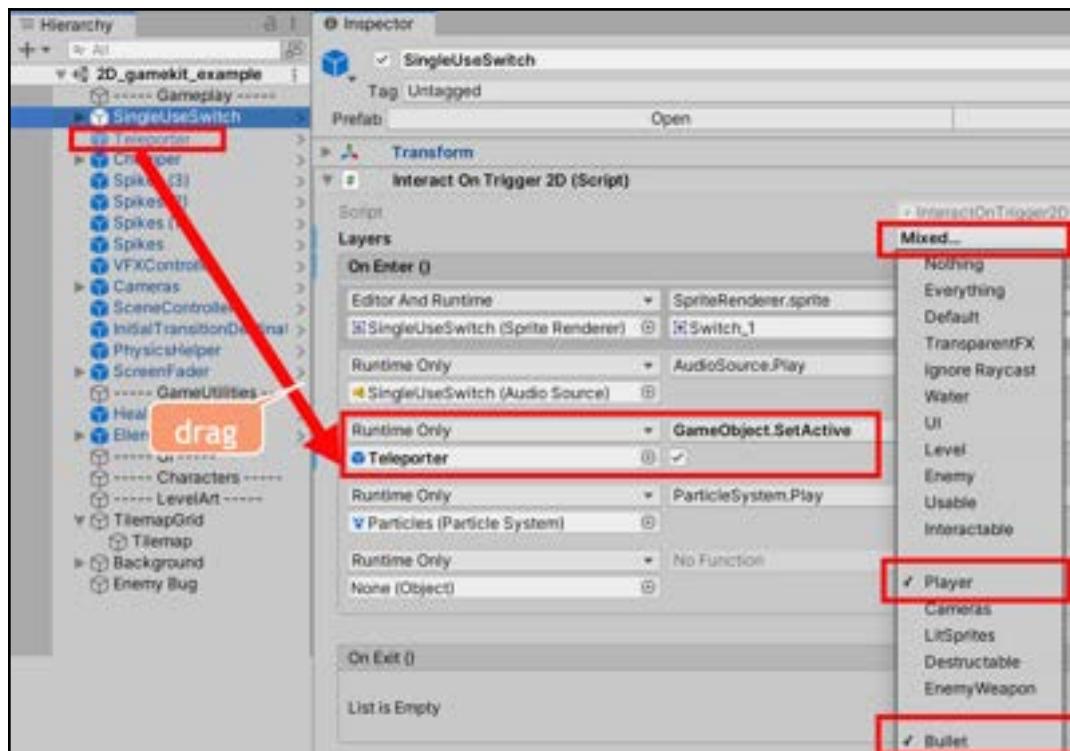


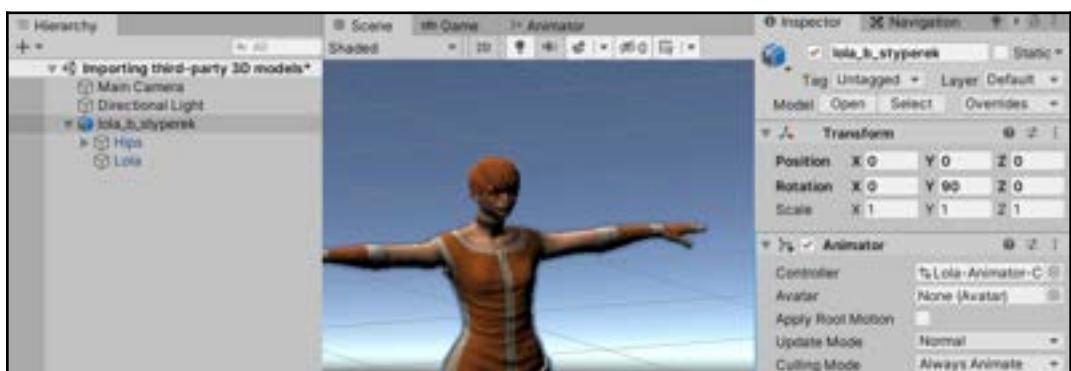
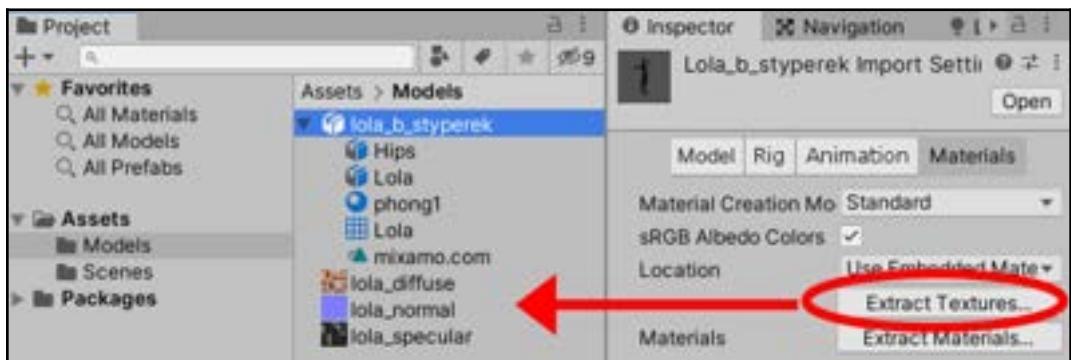


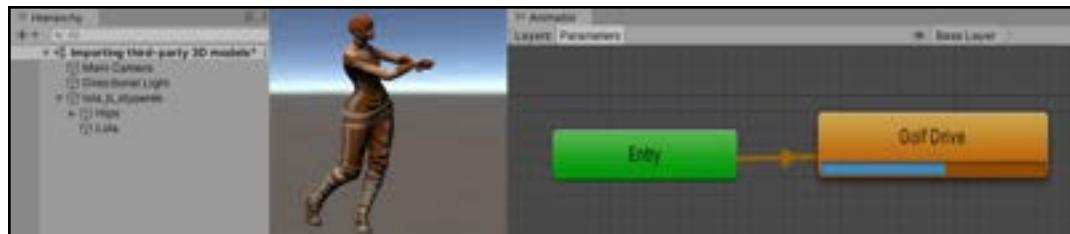
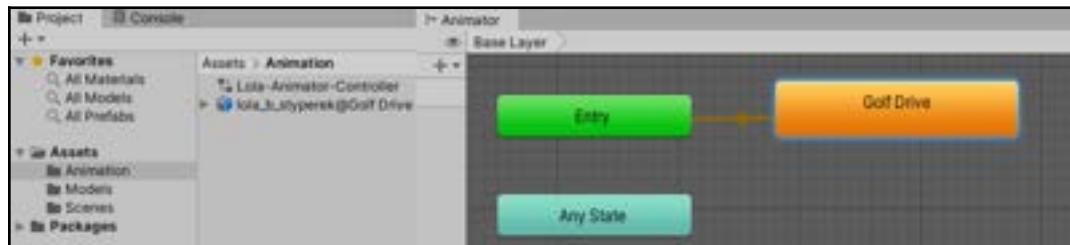
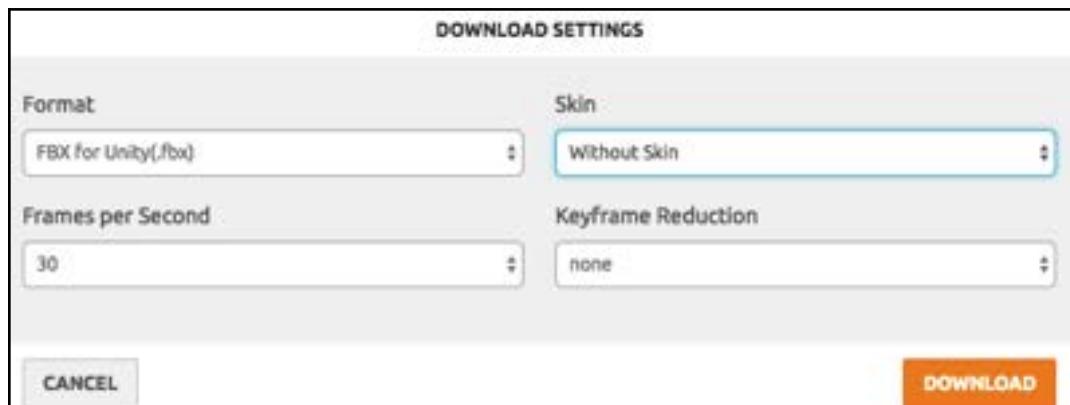


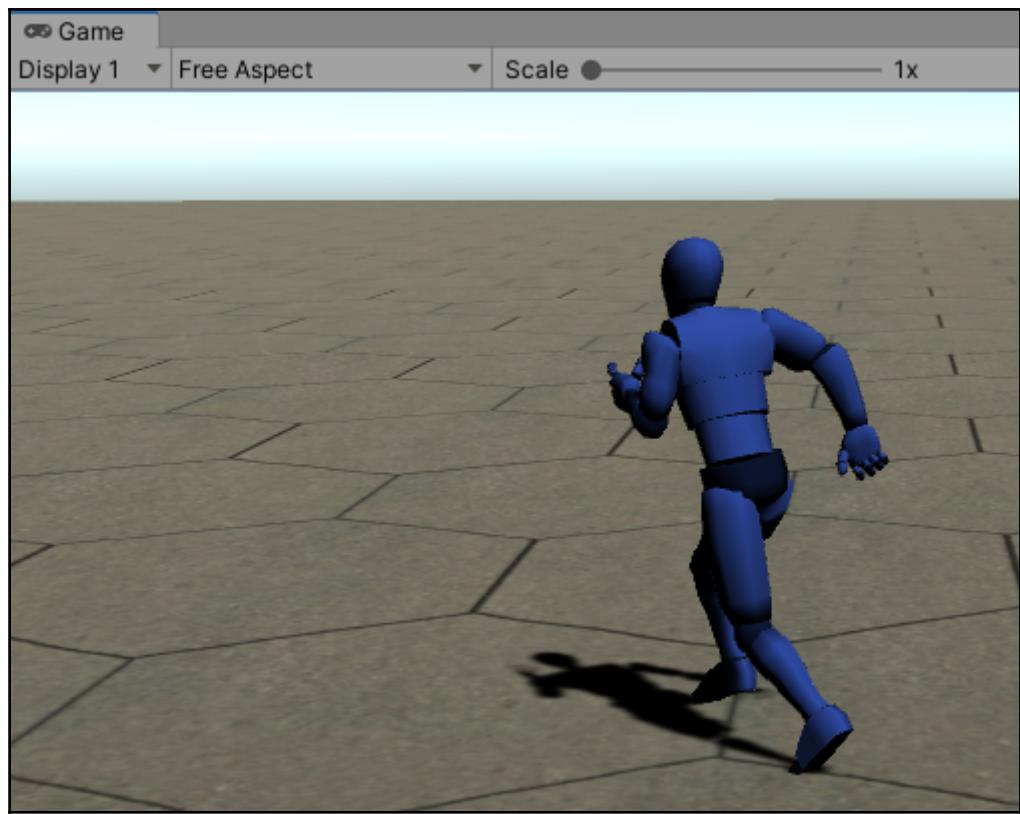














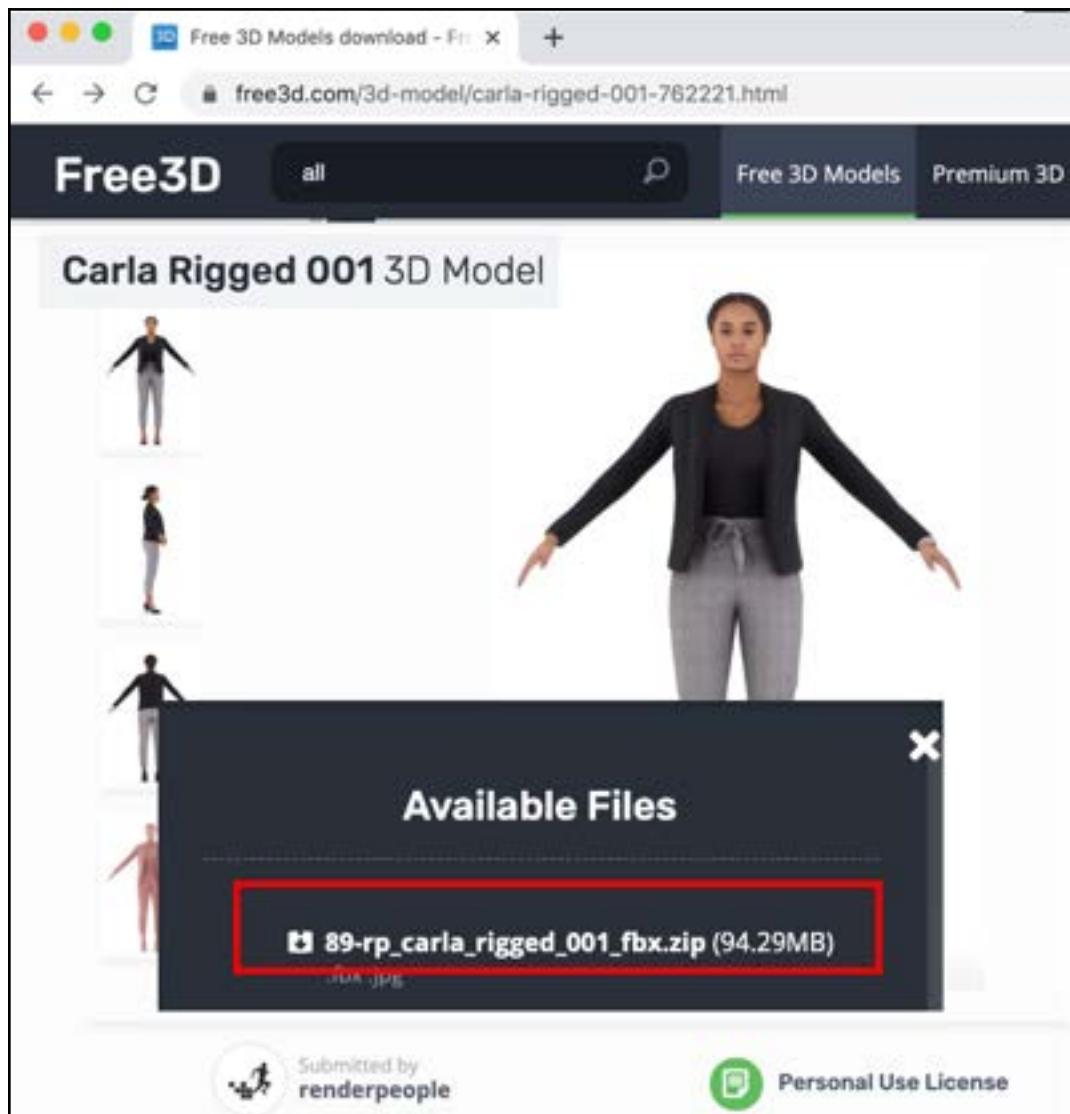
3D Character Dummy

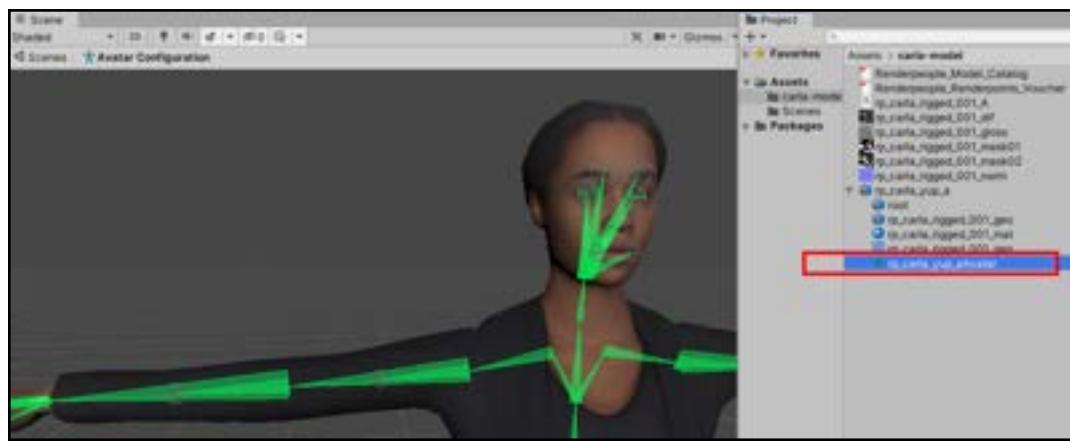
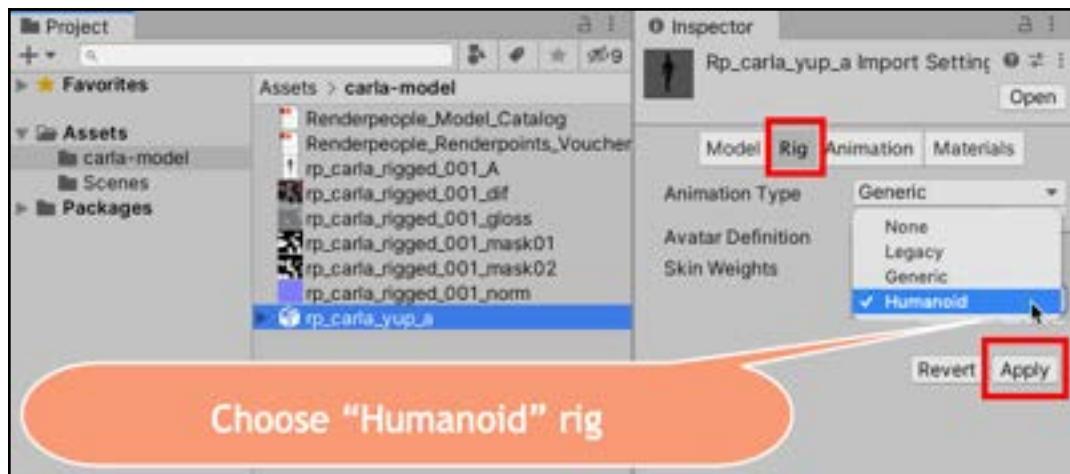
Kevin Iglesias · ★★★★☆ · 4 | 4 Reviews

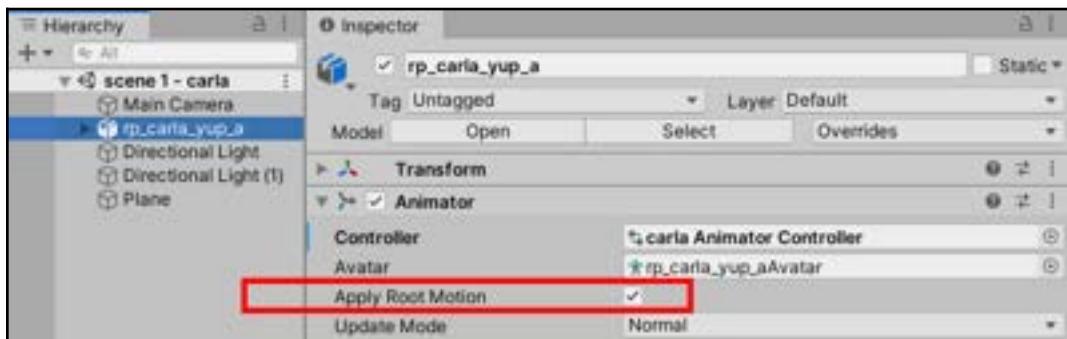
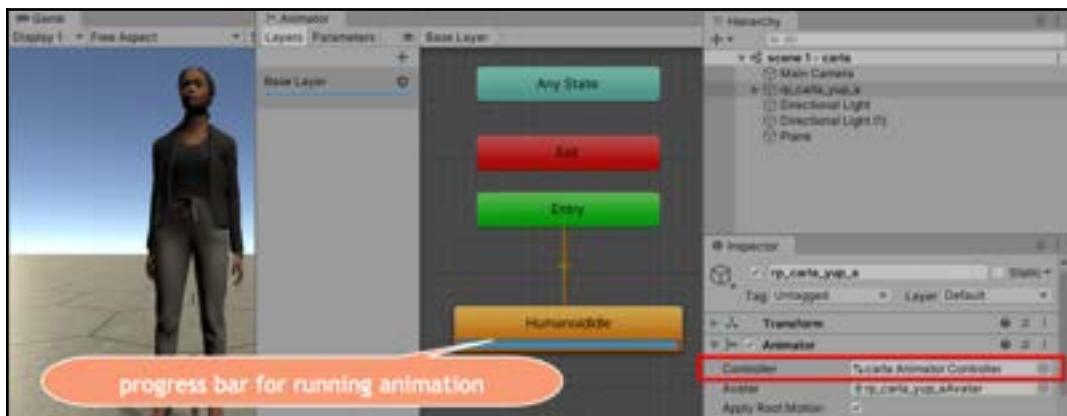
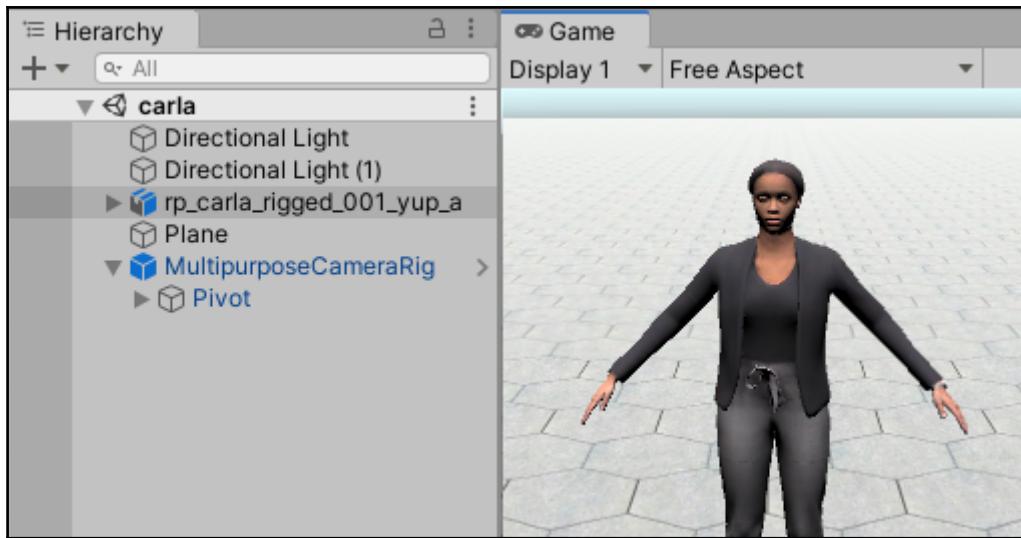
FREE

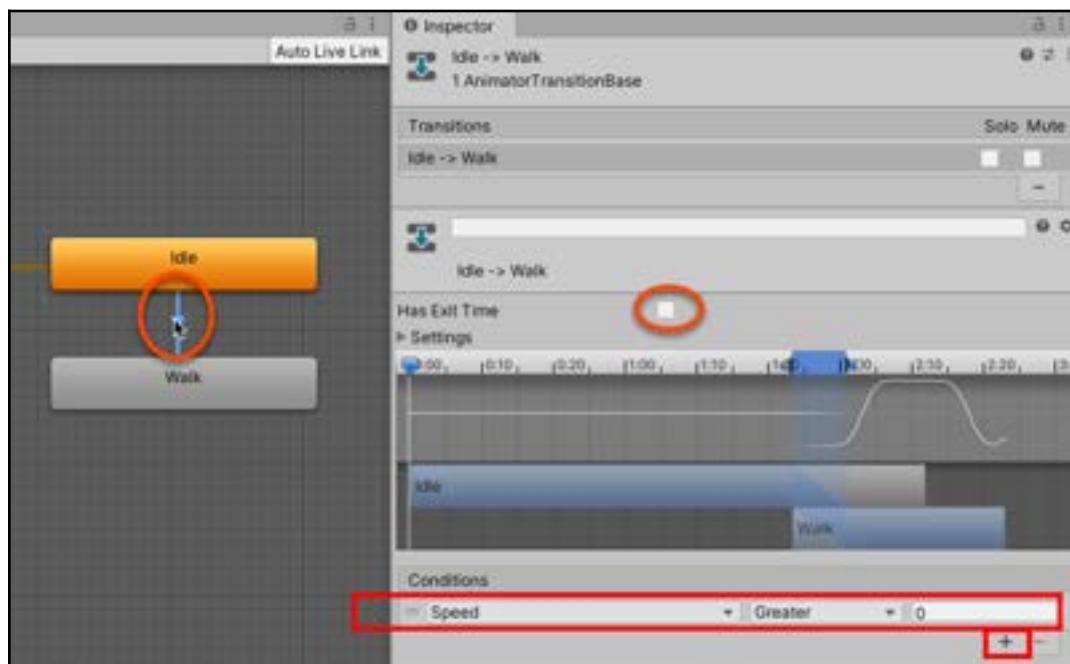
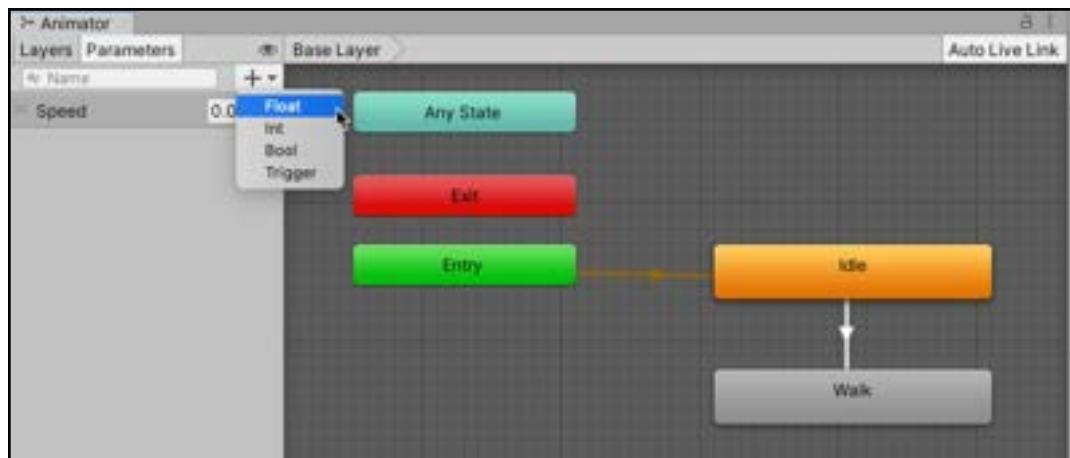
File size	995.0 KB
Latest version	1.0
Latest release date	Nov 24, 2020
Supported Unity versions	2018.4.24 or higher
Support	Visit site

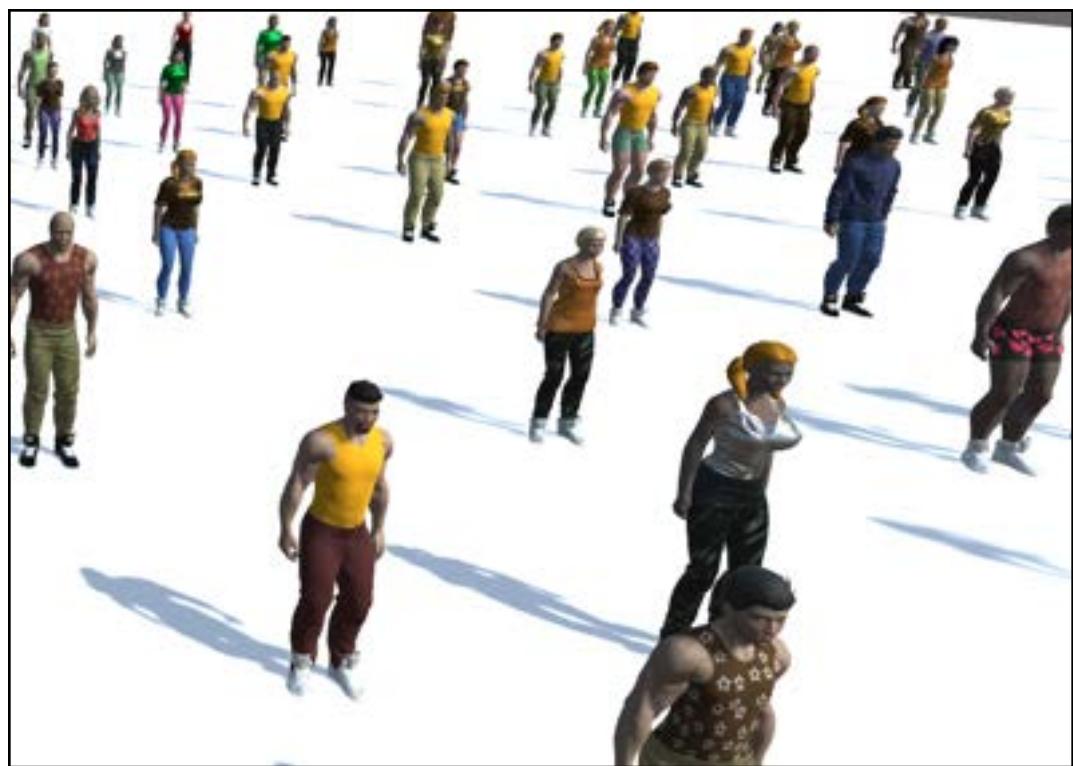
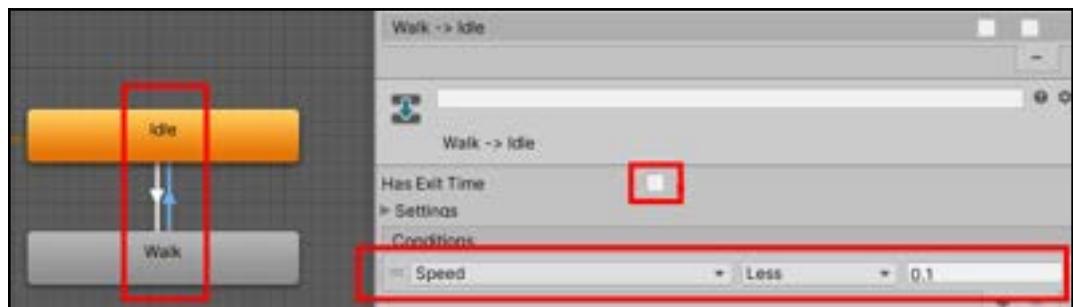














UMA 101: Back to the Learning Journey

UMA 101
The Learning Journey

▶

Wardrobe Colors BodyDNA

YouTube CC

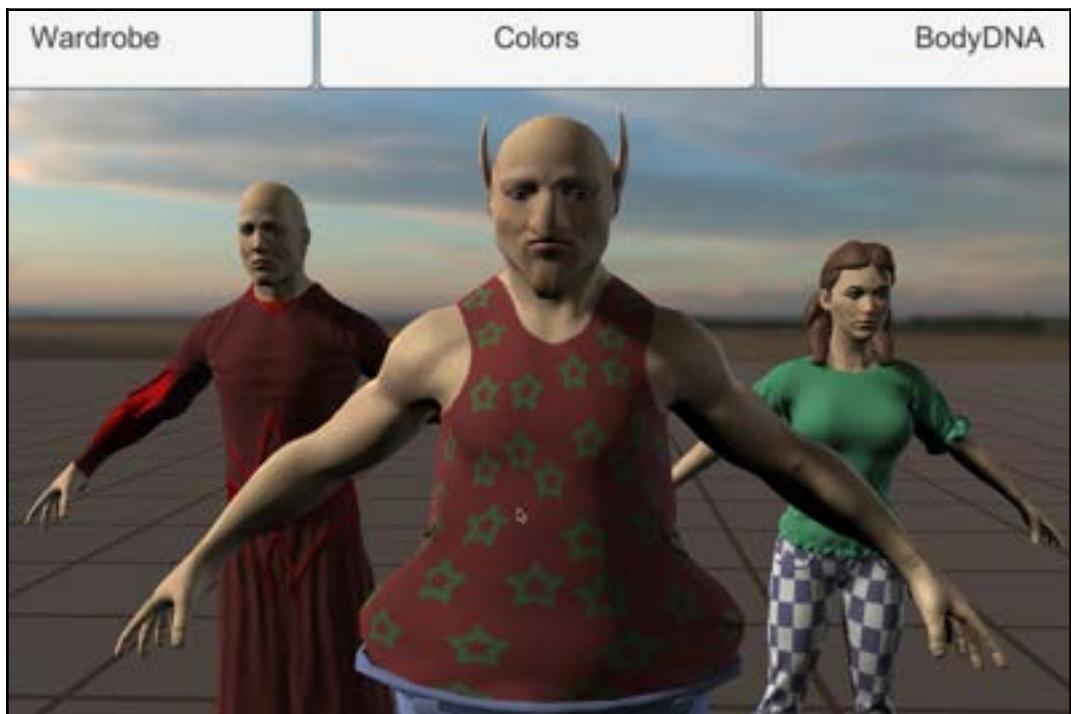
UMA 2 - Unity Multipurpose Avatar X

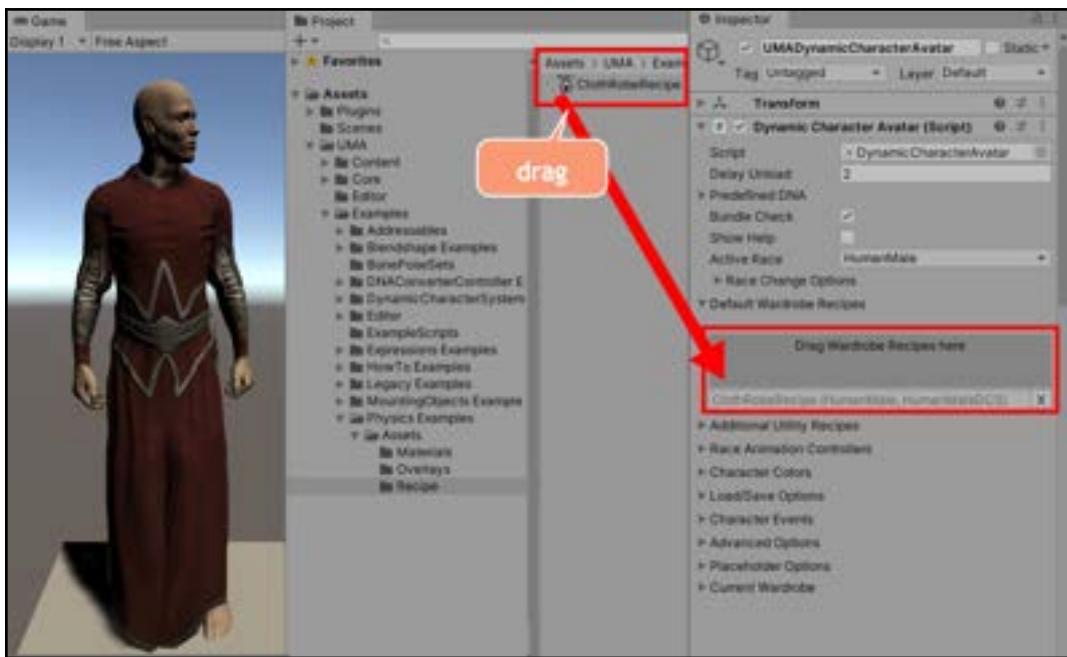
 UMA Steering Group ★★★★★ 4 | 138 Reviews

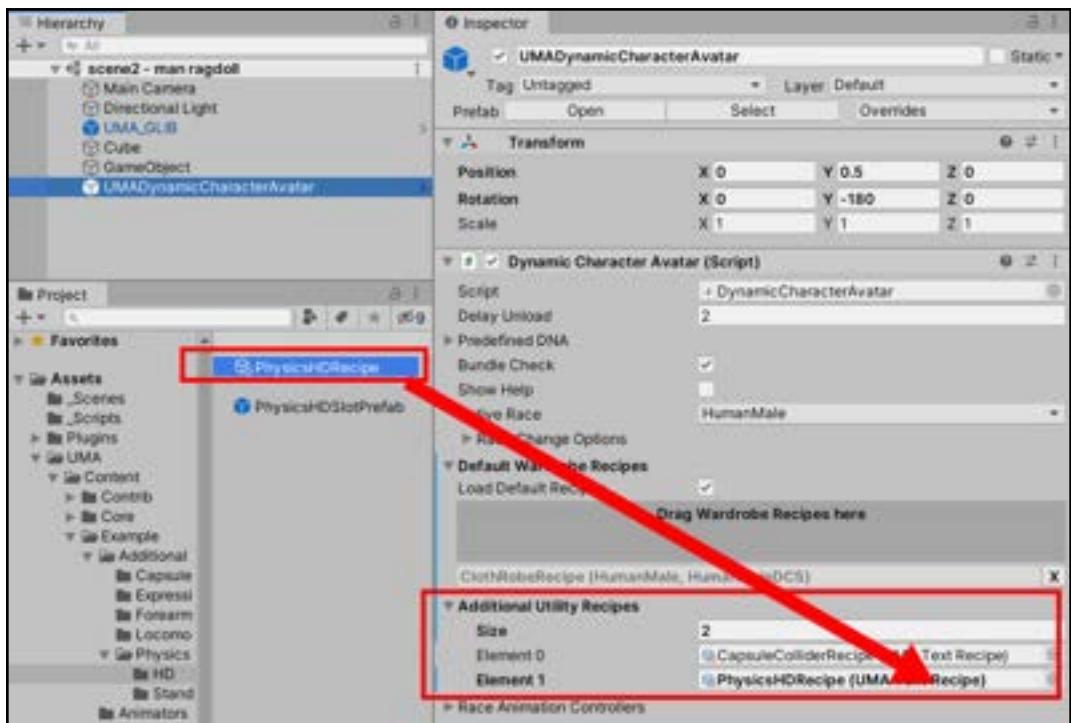
FREE

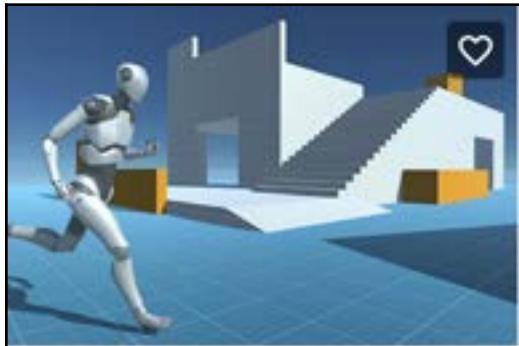
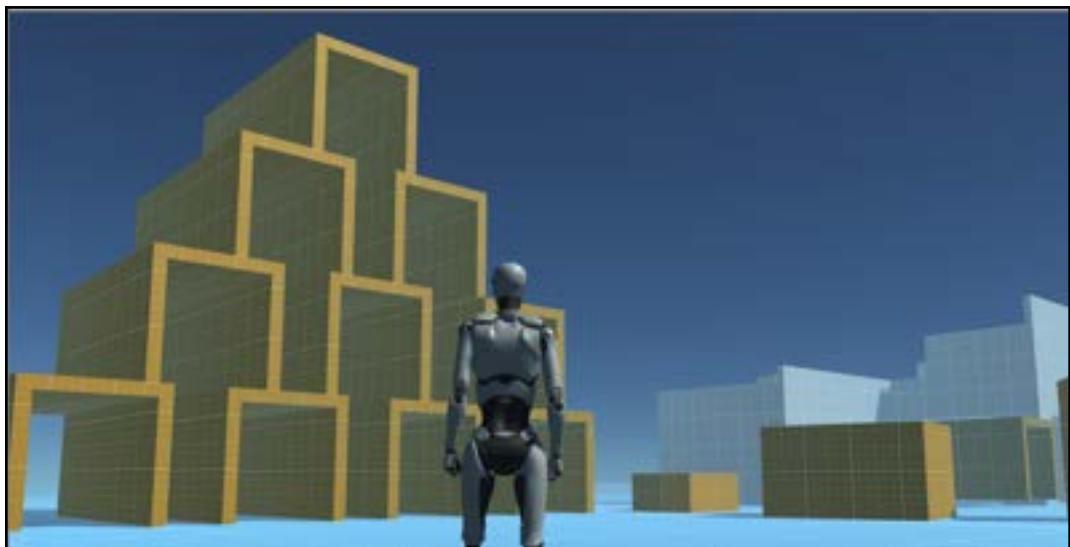
Taxes/VAT calculated at checkout

File size	505.0 MB
Latest version	2.10.1
Latest release date	Jul 27, 2020
Supported Unity versions	2018.4.19 or higher
Support	Visit site





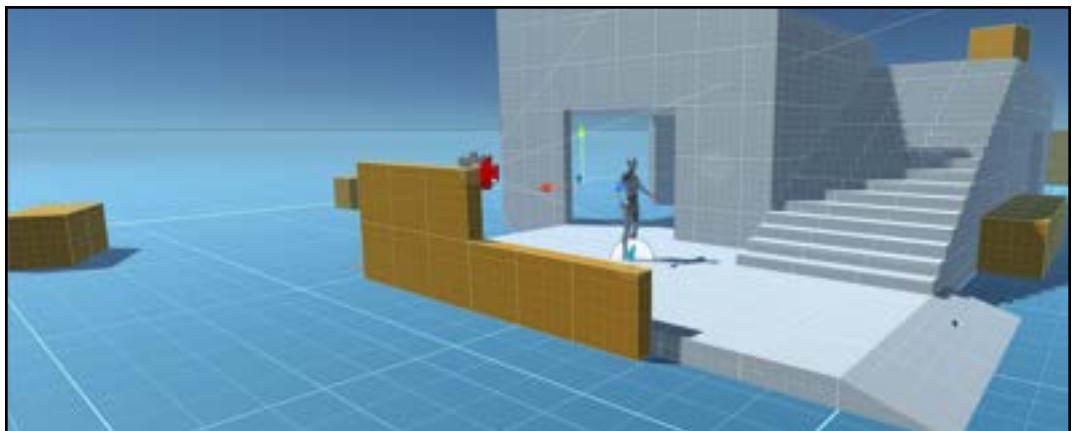




UNITY TECHNOLOGIES
Starter Assets - Third Per...
★★★★★ (16) | ❤ (309)
FREE

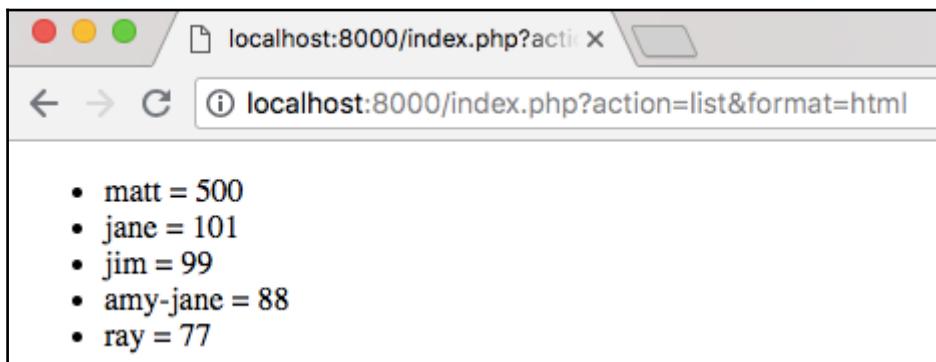
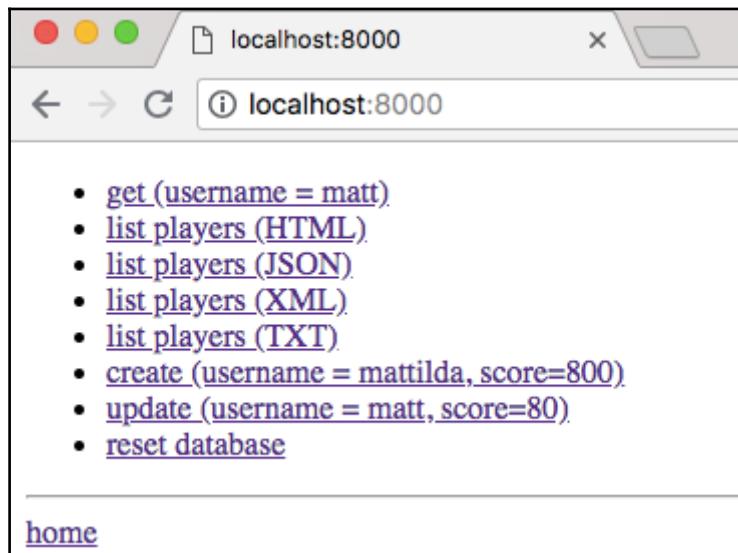


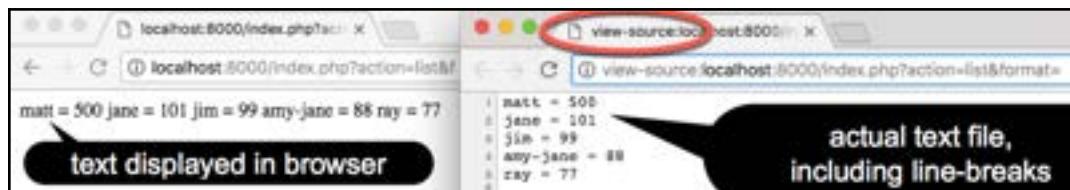
UNITY TECHNOLOGIES
Starter Assets - First Pers...
★★★★★ (7) | ❤ (203)
FREE



Chapter 8: Web Server Communication and Online Version Control

```
Terminal: Local +  
matt$ composer serve  
> php -S localhost:8000 -t ./public
```





phpLiteAdmin v1.9.7.1

Documentation | License | Project Site

Change Database
[new] leadboard.sqlite3 []

leadboard.sqlite3
[Table] player

Create New Database [?]

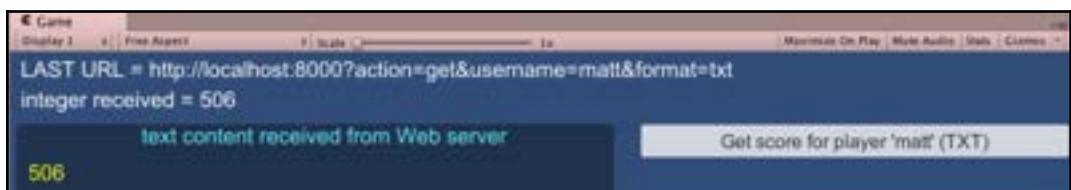
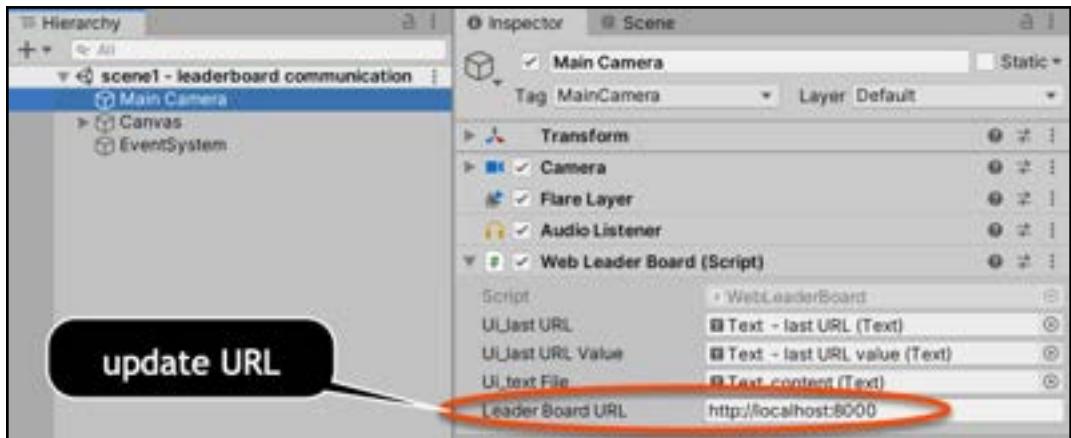
→ T →	ID	USERNAME	SCORE
<input type="checkbox"/>	1	matt	500
<input type="checkbox"/>	2	jane	101
<input type="checkbox"/>	3	jim	99
<input type="checkbox"/>	4	amy-jane	88
<input type="checkbox"/>	5	ray	77

LAST URL = <http://localhost:8000?action=list&format=html>
integer received = (not an integer)

text content received from Web server

```
<!DOCTYPE html>
<html lang="en">
<ul>
<li>matt = 500
<li>jane = 101
<li>jim = 99
<li>amy-jane = 88
<li>ray = 77
</ul>
<hr>
<br>
```

Get all scores as HTML
Get all scores as TXT
Get all scores as JSON
Get all scores as XML
RESET scores
Get score for player 'matt' (HTML)
Get score for player 'matt' (TXT)
Set score for player 'matt' (random 500-510)
-1 if new score lower than score



A terminal window on a Mac OS X system (Matthews-MacBook-Air-2) is running a 'git' command. The output shows the usage of the git command and common commands like 'clone'. The 'git' command itself is circled with a red oval.

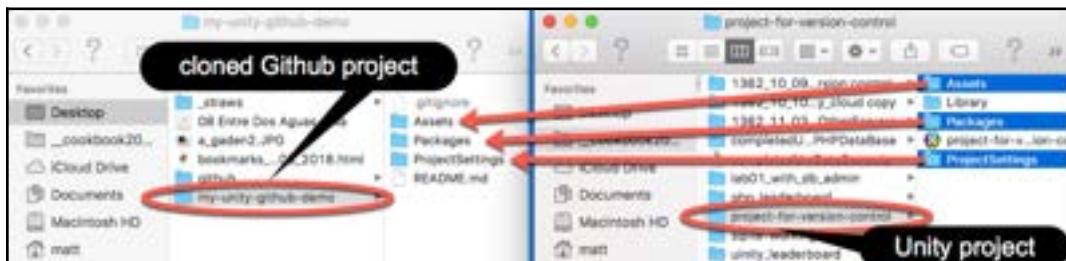
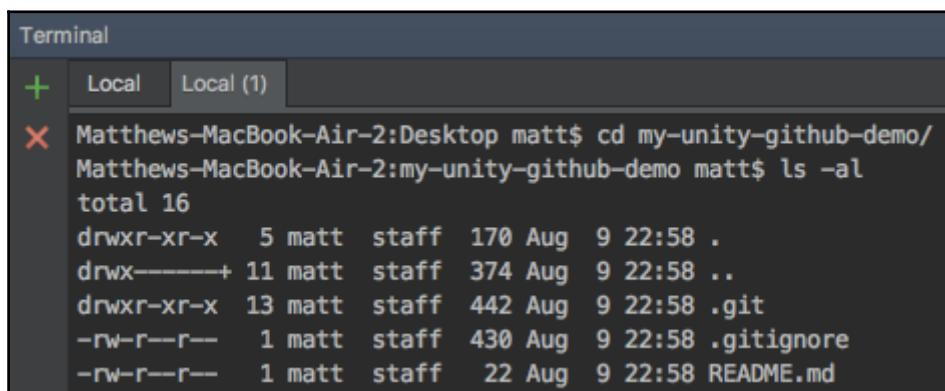
```
Matthews-MacBook-Air-2:~ ma t$ git
usage: git [--version] [--help] [-C <path>] [-c name=value]
           [--exec-path[=<path>]] [--html-path] [--man-path] [-
           -p | --paginate | --no-pager] [--no-replace-objects
           [--git-dir=<path>] [--work-tree=<path>] [--namespace
           <command> [<args>]

These are common Git commands used in various situations:

start a working area (see also: git help tutorial)
  clone      Clone a repository into a new directory
```

A screenshot of a GitHub user profile for "dr-matt-smith". The profile picture is a smiling man with short hair. The top navigation bar shows "Your Repositories" and the URL "GitHub, Inc. [US] | https://github.com/dr-matt-smith/repos". Below the profile picture, there are tabs for "Overview", "Repositories 382", "Issues", "Marketplace", and "Explore". The "Repositories 382" tab is circled in red. Below the tabs is a search bar and filters for "Type: All" and "Language: All". A green "New" button is highlighted with a red circle. A black callout bubble points to the "New" button with the text "click to start a new project repository". The main content area lists several repositories: "unity-cookbook-2018" (updated 3 hours ago), "unity-cookbook-2018-ch12-web" (private, updated 3 hours ago), and "unity-cookbook-2018-ch12-01-php-mysql-web-leaderboard" (private, updated 8 hours ago).

A screenshot of the "Create a new repository" form. It starts with "Owner" set to "dr-matt-smith" and "Repository name" set to "my-new-unity-repository". A green checkmark icon is next to the repository name. Below this, a radio button for "Public" is selected, with a note: "Anyone can see this repository. You choose who can commit.". A checked checkbox for "Initialize this repository with a README" has a note: "This will let you immediately clone the repository and start working on it." A black callout bubble points to this checkbox with the text "click to add a .gitignore". In the bottom left, there's a dropdown for ".gitignore" with "None" selected, and another for "Add a license" also set to "None". A modal window titled ".gitignore" shows a list of options: "u", "Umbraco", "Unity" (which is highlighted with a blue selection bar and circled in red), and "UnrealEngine". A black callout bubble points to the "Unity" option with the text "selection of community generated files". At the bottom right, there are links for "Contact GitHub", "API", "Training", "Shop", and "Blog".



[dr-matt-smith / my-unity-github-demo](#)

Code Issues Pull requests Projects Wiki Insights Settings

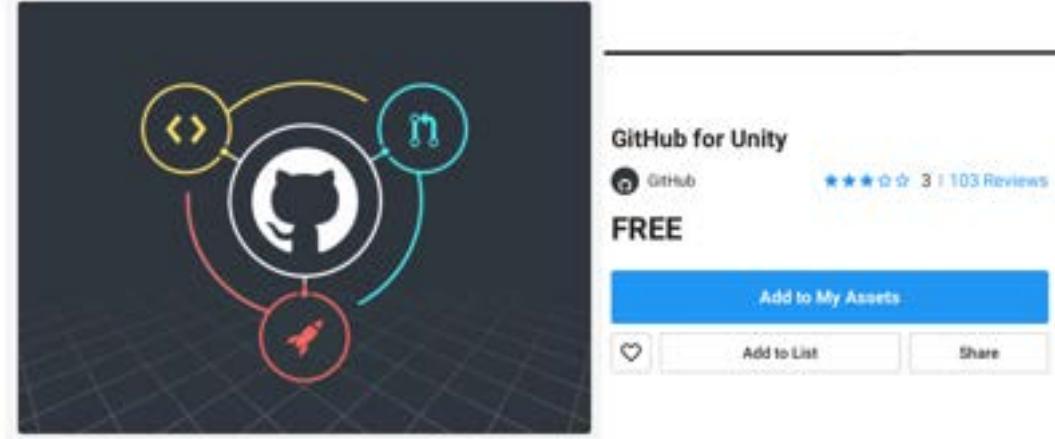
2 commits 1 branch 0 releases 1 contributor

dr-matt-smith files added to project Latest commit 1f415a3 3 minutes ago

Assets	files added to project	3 minutes ago
Packages	files added to project	3 minutes ago
ProjectSettings	files added to project	3 minutes ago
.gitignore	Initial commit	35 minutes ago
README.md	Initial commit	35 minutes ago

unity Asset Store

Assets Tools Services By Unity Industries

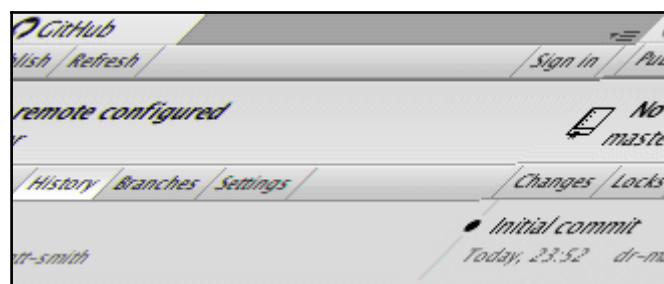
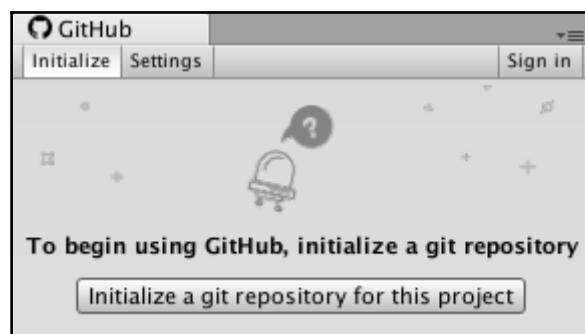
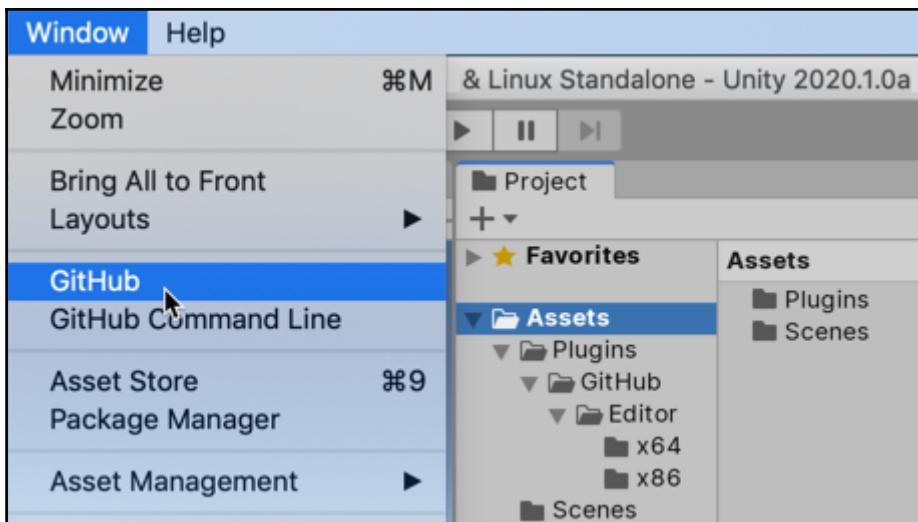


GitHub for Unity

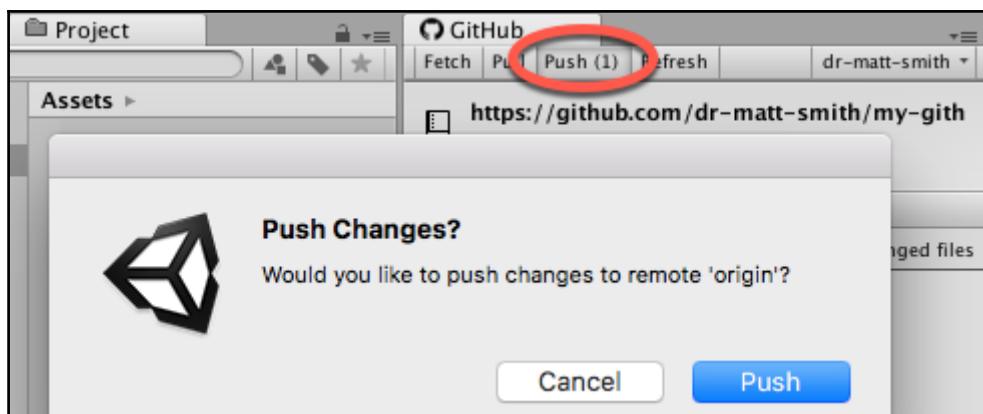
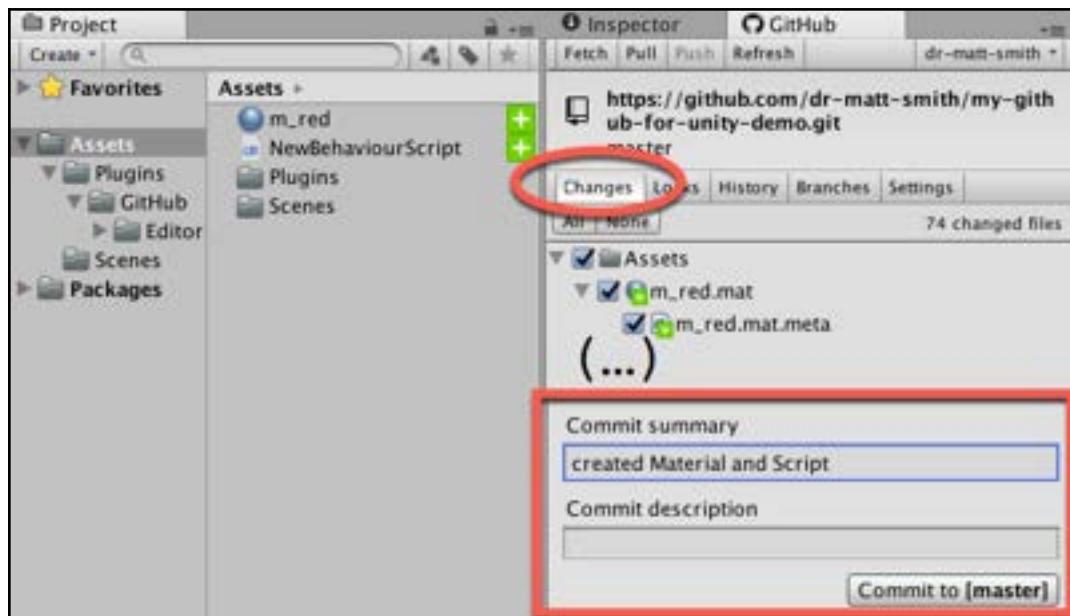
GitHub ★★★☆☆ 3 / 103 Reviews

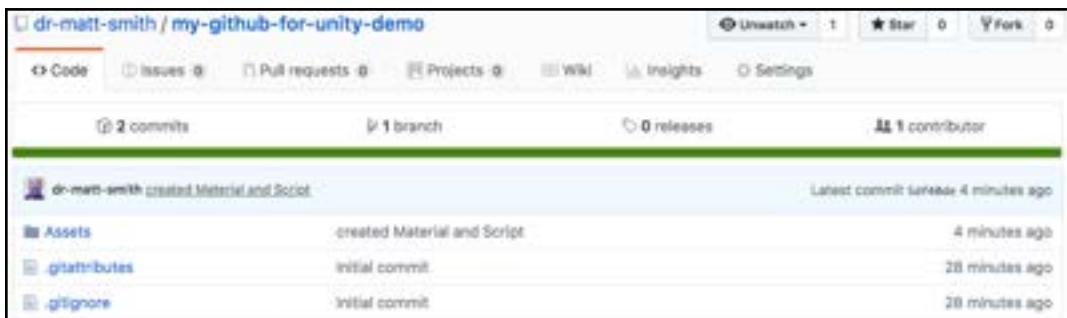
FREE

Add to My Assets Add to List Share

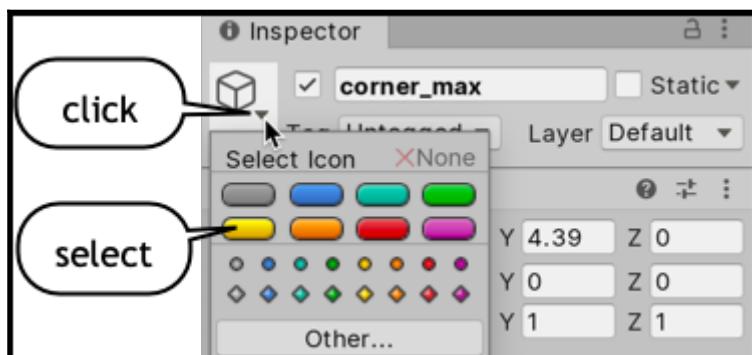
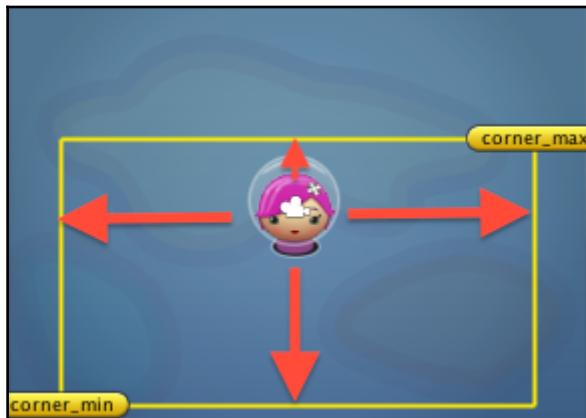


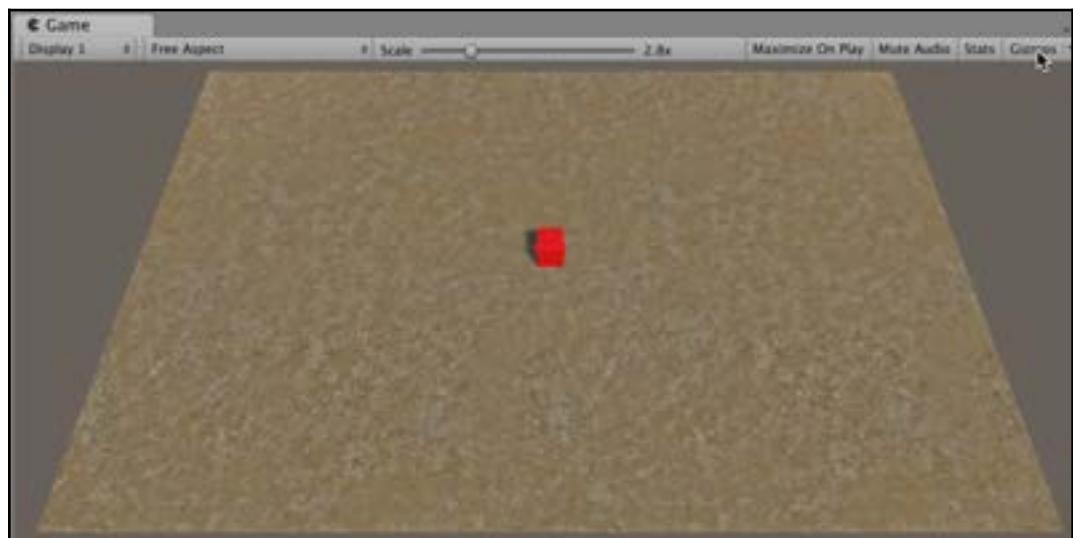


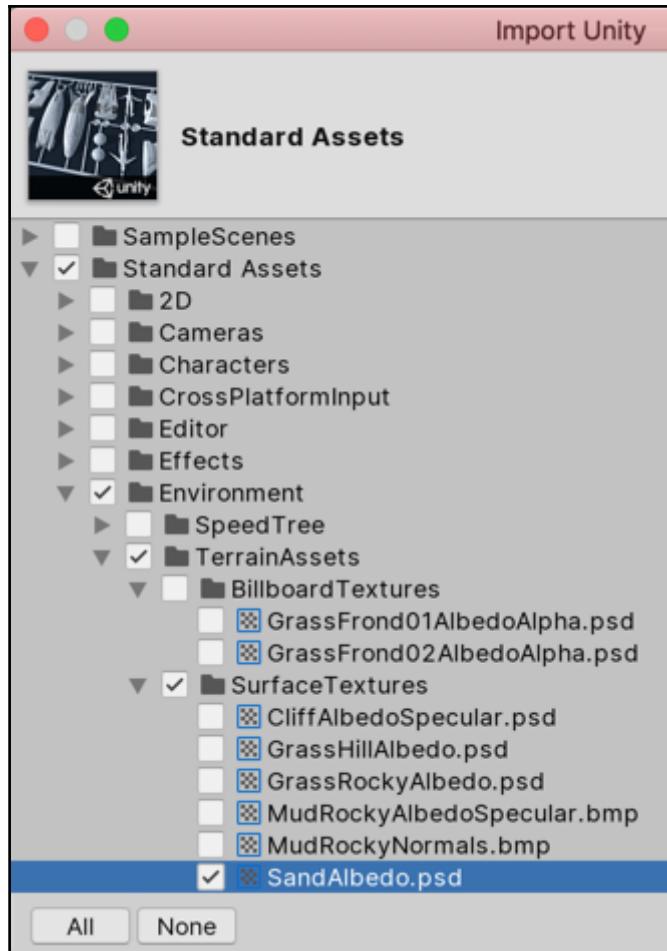


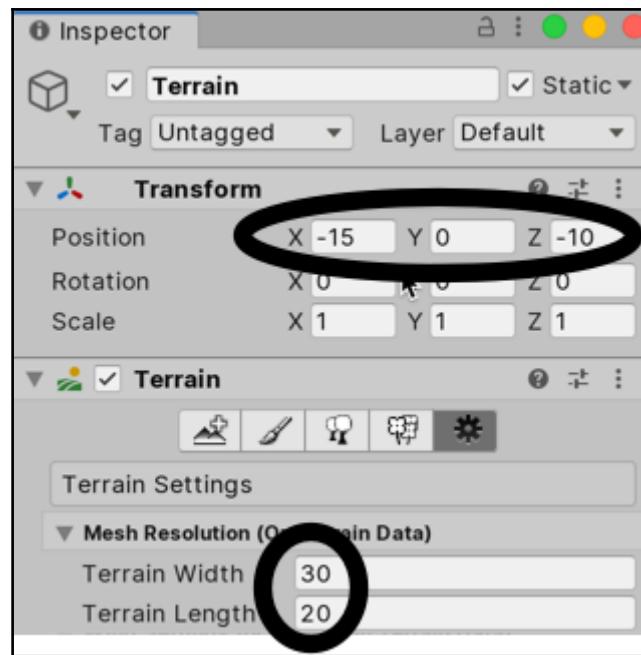


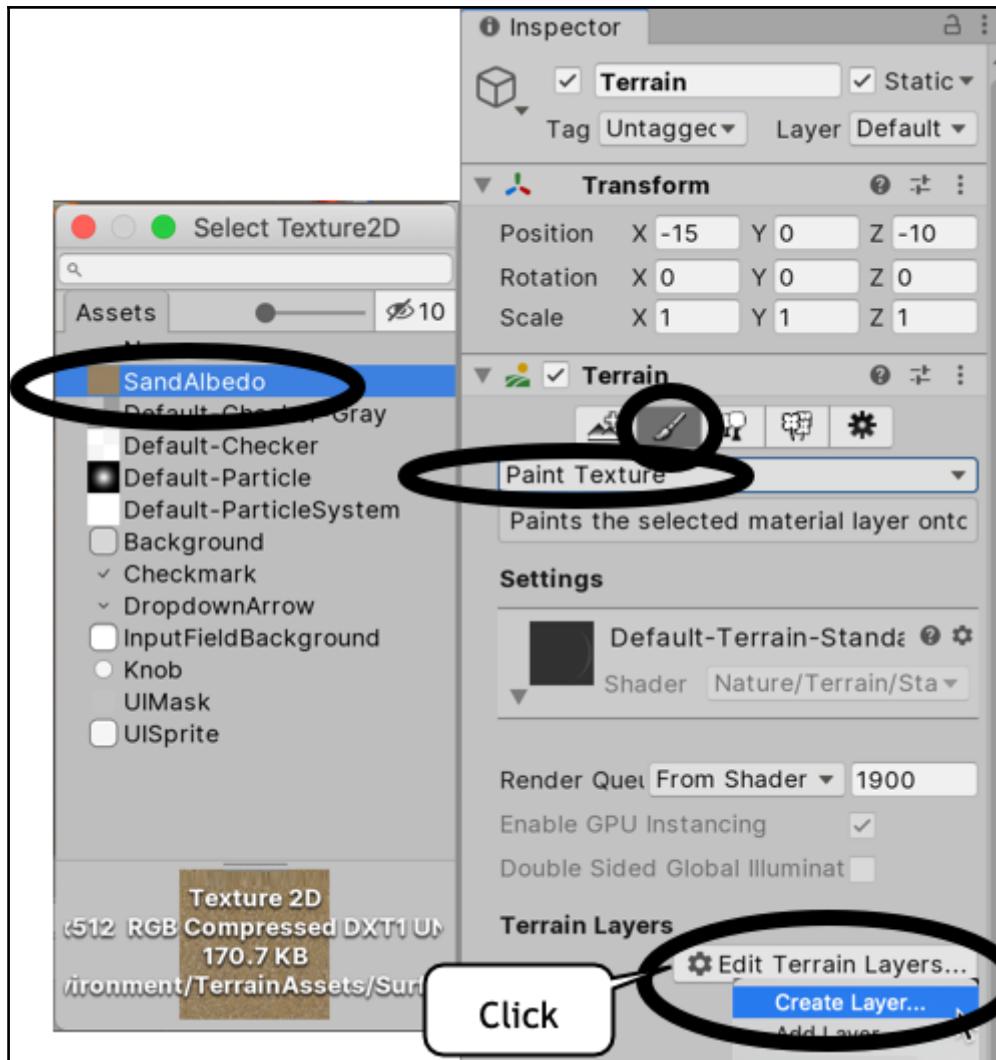
Chapter 9: Controlling and Choosing Positions

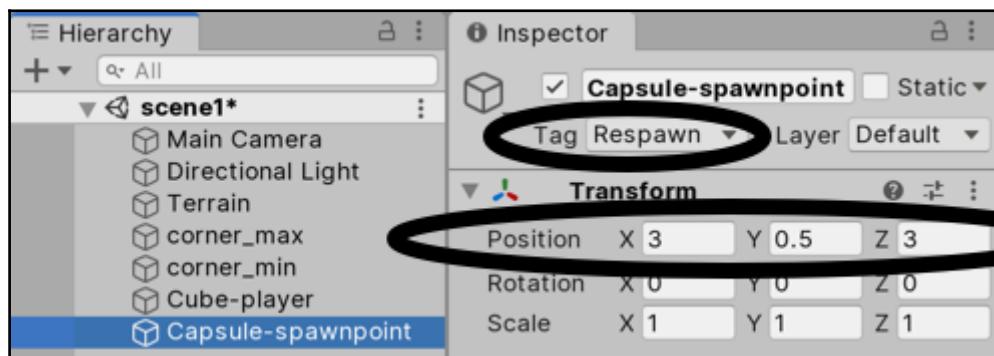
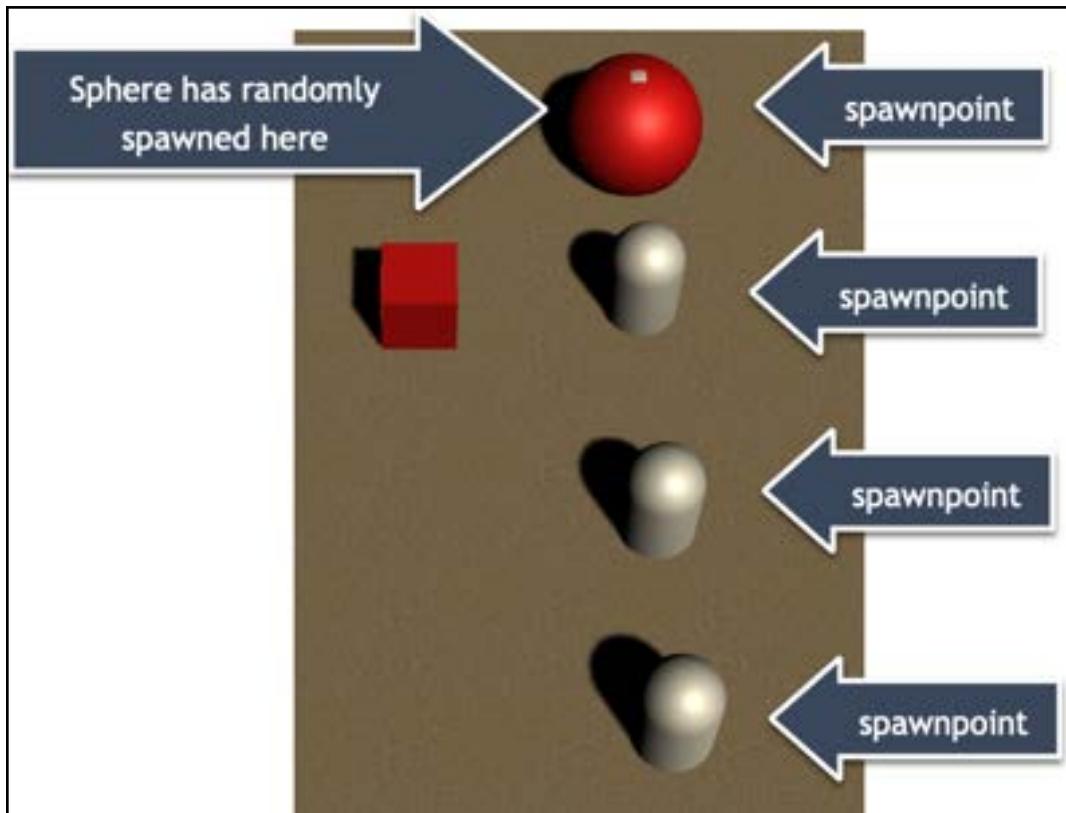


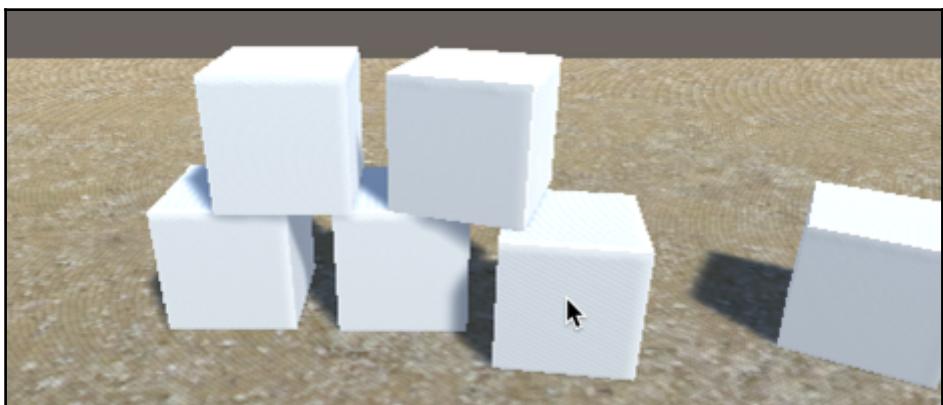
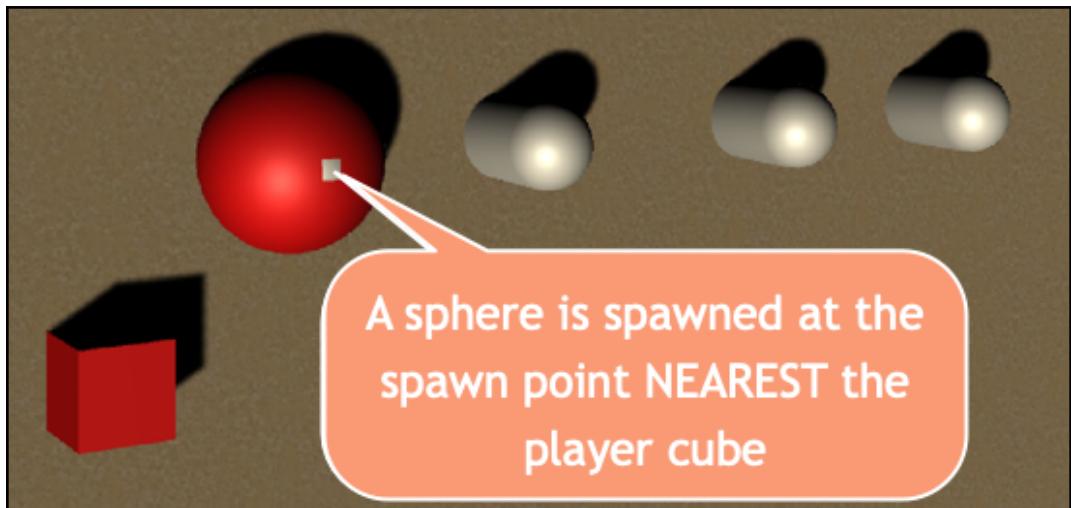


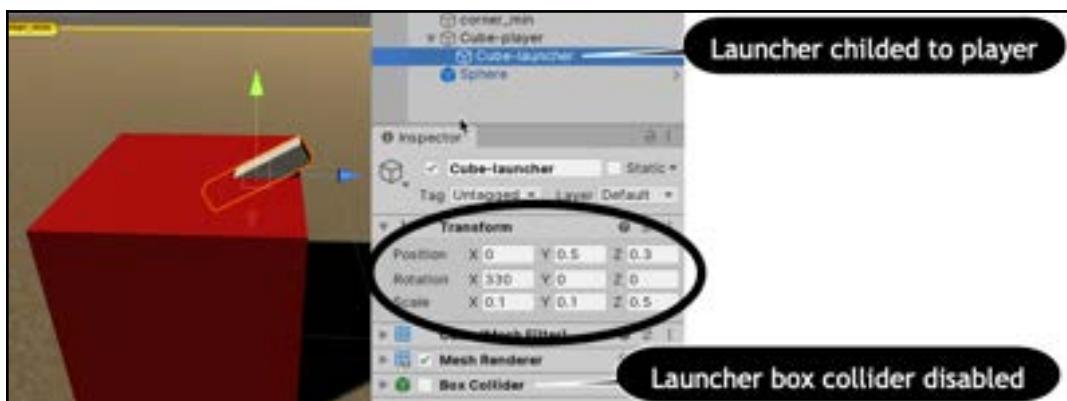
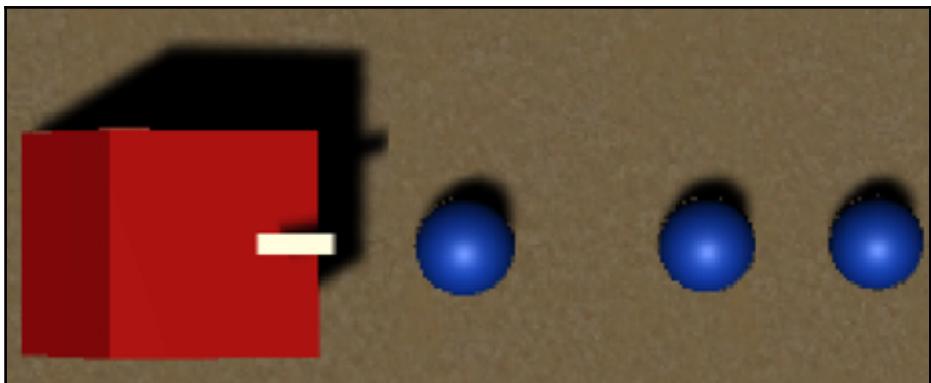




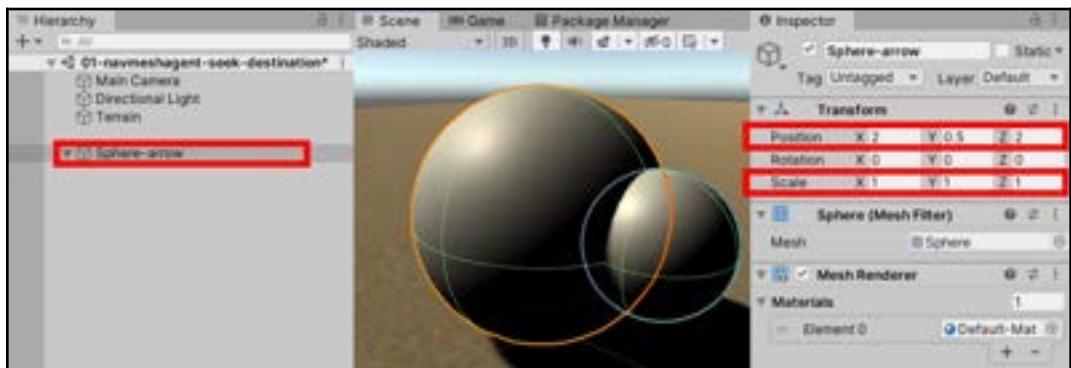
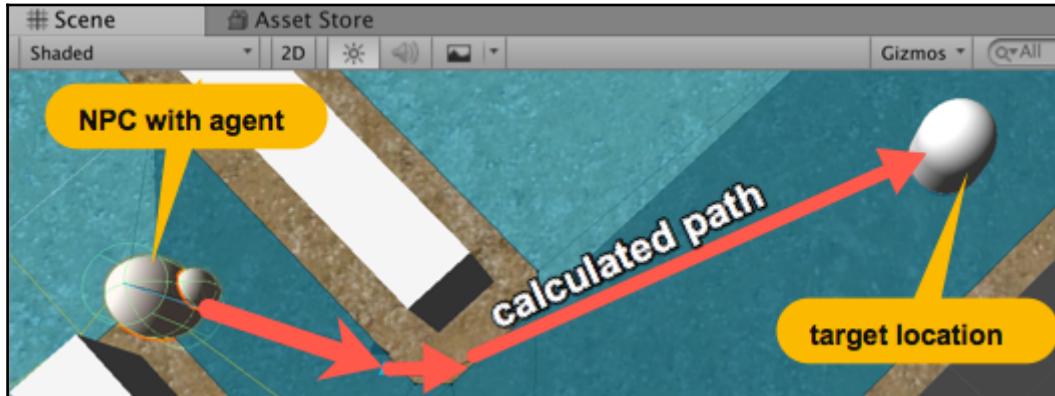


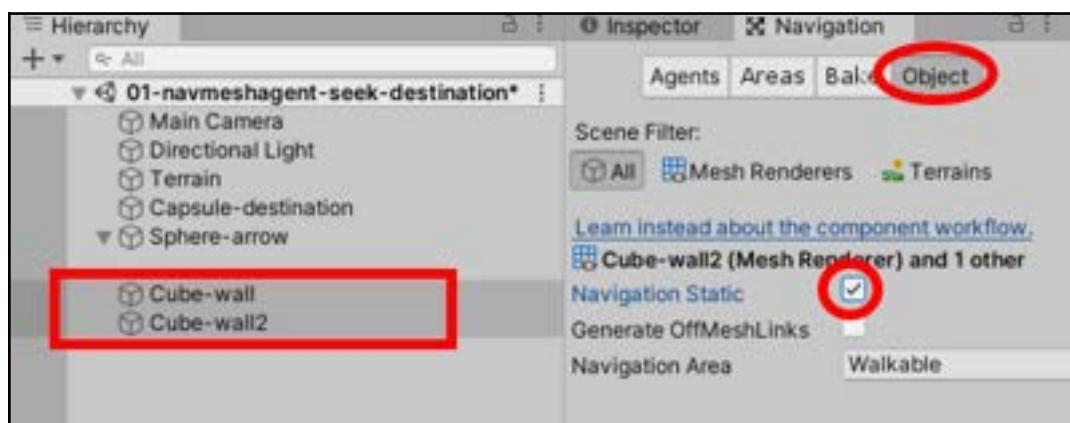
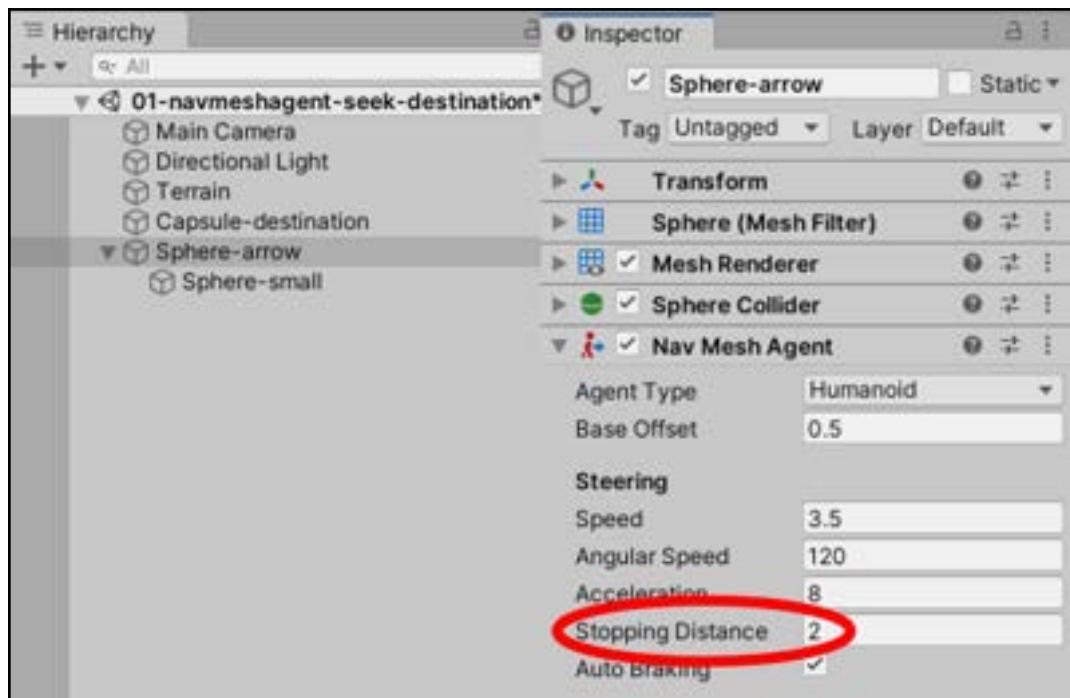


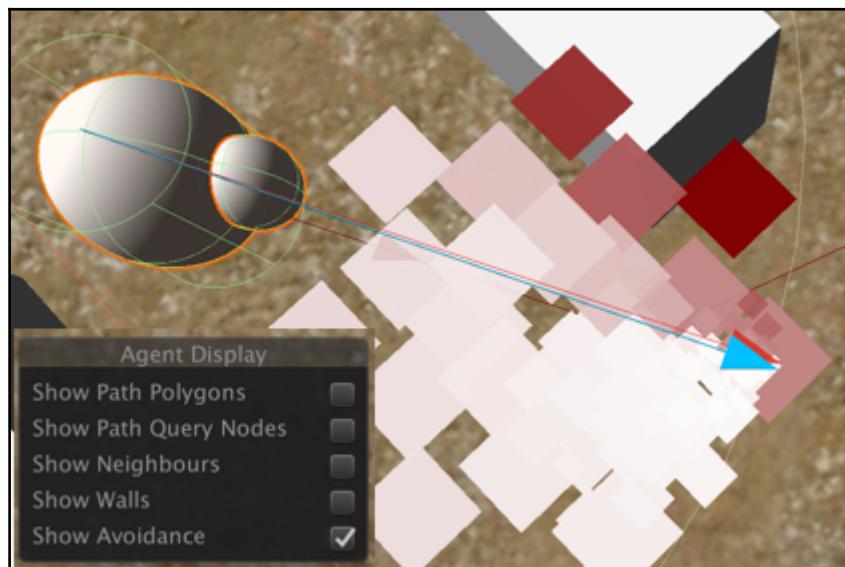
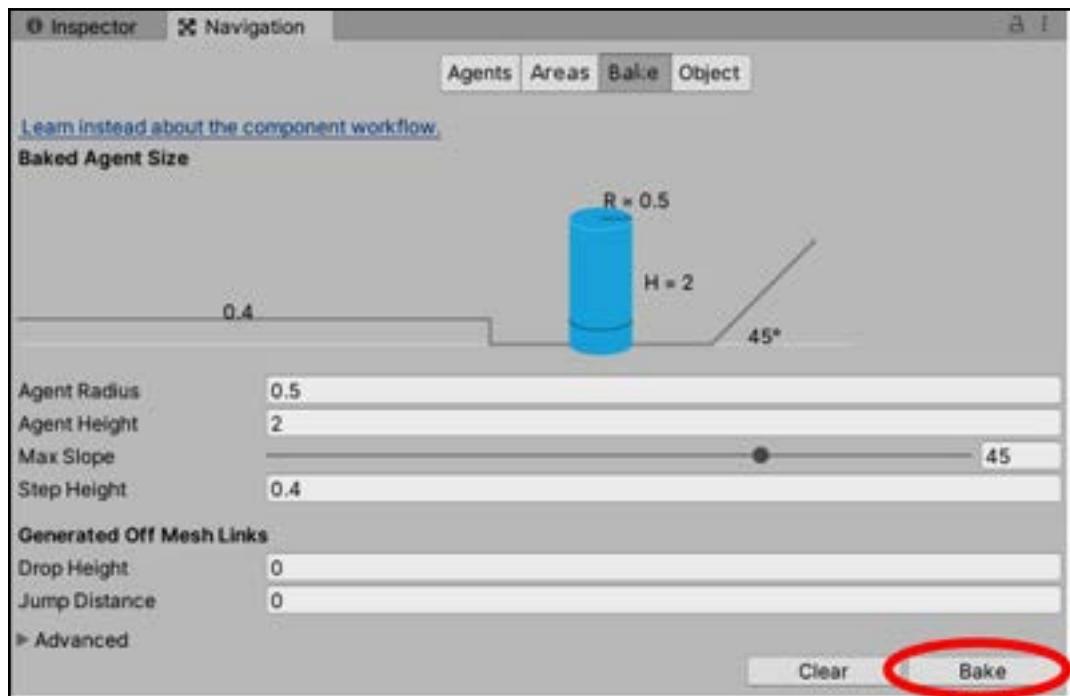


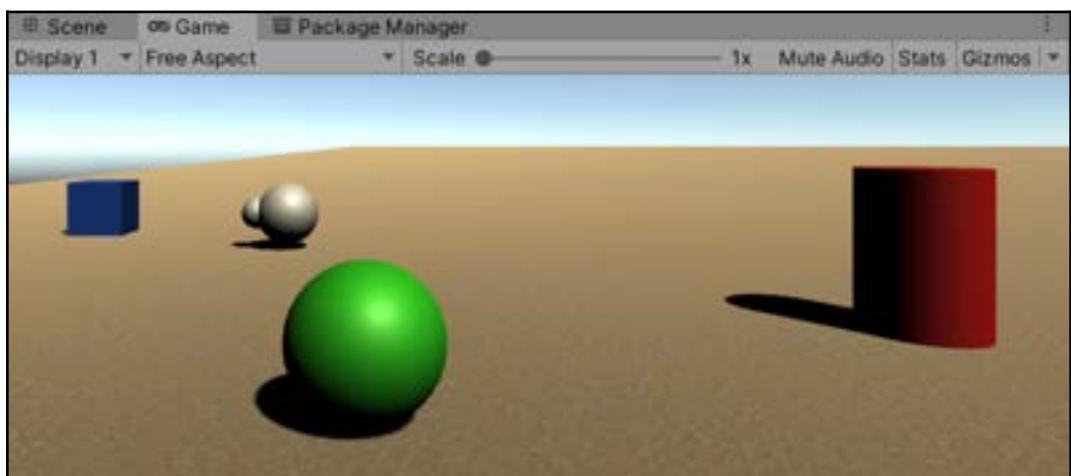
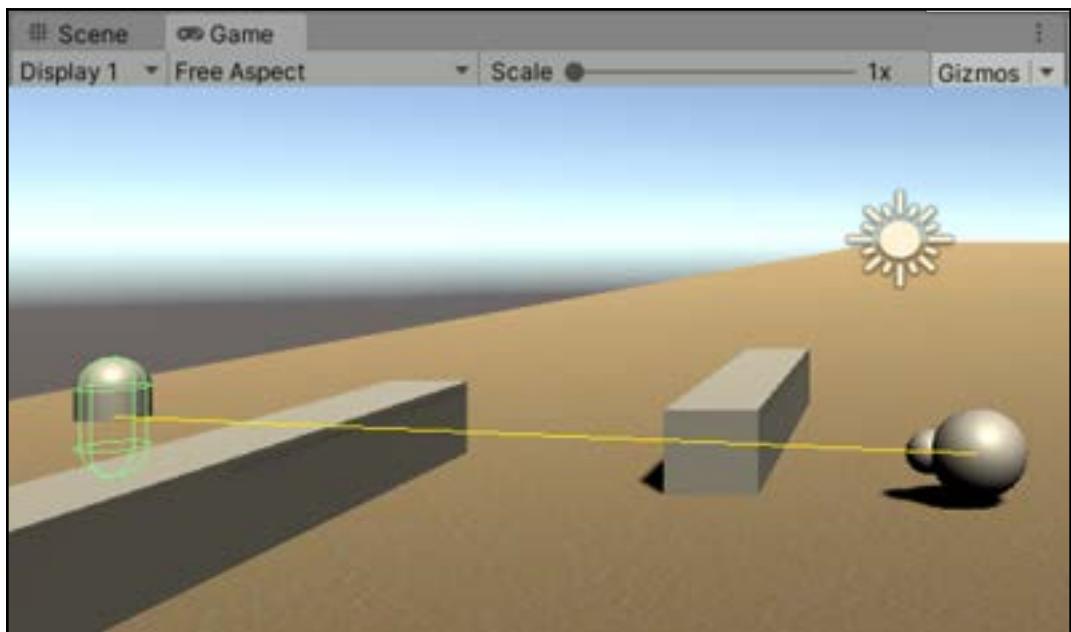


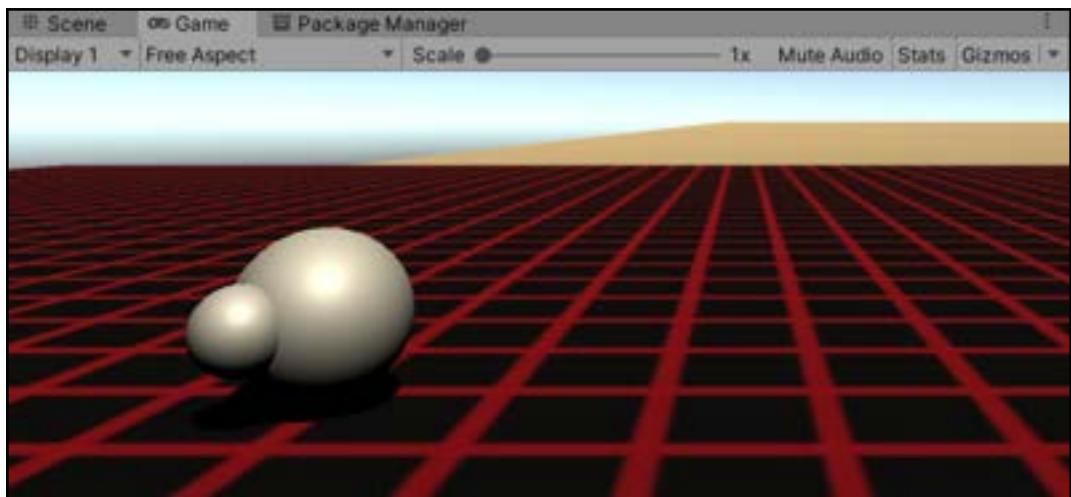
Chapter 10: Navigation Meshes and Agents



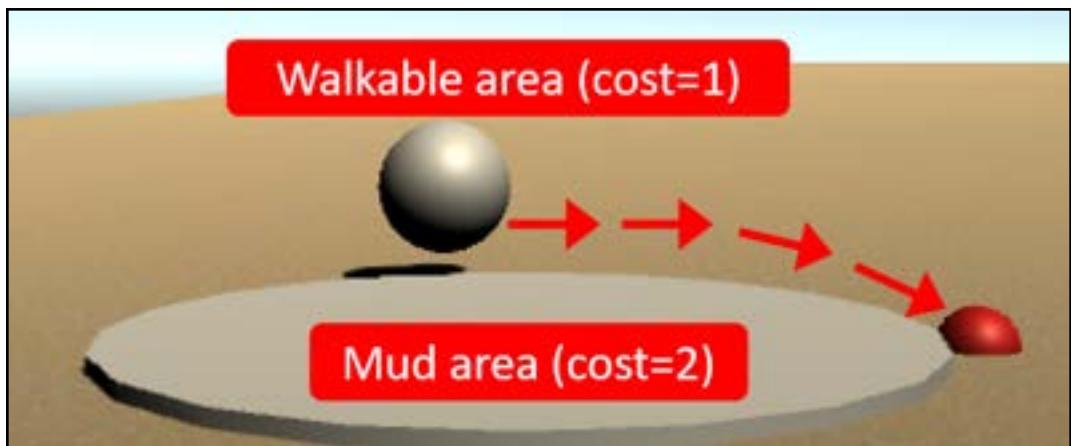
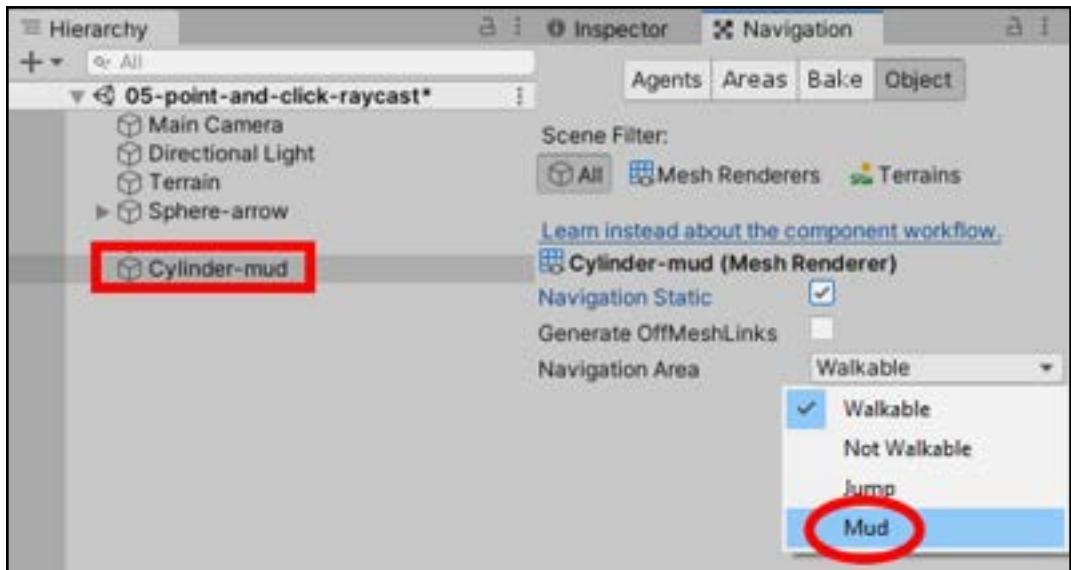


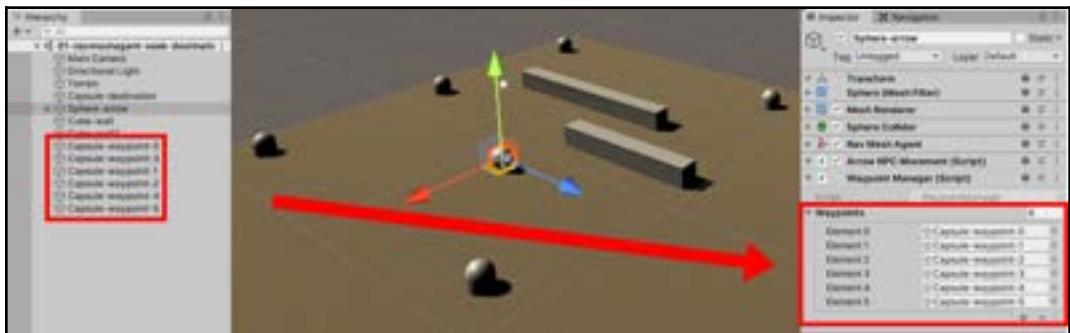


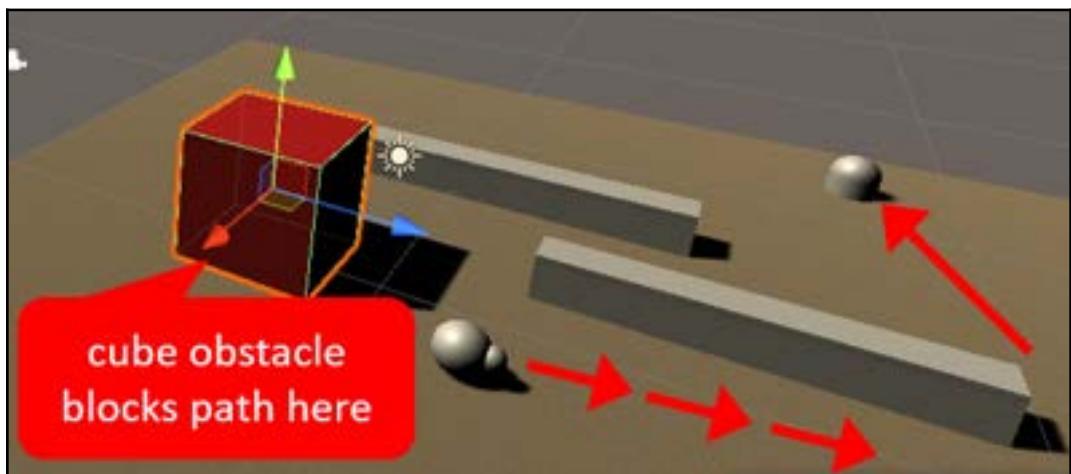
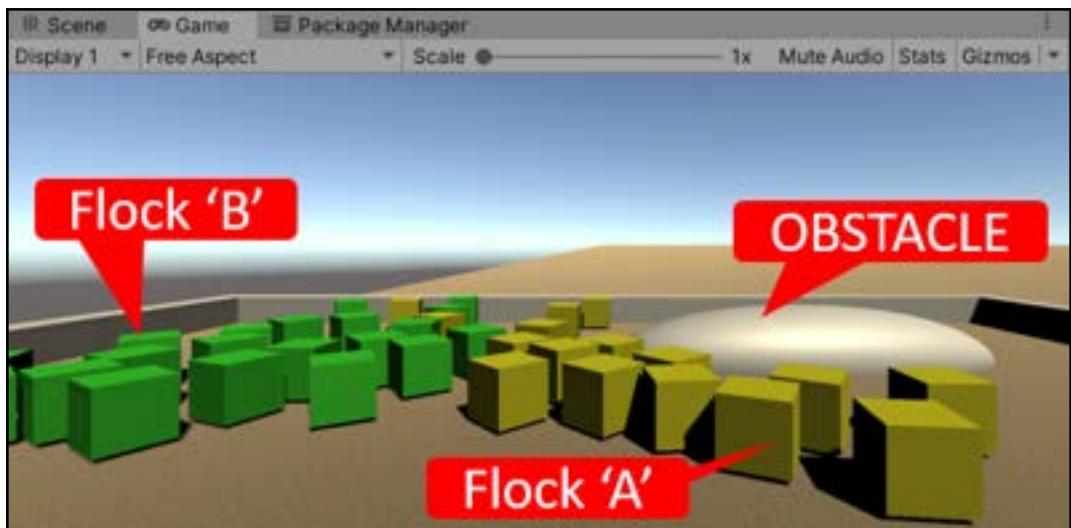




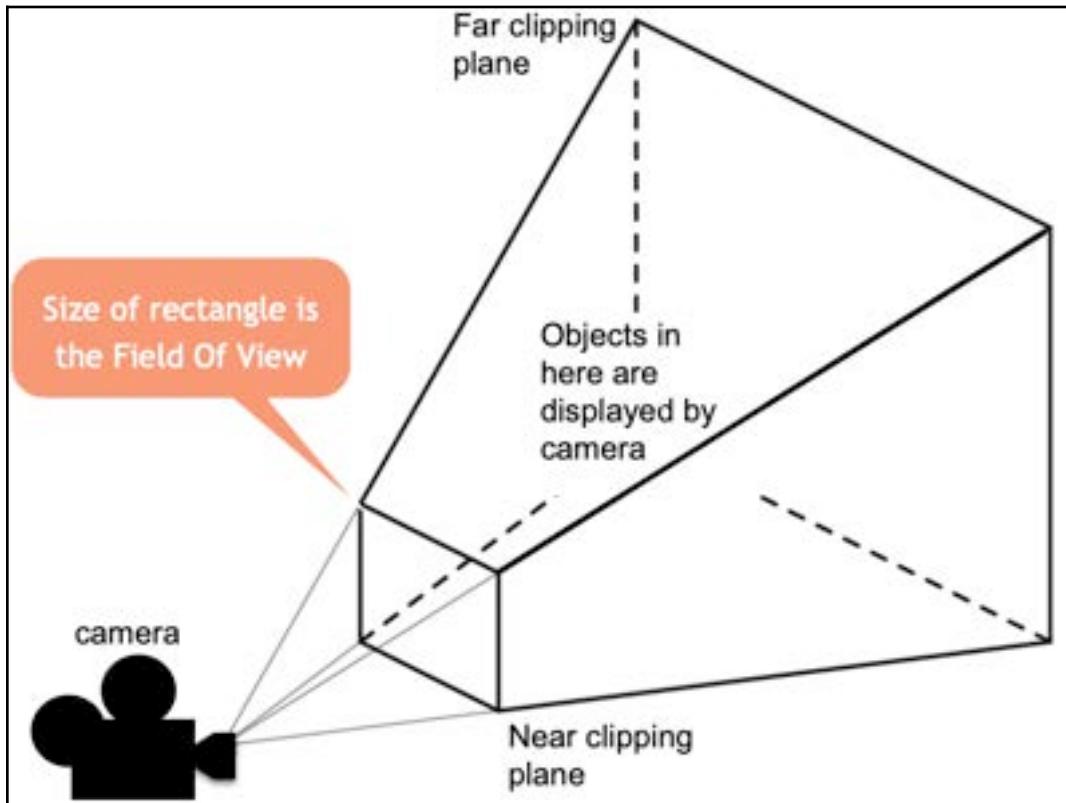
Navigation			
	Agents	Areas	Bake
Built-in 0	Walkable	1	
Built-in 1	Not Walkable	1	
Built-in 2	Jump	2	
User 3	Mud	2	

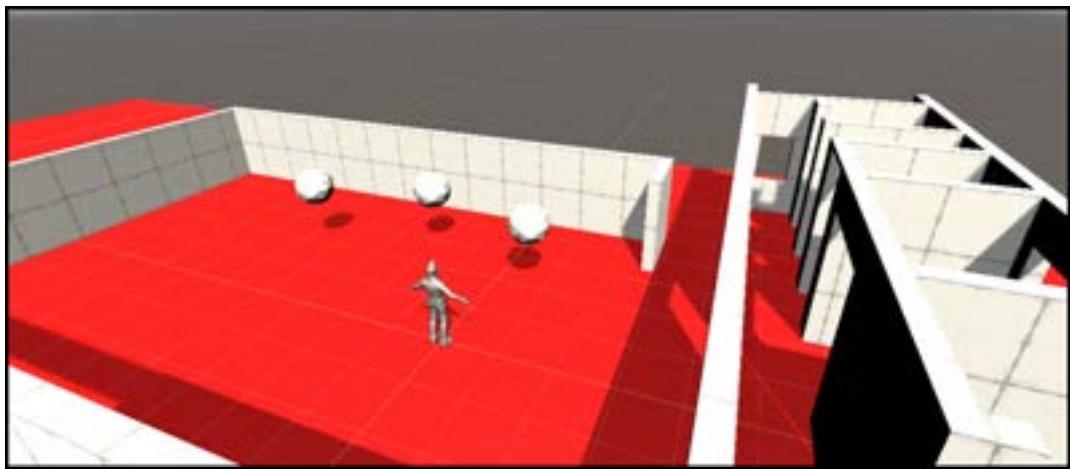






Chapter 11: Cameras and Rendering Pipelines

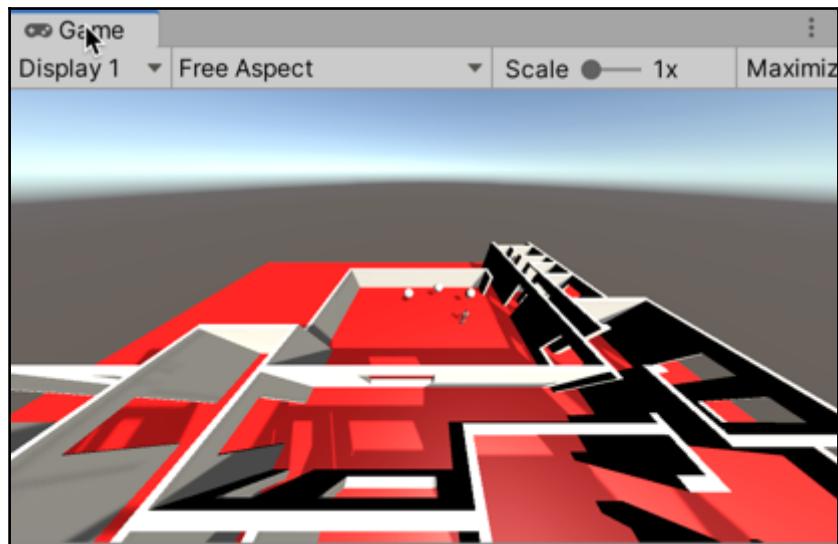
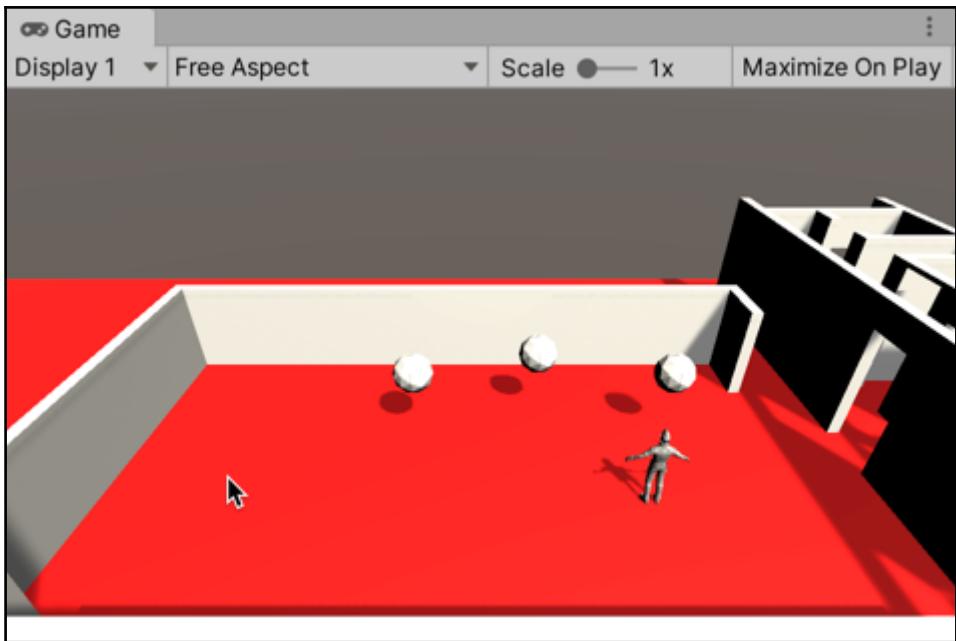


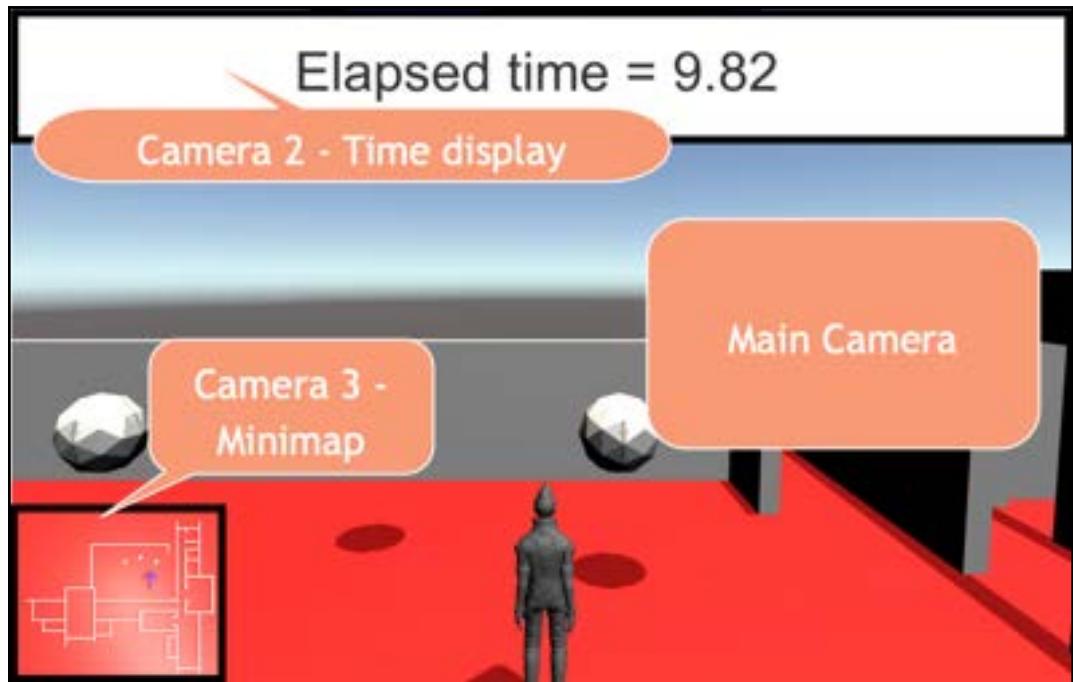


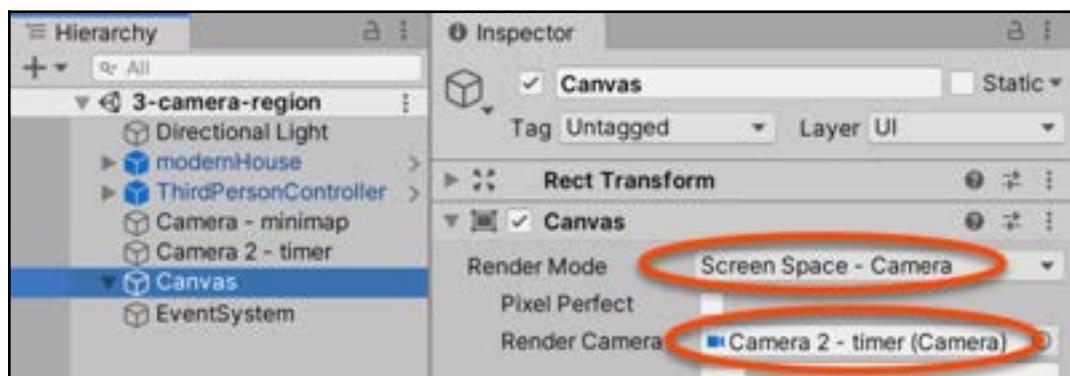
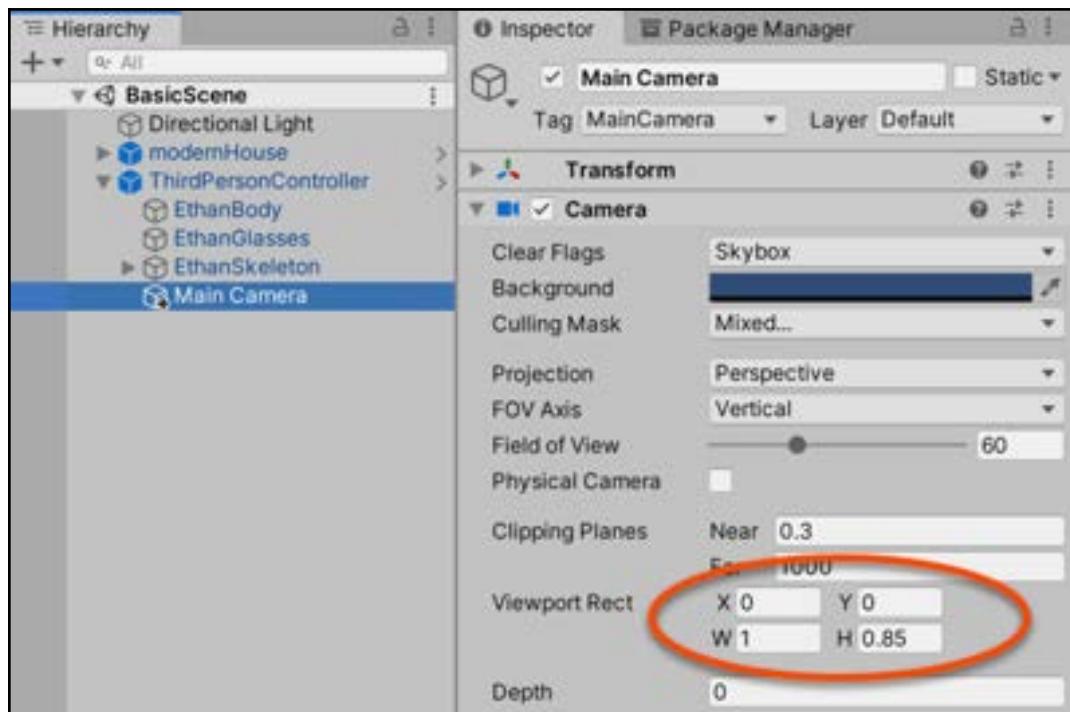
Standard Assets (for Unity 2018.4)
Unity Technologies • ★★★★ 9 · 1,1264 Reviews
FREE
[Open in Unity](#) [Download](#)

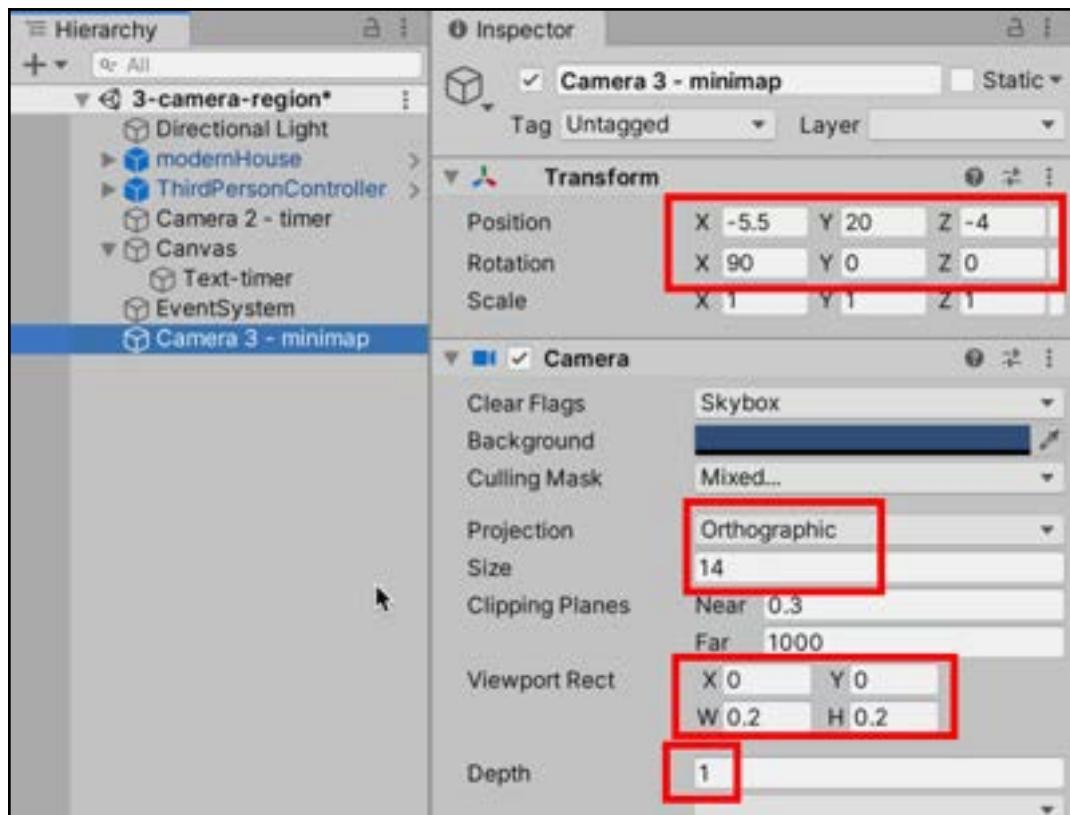
License:	Extension Asset
File size:	183.2 MB
Latest version:	11.8
Latest release date:	Apr 8, 2020
Support Unity versions:	2018.4.1 or higher
Support:	Visit site

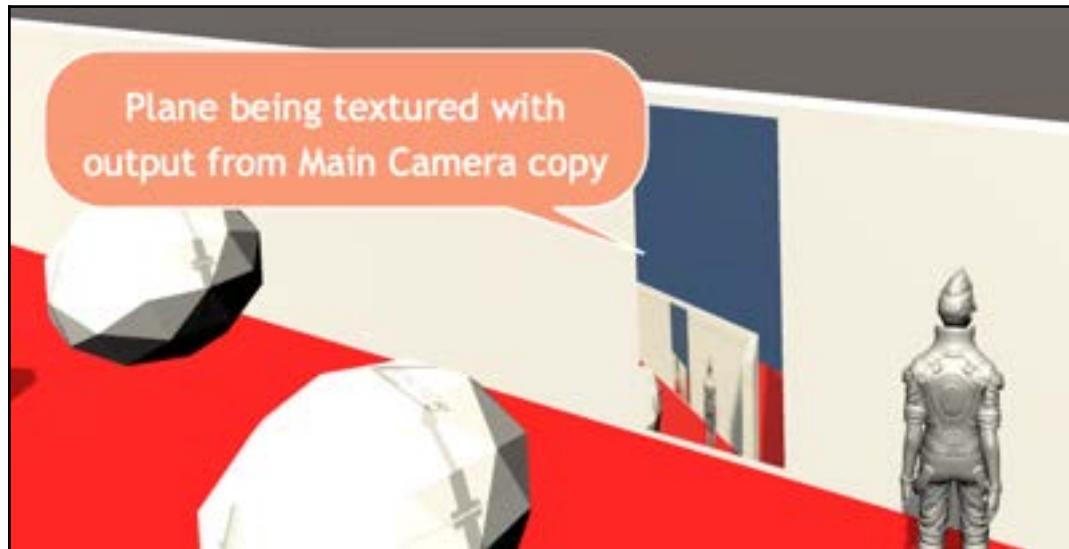
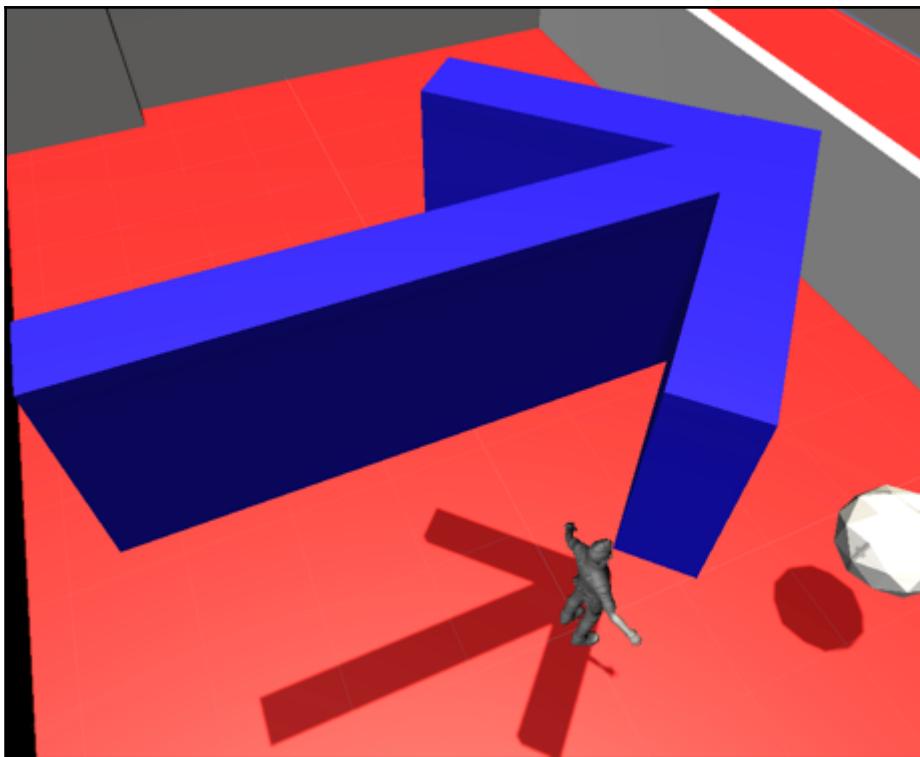
The Main Camera for a scene must be tagged "Main Camera"

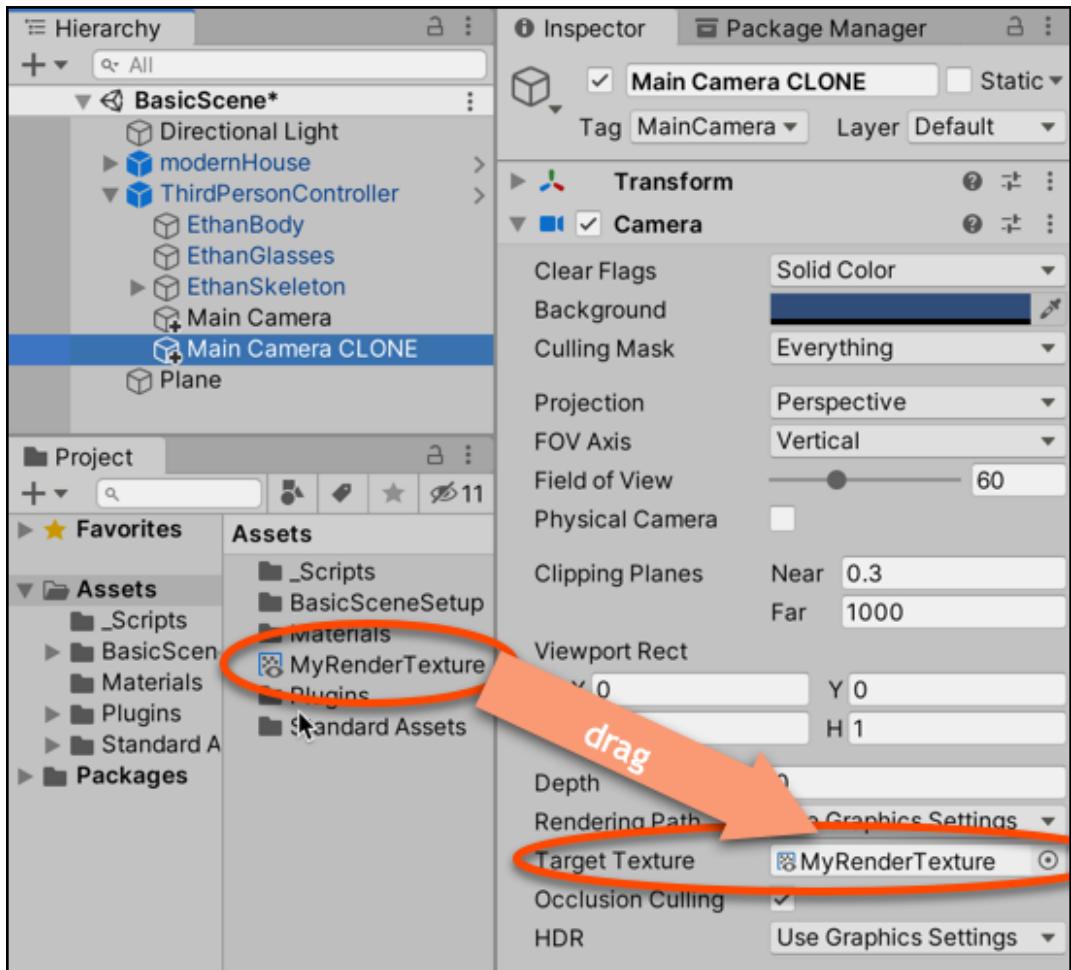


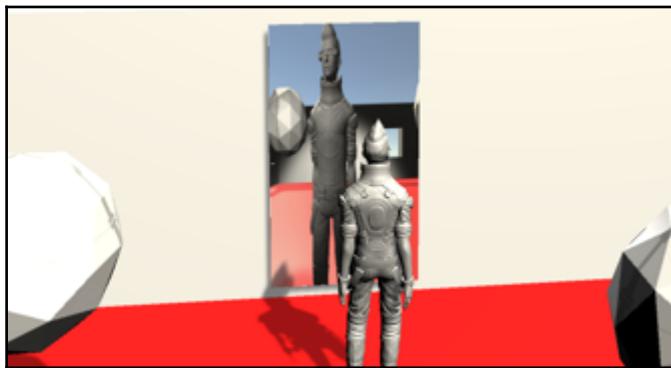
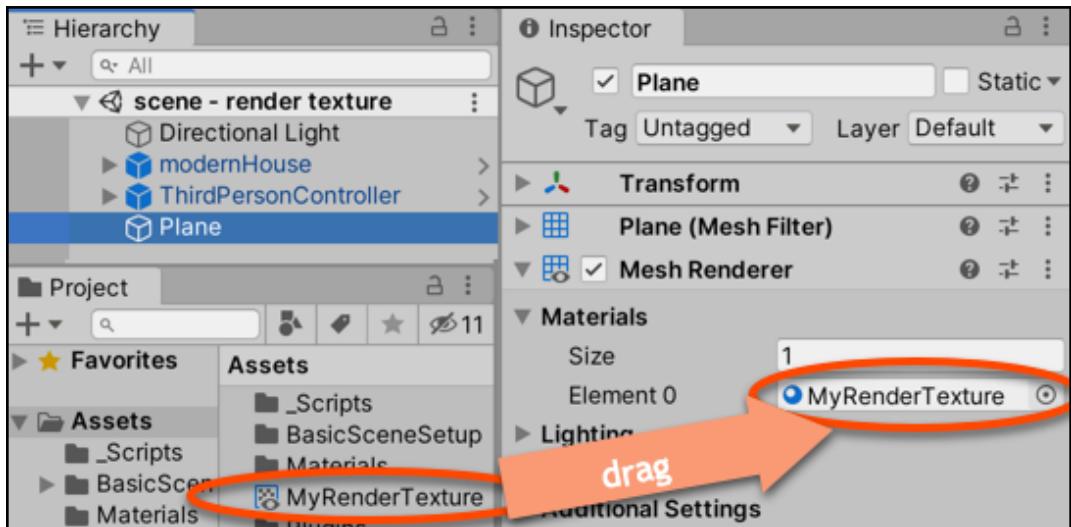


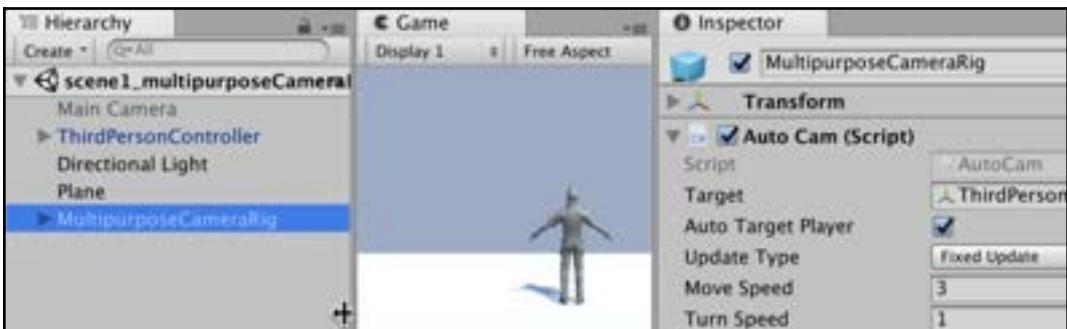
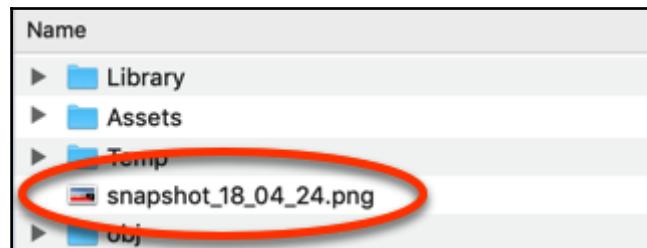
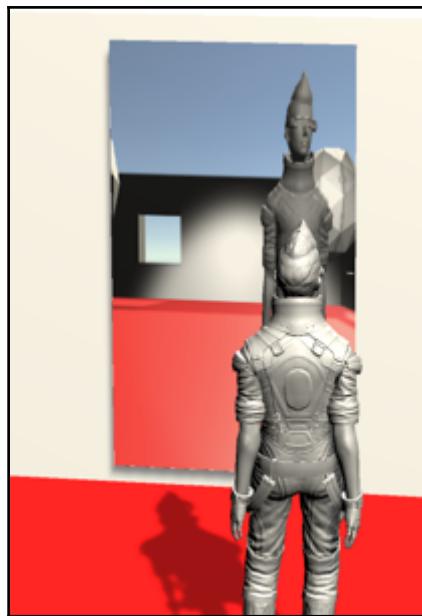


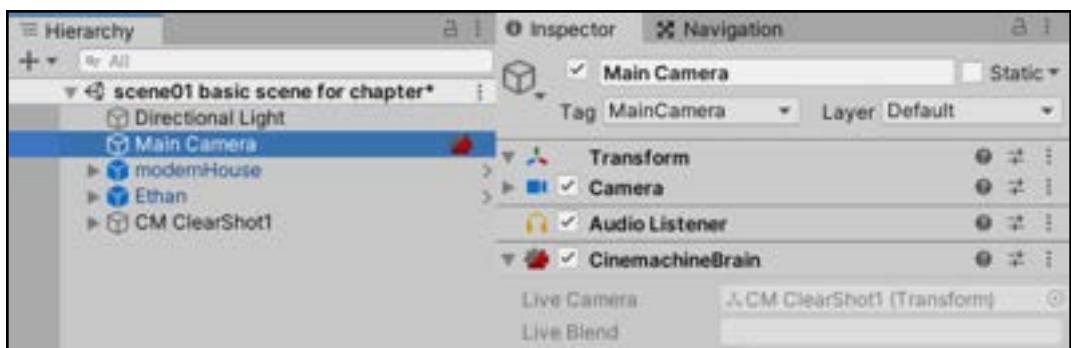
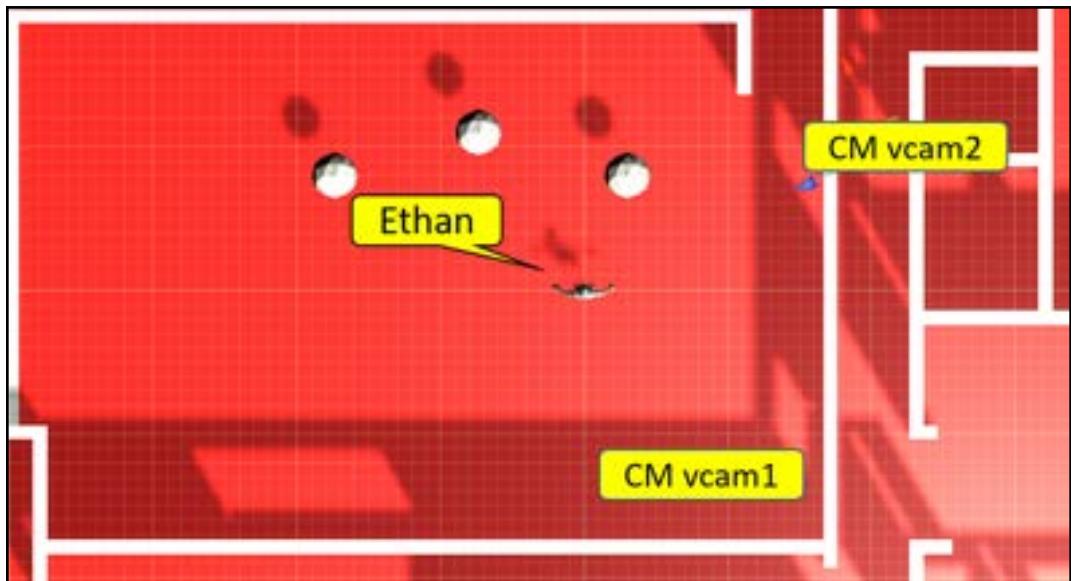


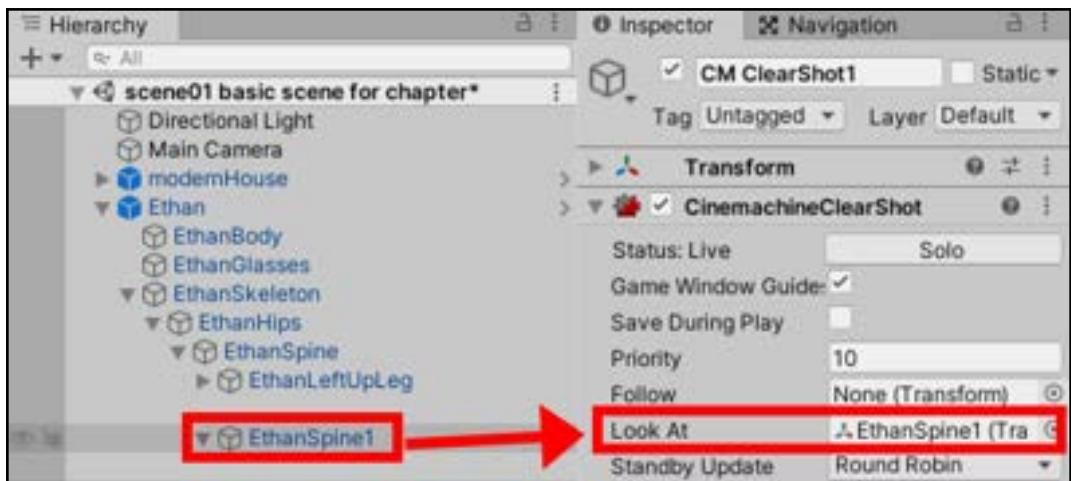


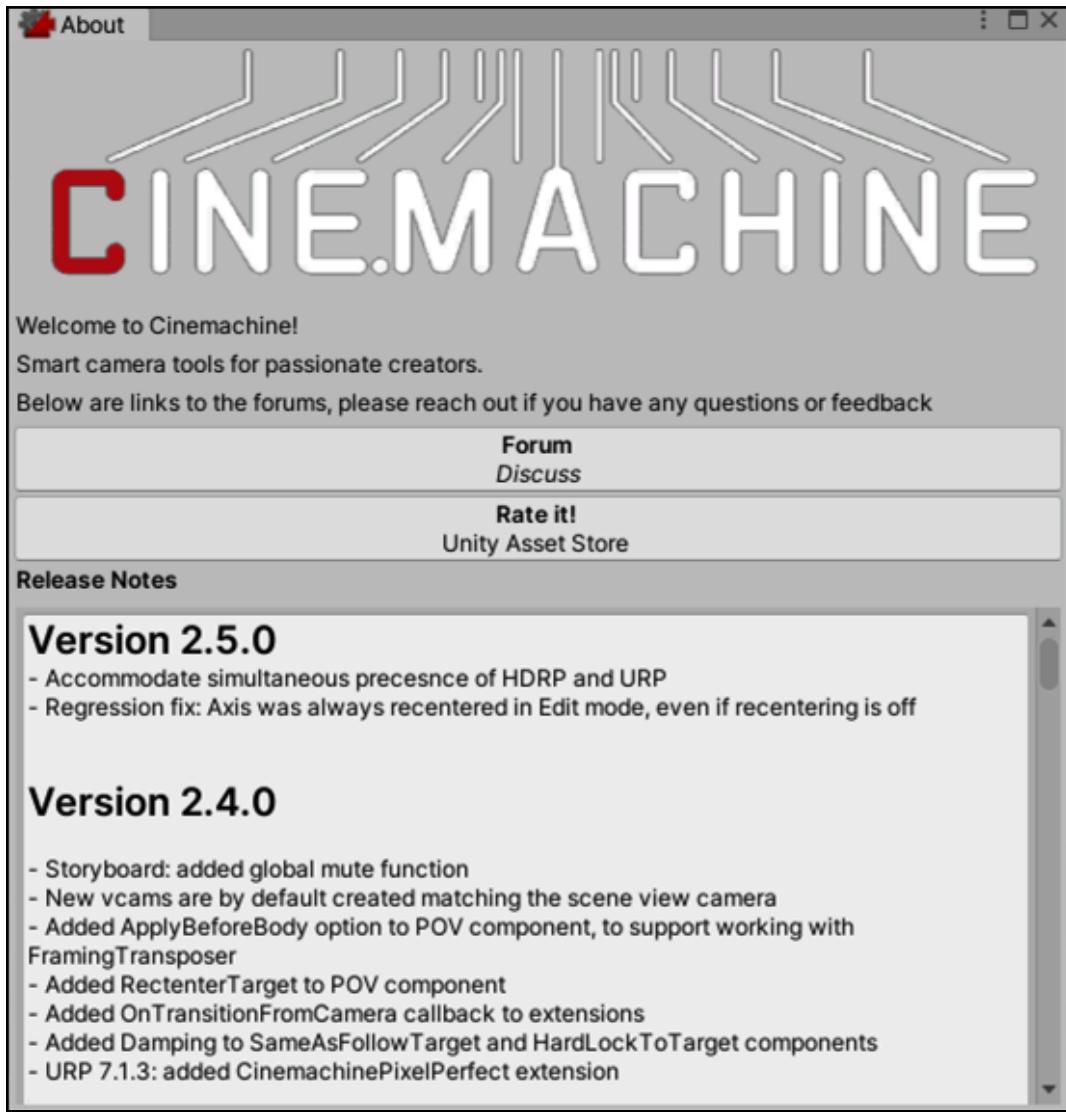


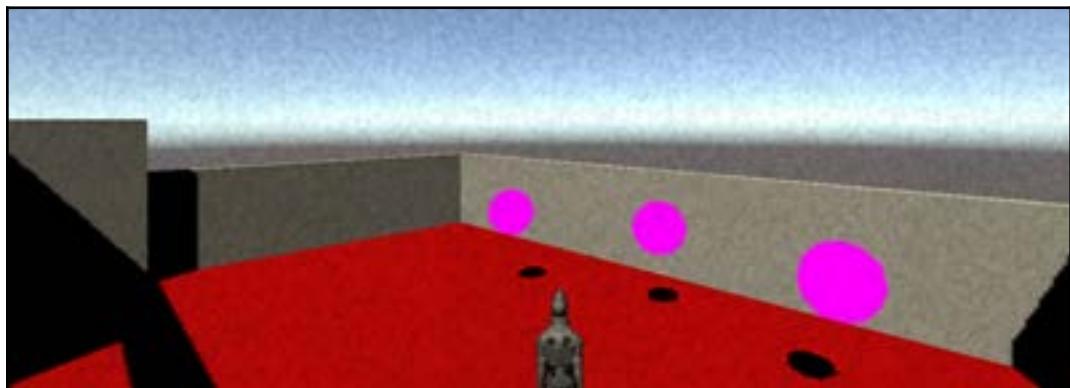
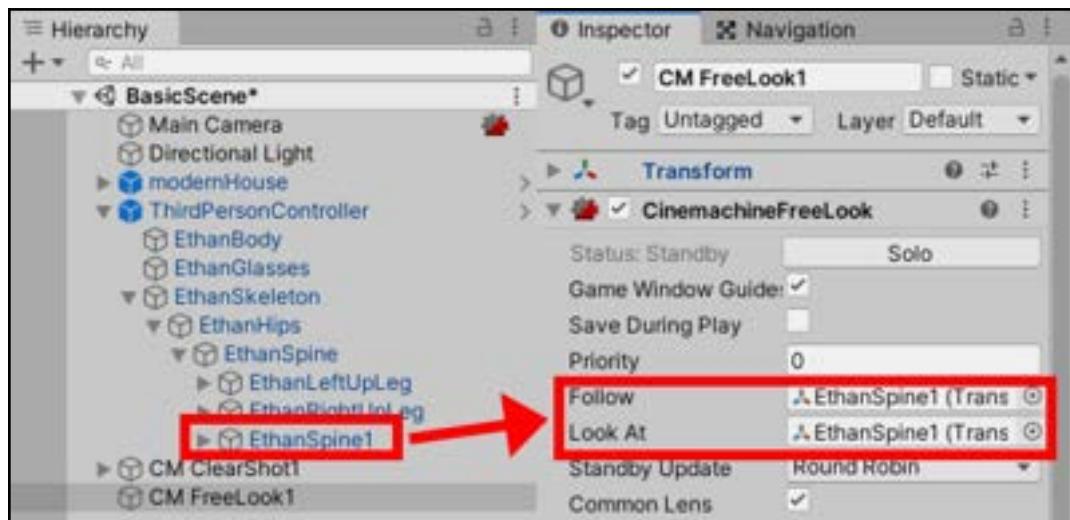


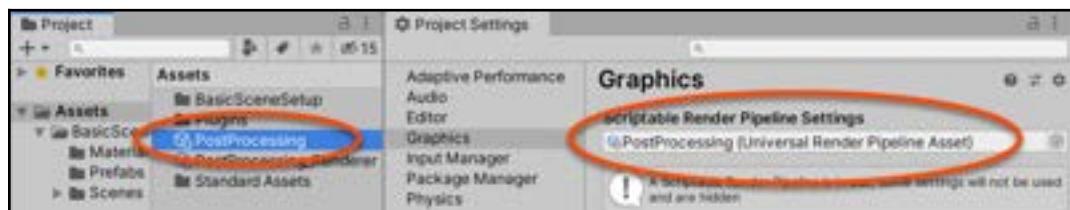
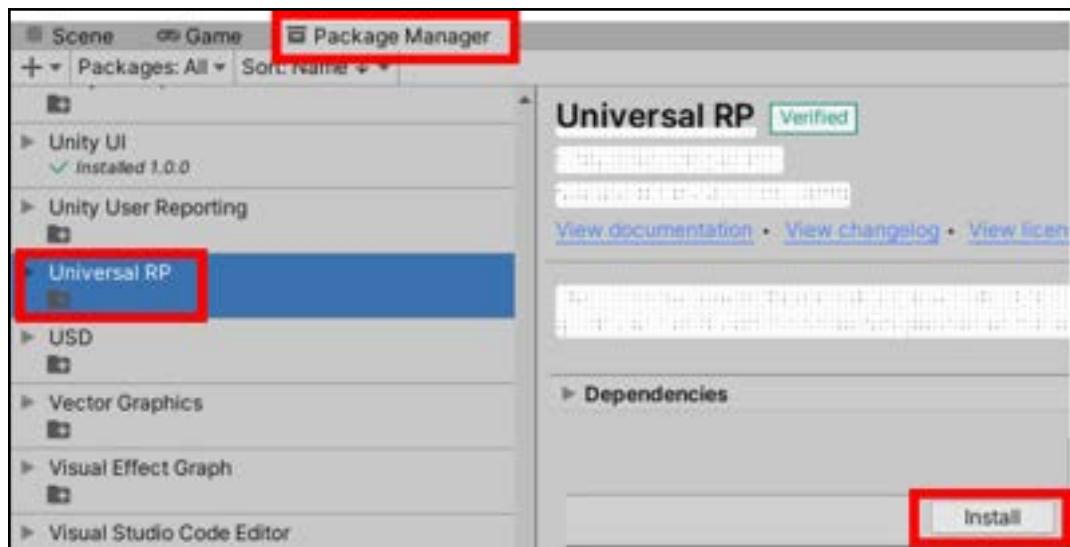


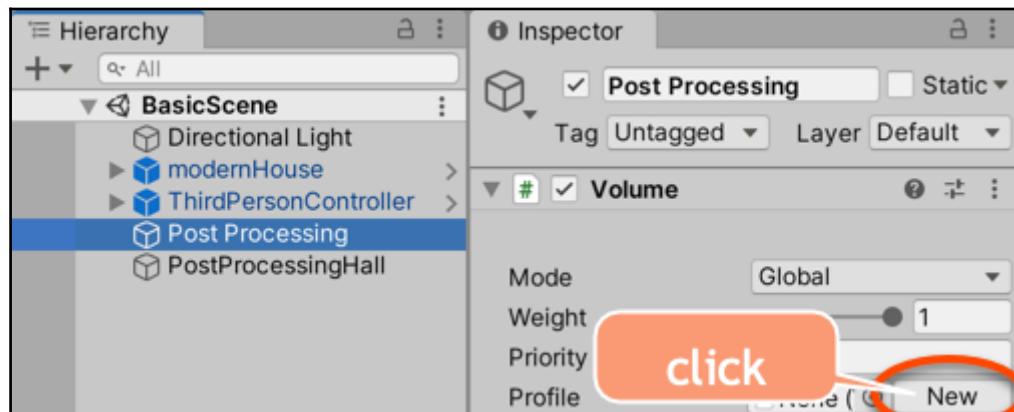
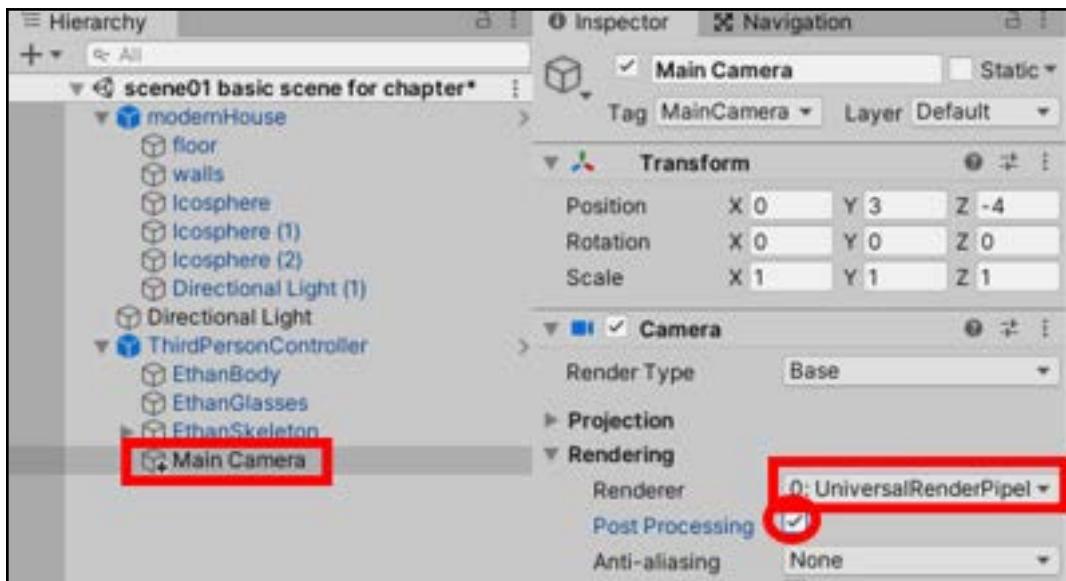


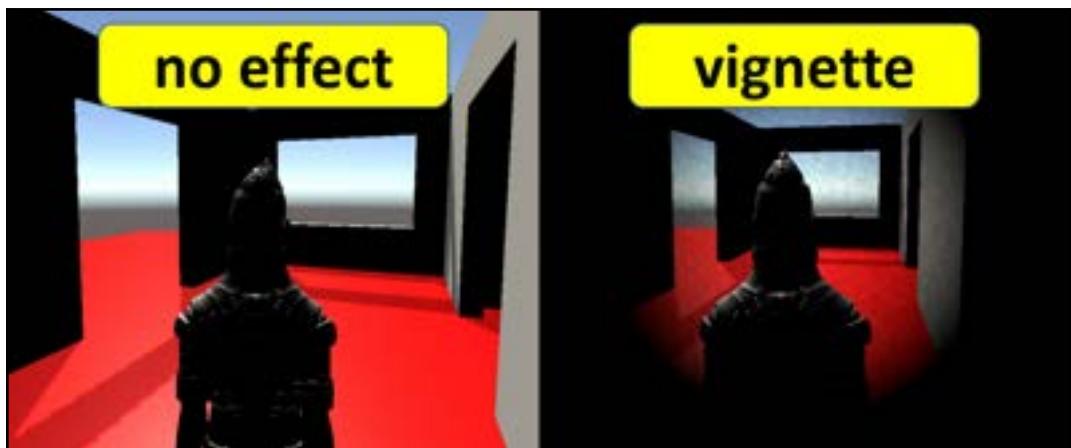




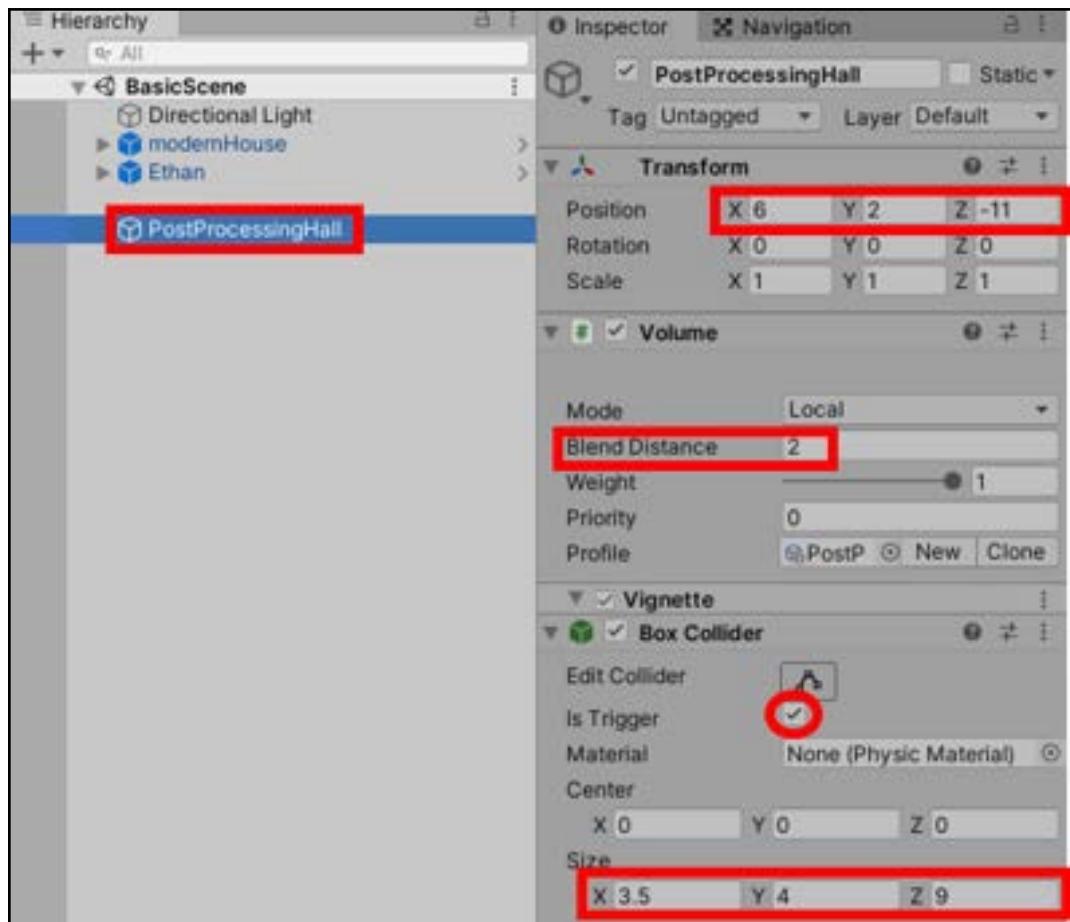


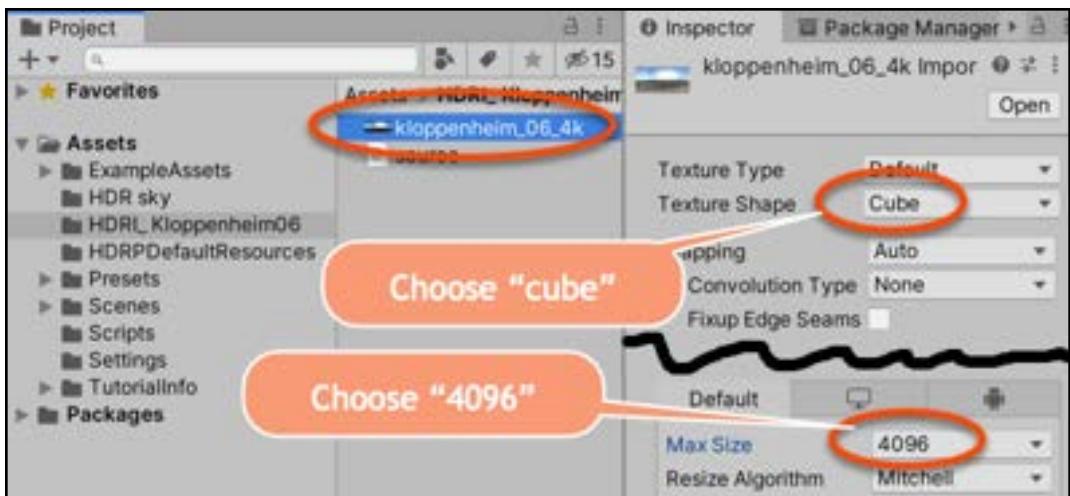
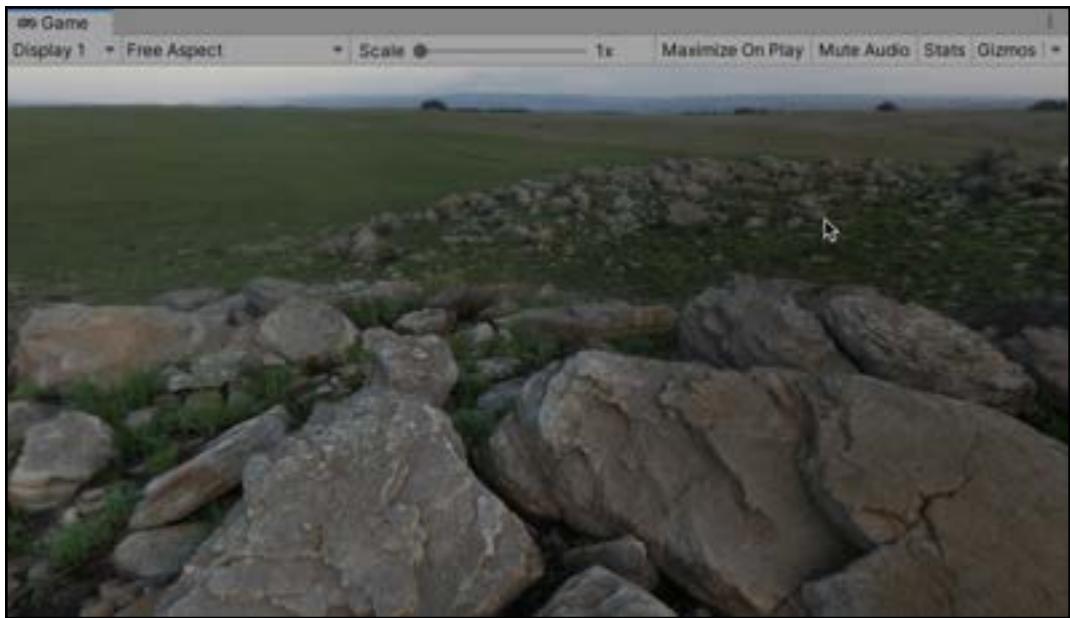


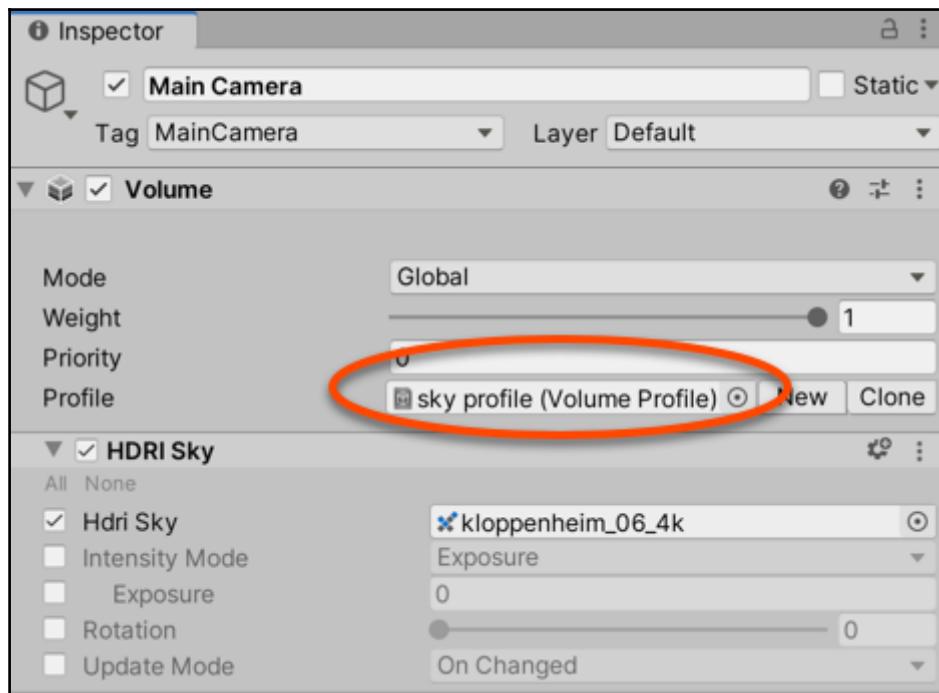
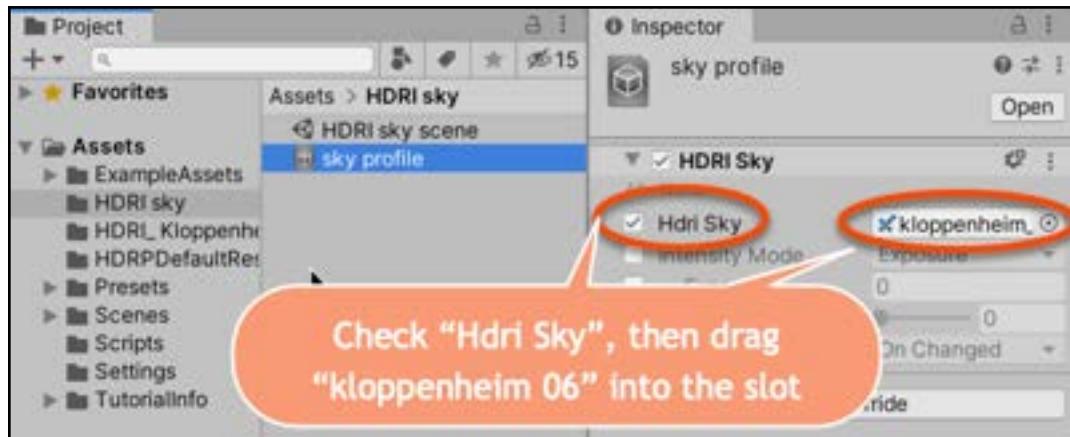




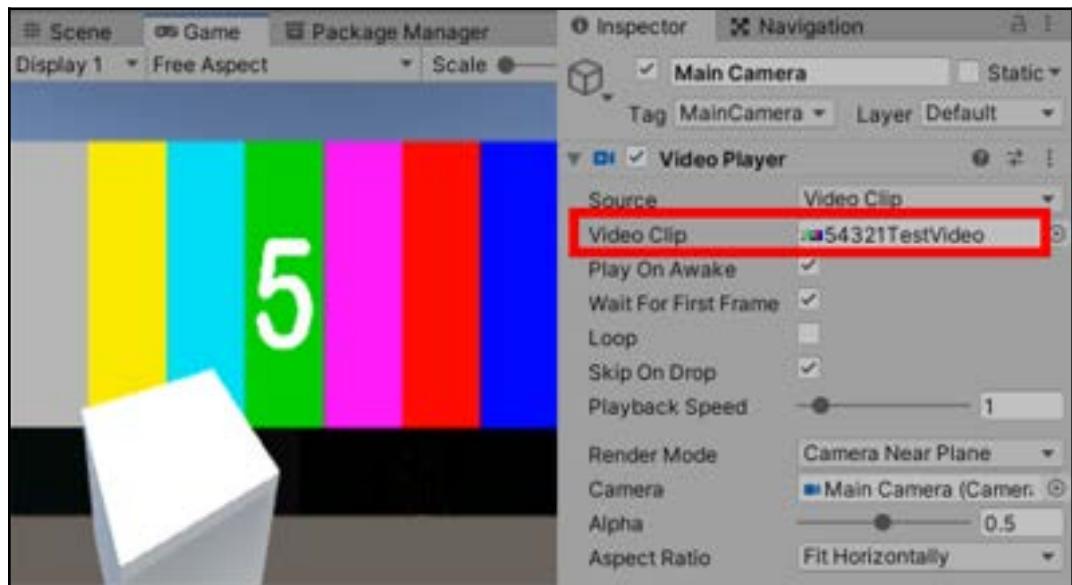
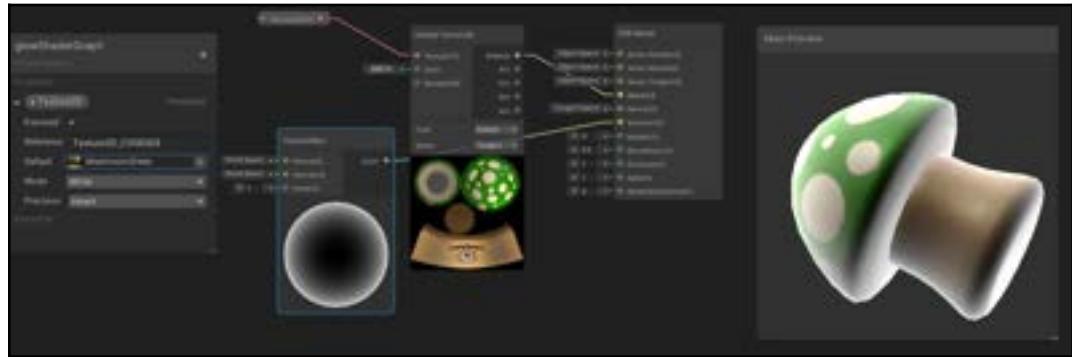
A screenshot of the Unity Editor interface. The top menu bar includes Hierarchy, Scene, Game, Package Manager, Assets, Inspector, and Navigation. The Hierarchy panel on the left shows a scene named 'URPScene*' containing objects like 'modemhouse', 'Directional Light', 'ThirdPersonController', and 'PostProcessing'. The Inspector panel on the right is focused on a 'PostProcessingVignette' component attached to a 'PostProcessingHall' game object. The component's settings include: Mode (Global), Weight (1), Priority (0), Profile (Post F), and a Vignette section with Color (black), Center (X: 0.5, Y: 0.5), Intensity (1), Smoothness (0.6), and Rounded (unchecked). A preview window in the center shows the character with a black circular vignette centered on it.

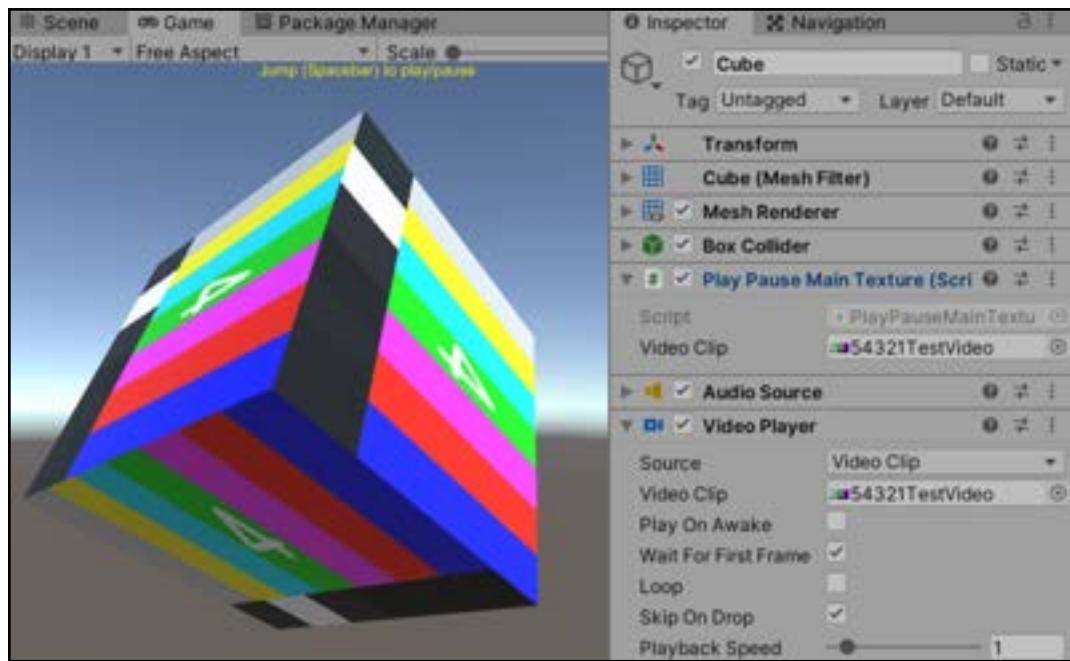


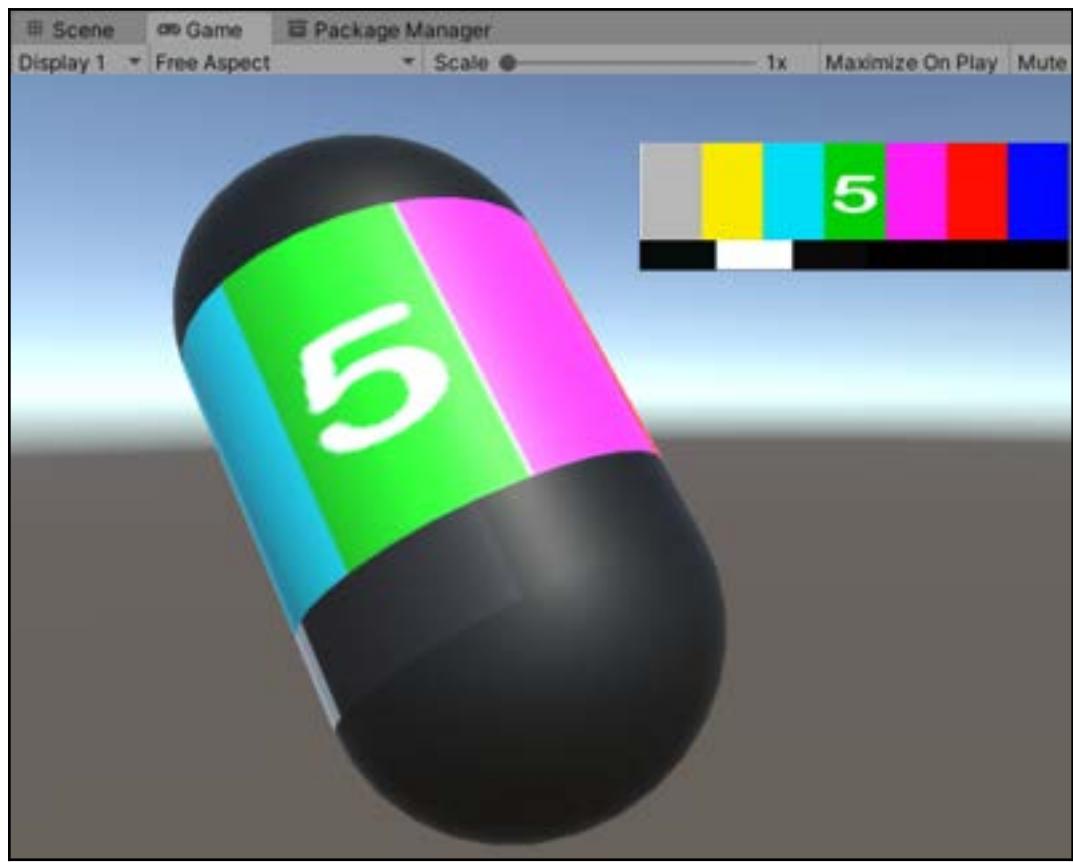


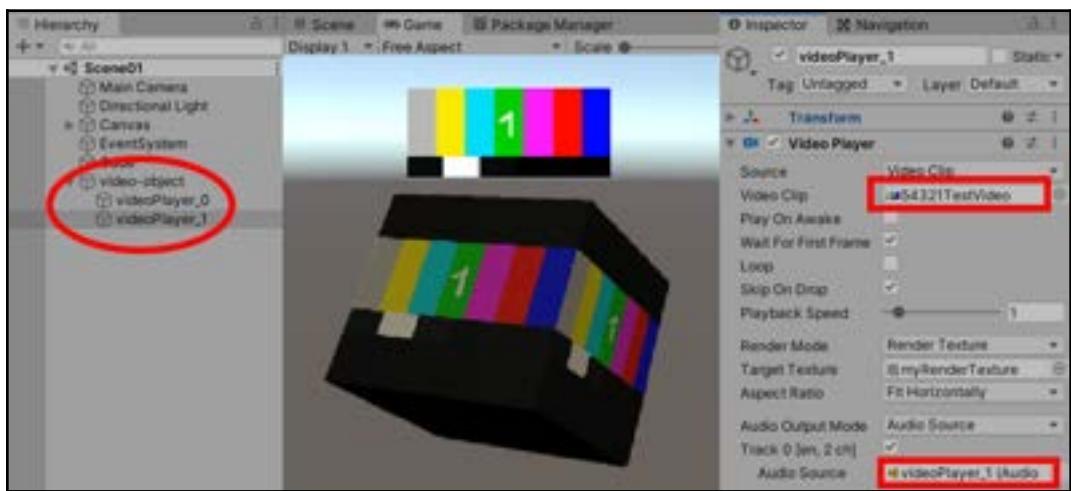
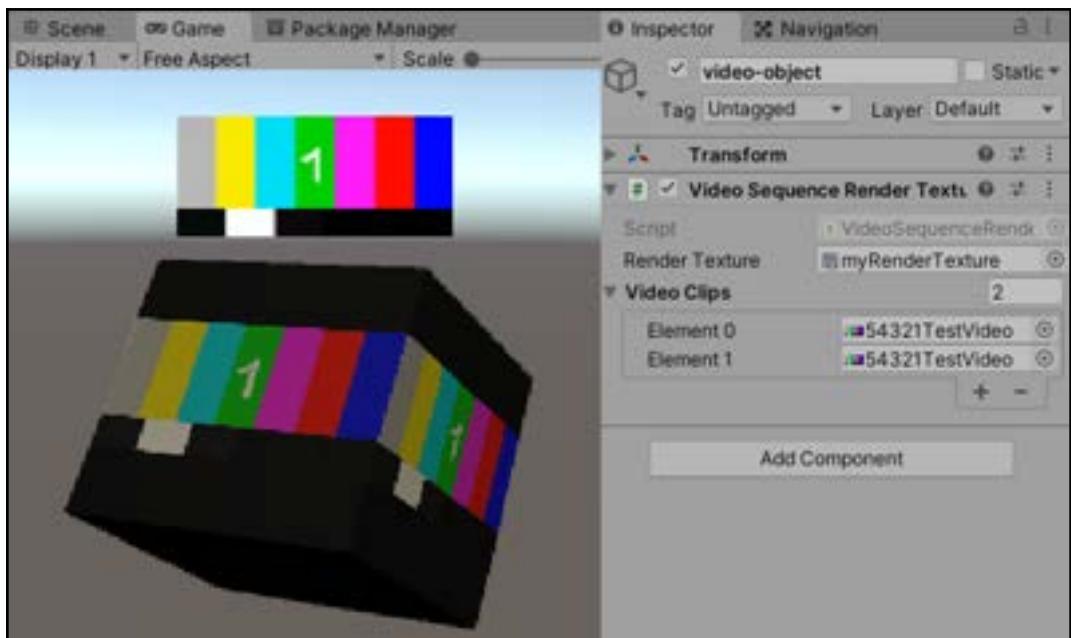


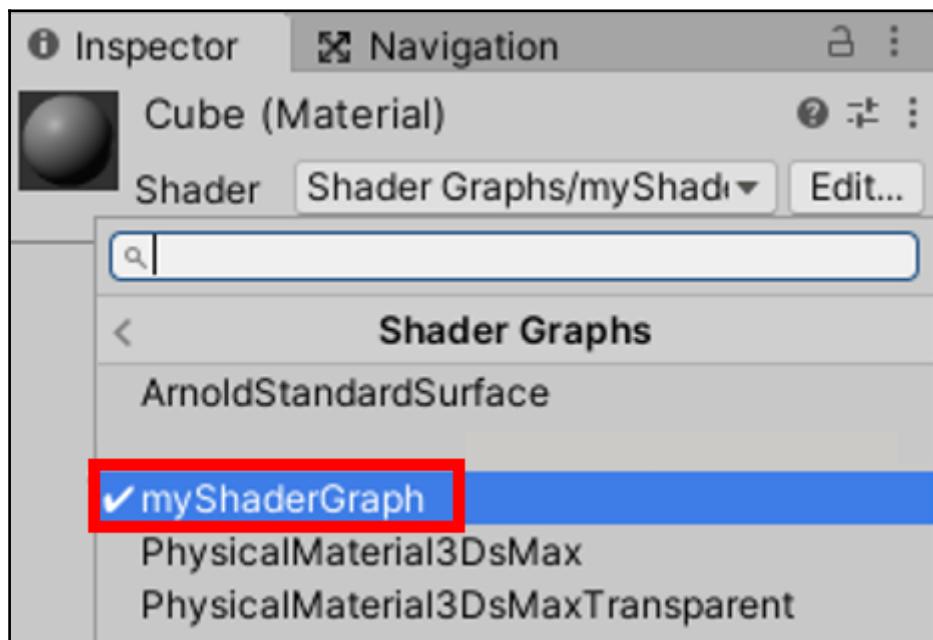
Chapter 12: Shader Graphs and Video Players

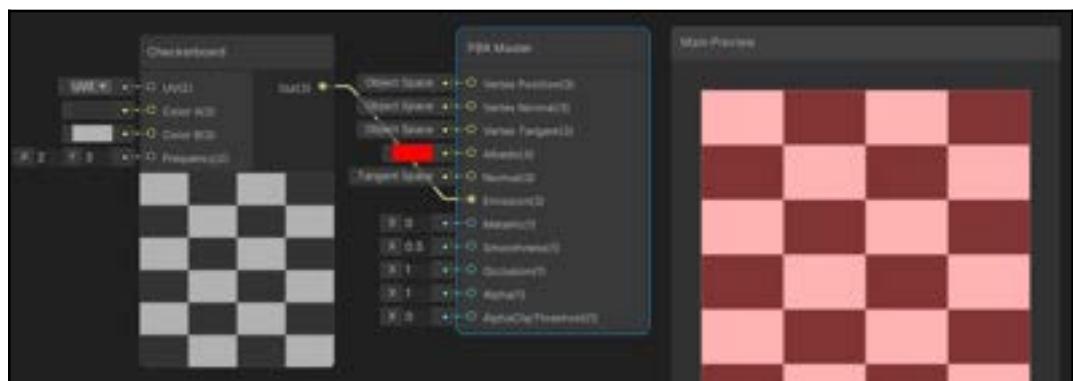
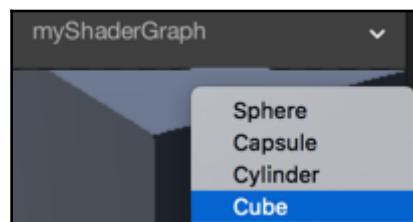


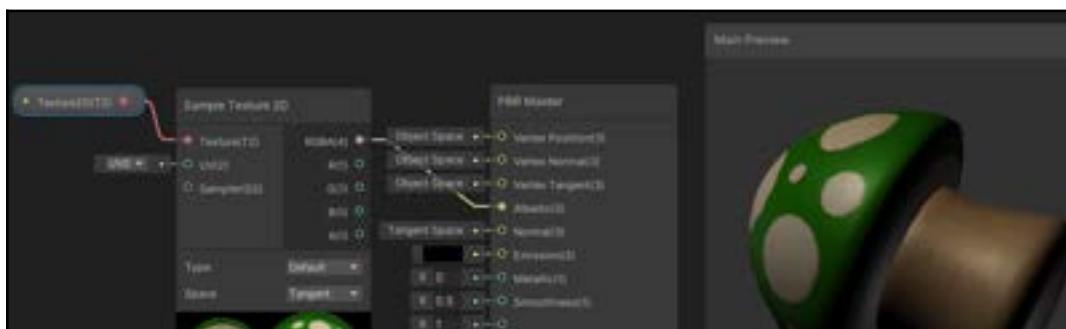
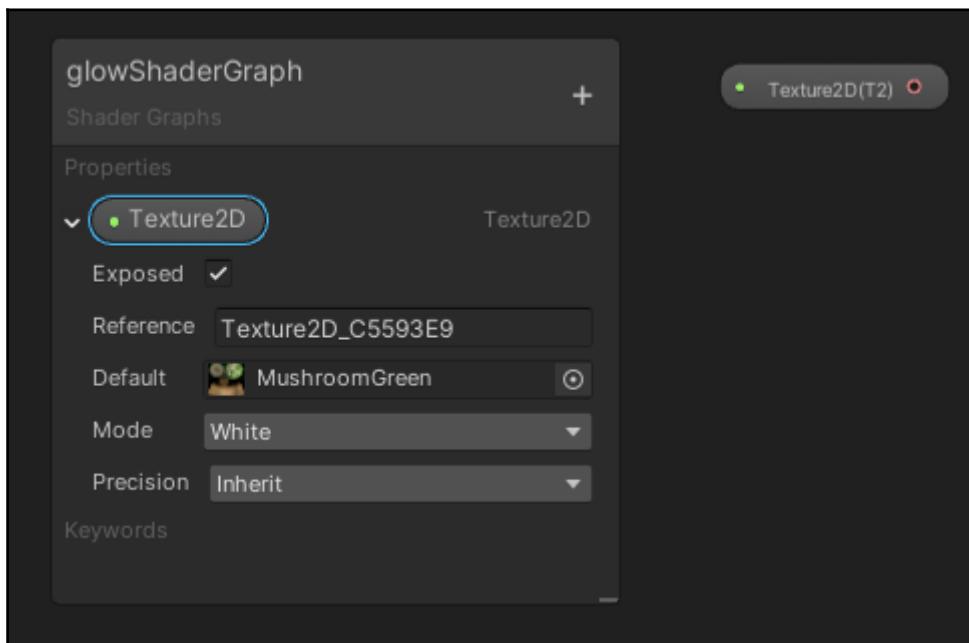
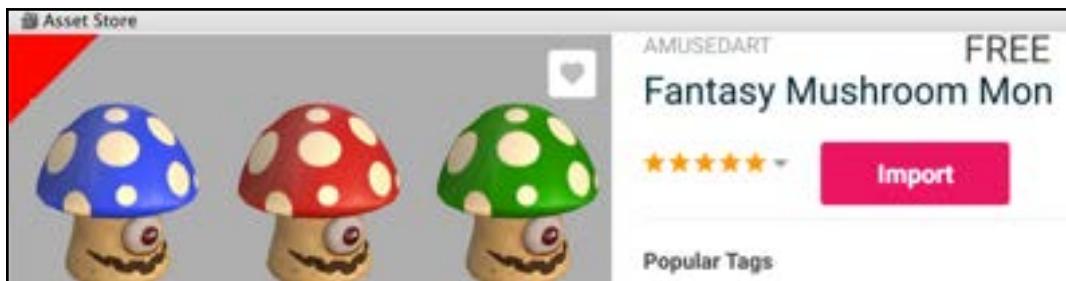


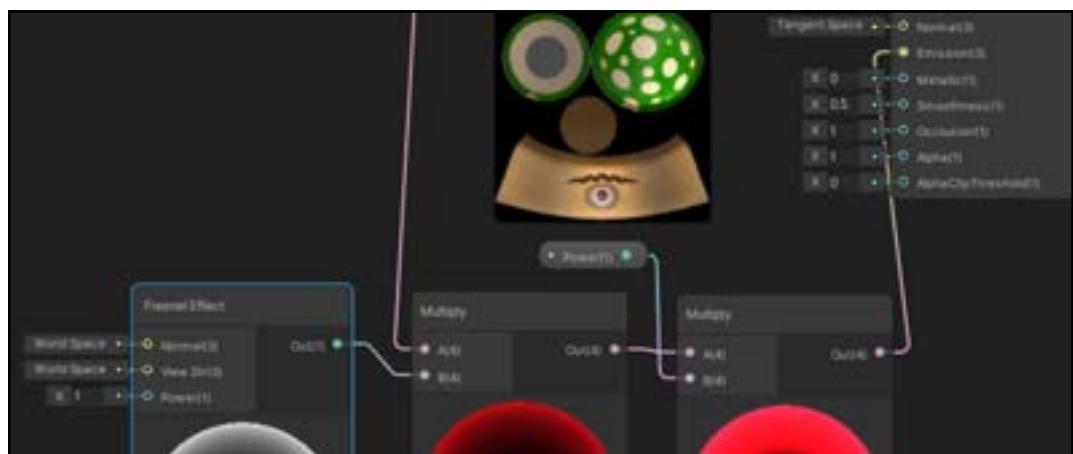


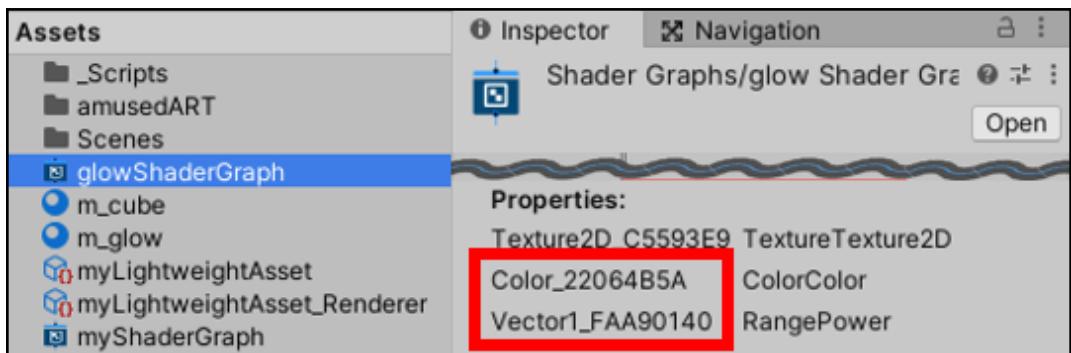




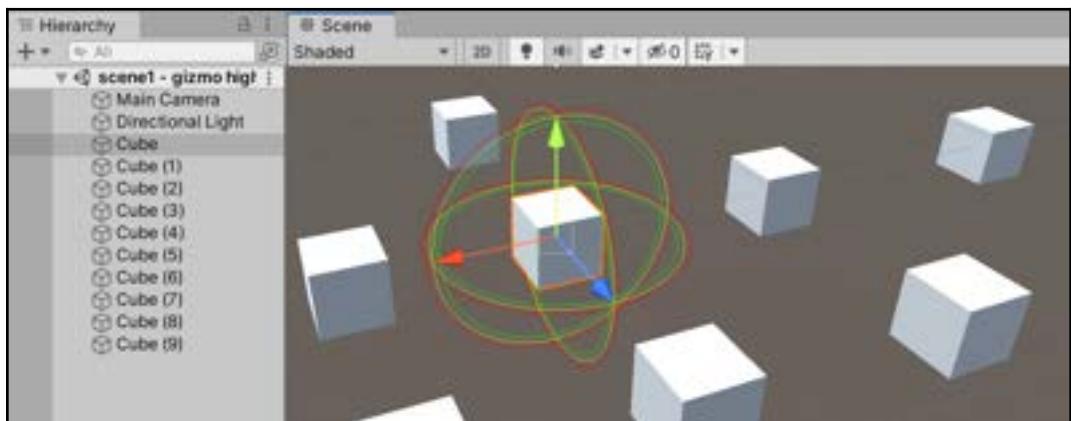
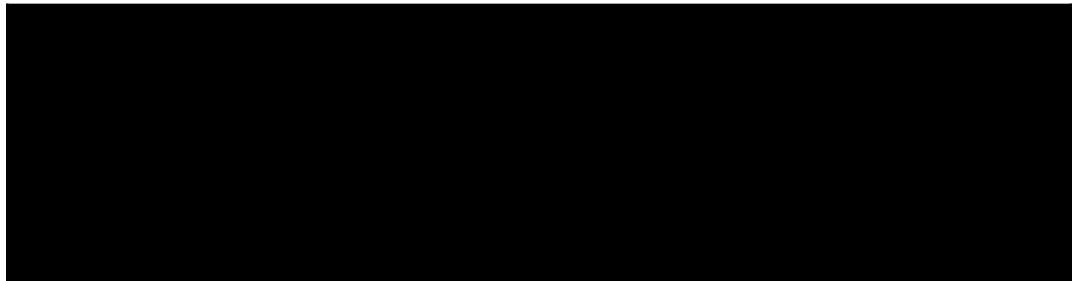


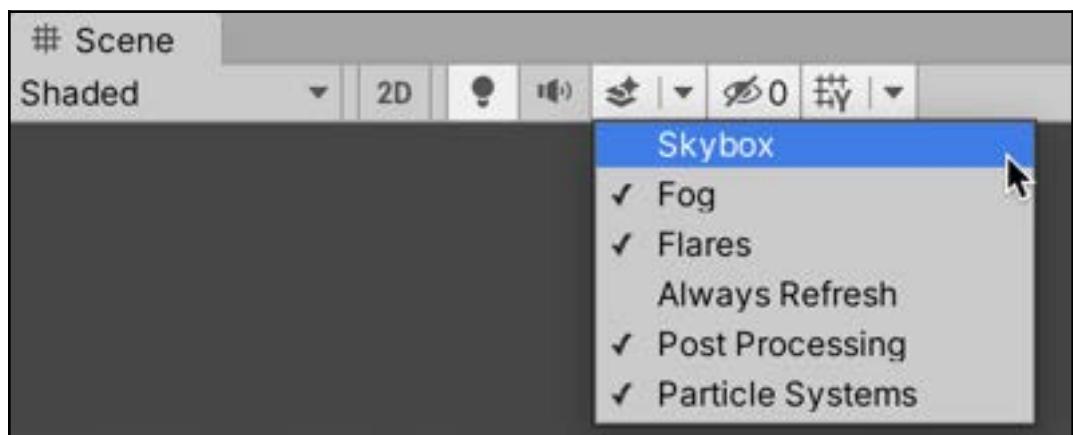
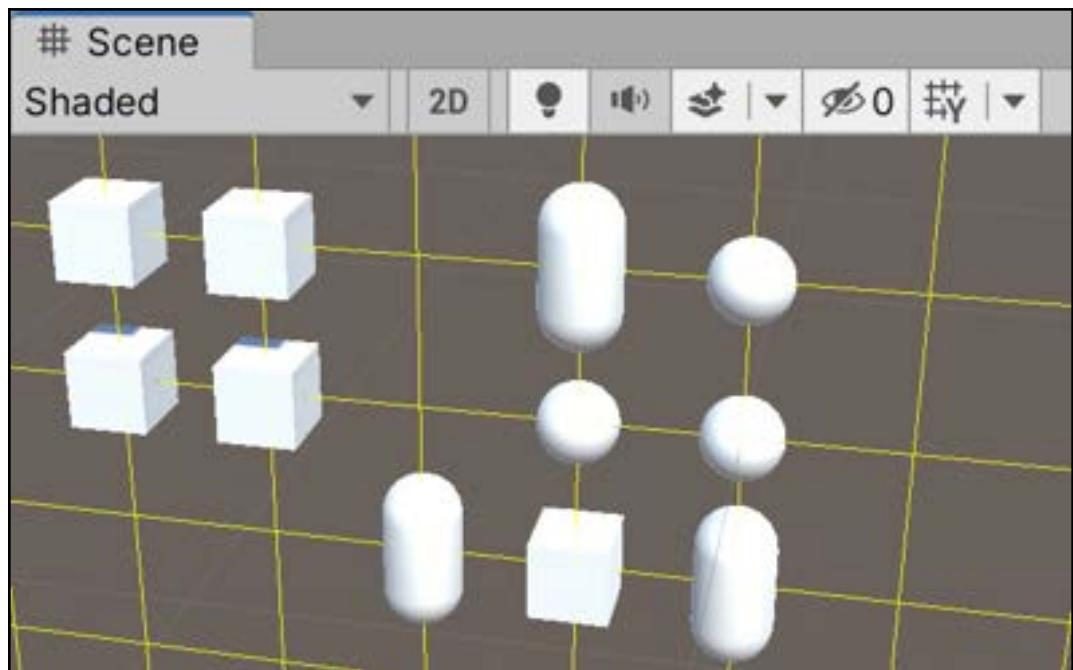


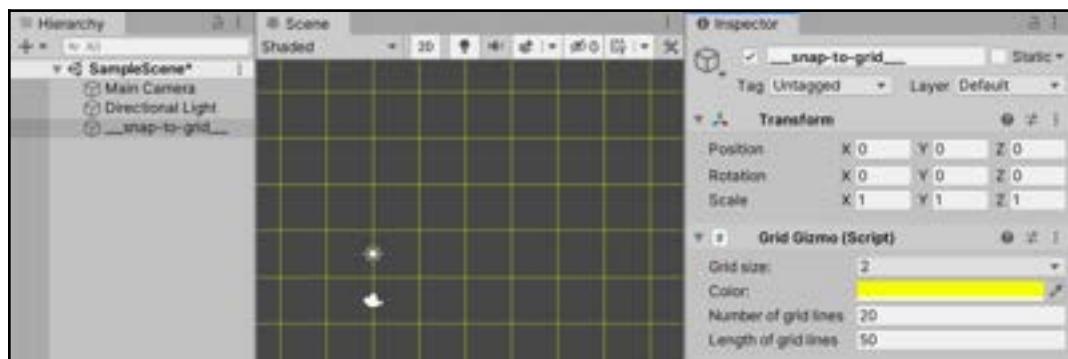
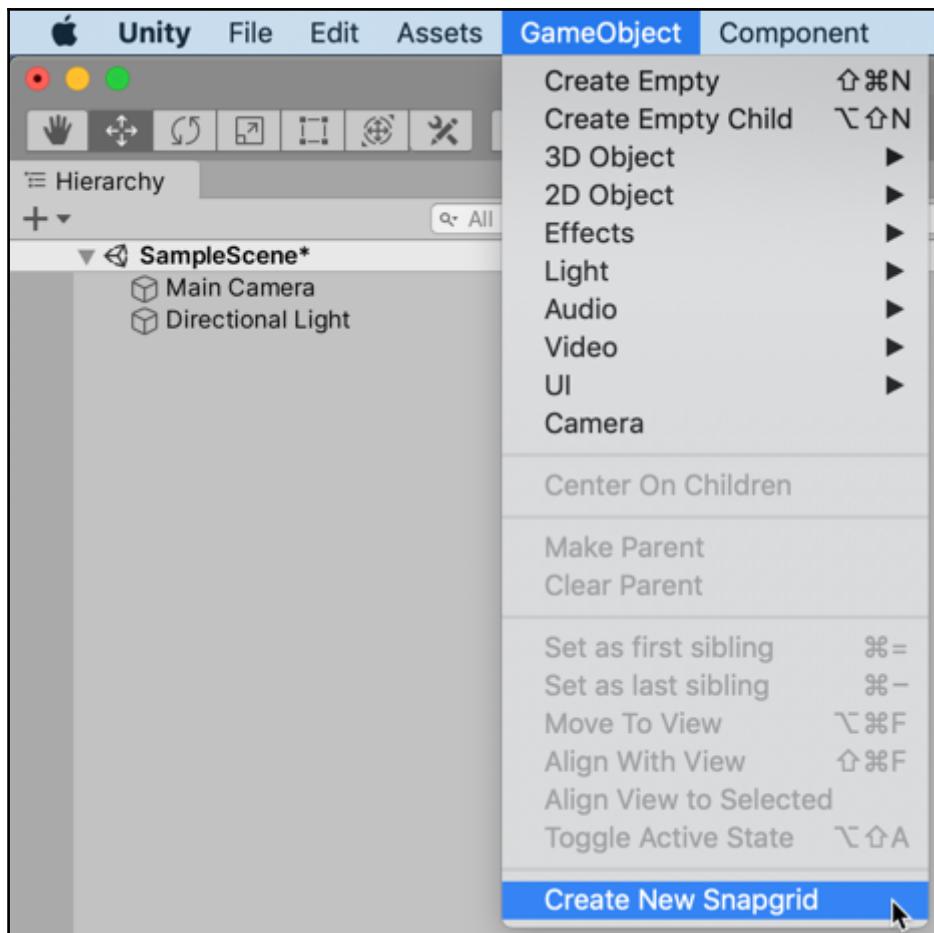


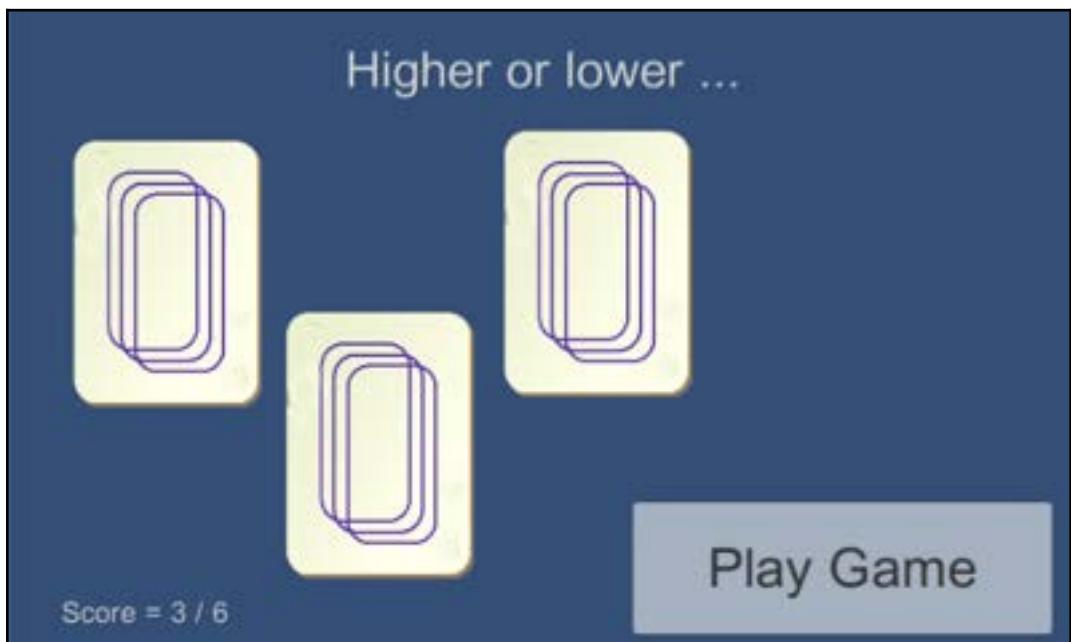


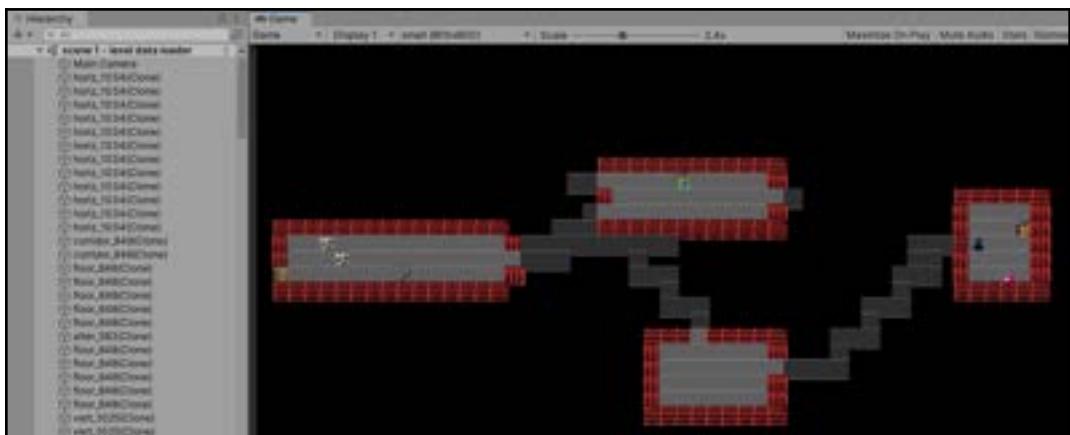
Chapter 13: Advanced Topics - Gizmos, Automated Testing, and More

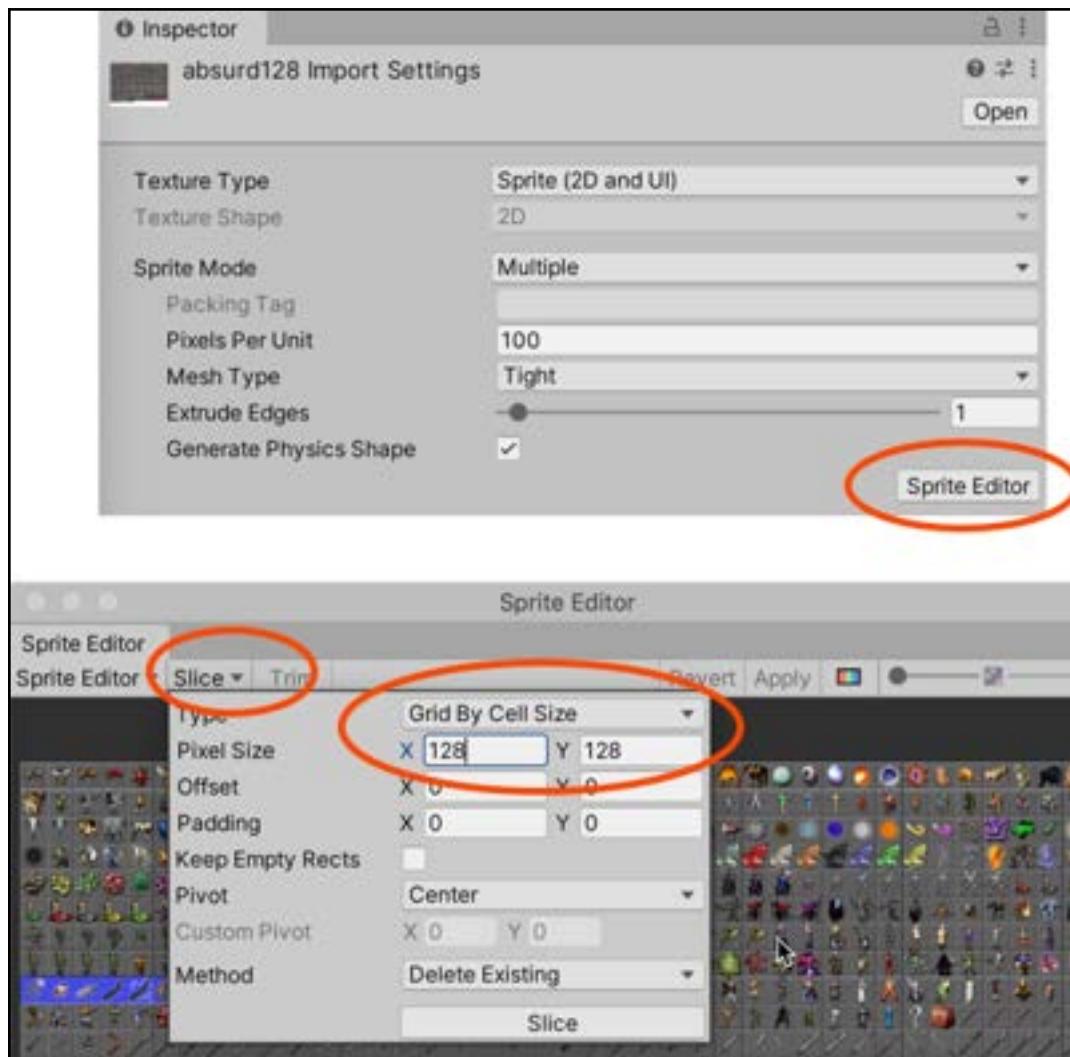


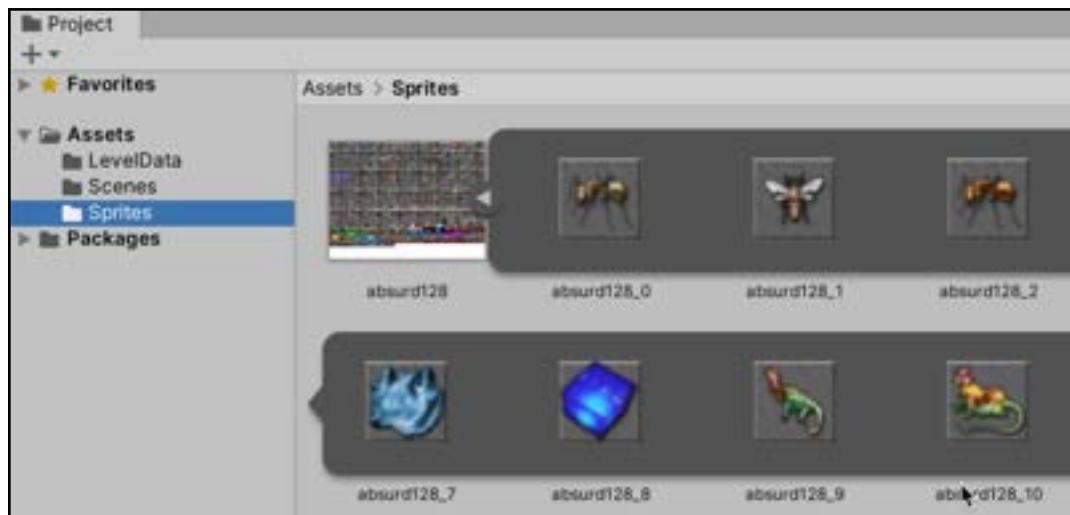










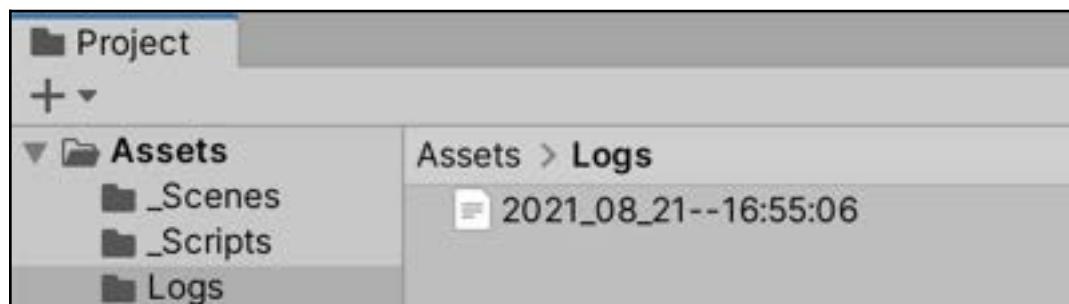


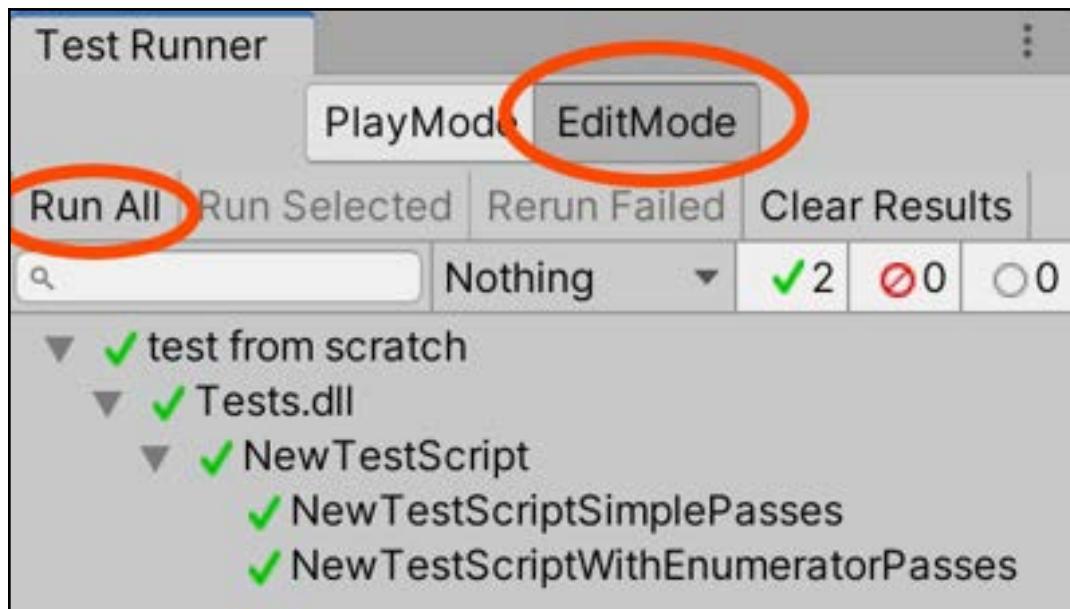
```
level01.txt
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
```

The screenshot shows a text-based level editor window titled "level01.txt". The left side has line numbers from 1 to 17. The right side displays a grid of symbols representing a game level. The symbols include '#', '.', '=', '+', '<', '>', '|', '(', ')', '@', '#!', and '##'. There are also several blank lines and horizontal dashes.

The screenshot shows a Microsoft Excel spreadsheet with a green header bar. The columns are labeled A, B, C, D, and E. Row 1 contains the header "15/08/2020" in cell A1 and "14:21:31 created" in cell B1. Rows 2 through 4 contain log entries: "15/08/2020 14:21:31 SampleScene Scene has started", "15/08/2020 14:21:32 SampleScene SPACE key was pressed", and "15/08/2020 14:21:33 SampleScene SPACE key was pressed". The timestamp "15/08/2020" is also present in the top-left cell of rows 2, 3, and 4.

	A	B	C	D	E
1	15/08/2020	14:21:31 created			
2	15/08/2020	14:21:31 SampleScene	Scene has started		
3	15/08/2020	14:21:32 SampleScene	SPACE key was pressed		
4	15/08/2020	14:21:33 SampleScene	SPACE key was pressed		





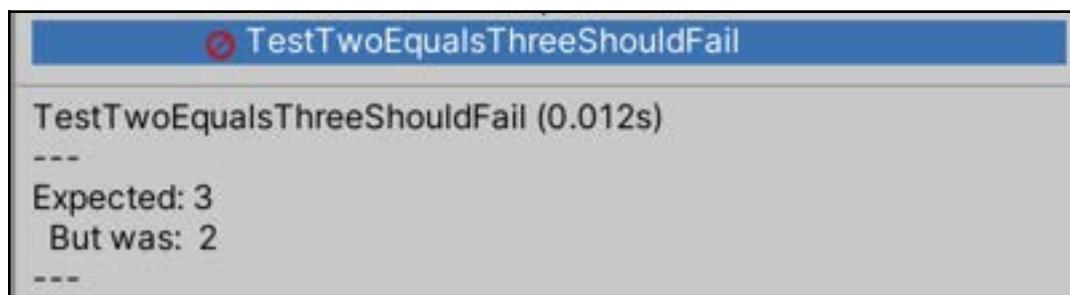
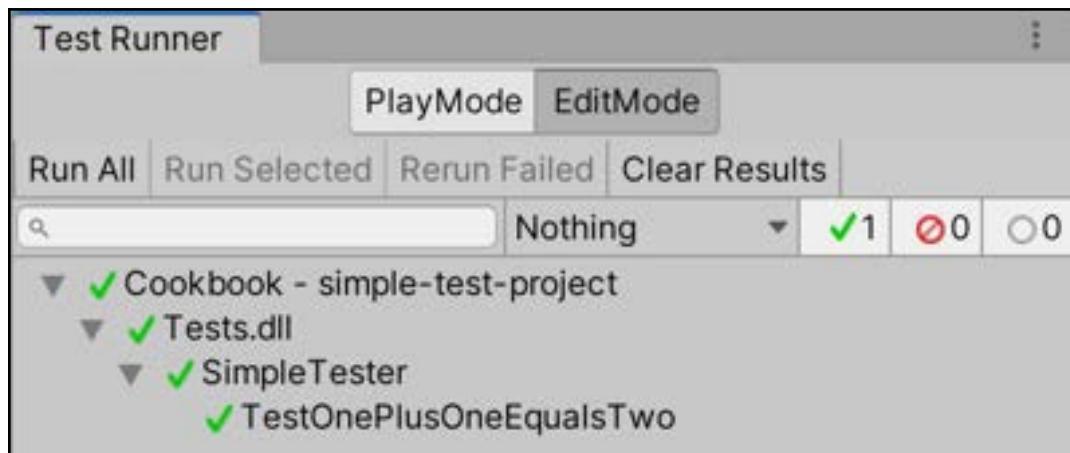
Test Runner

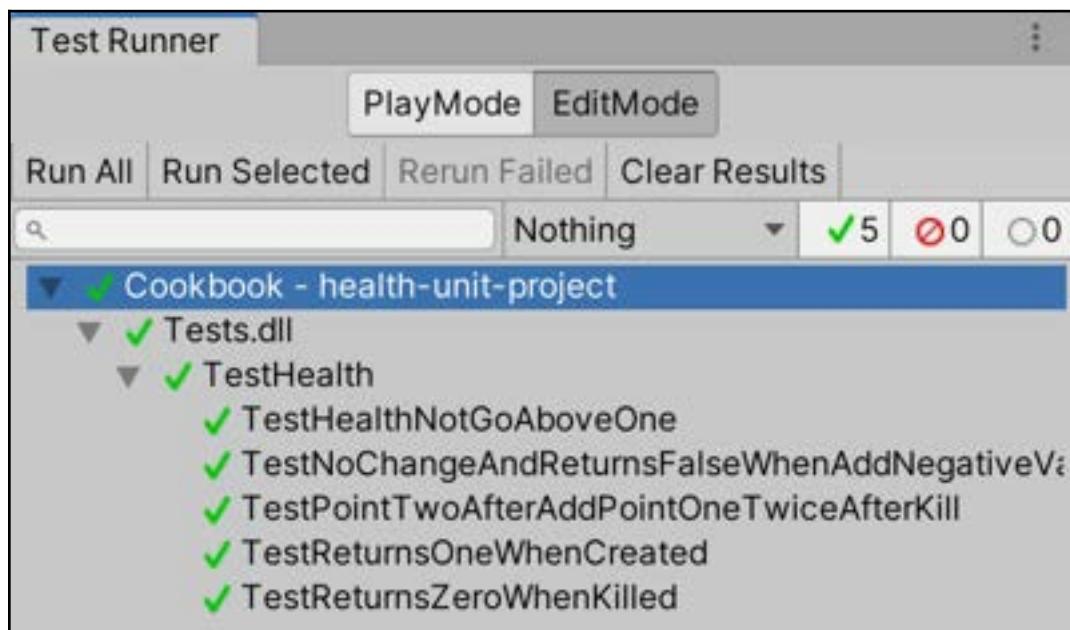
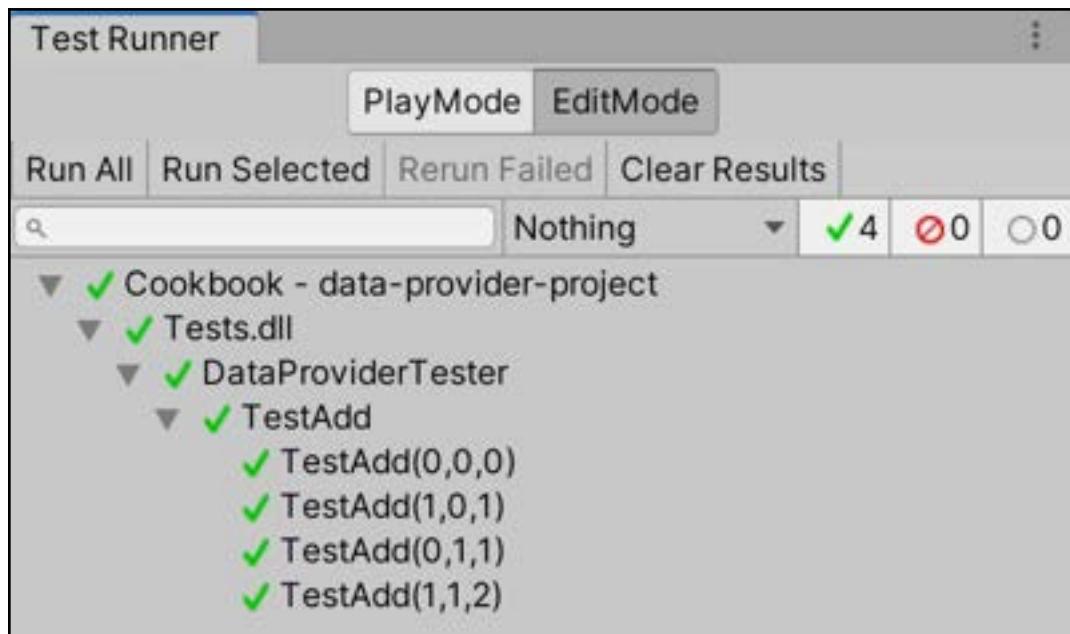
PlayMode EditMode

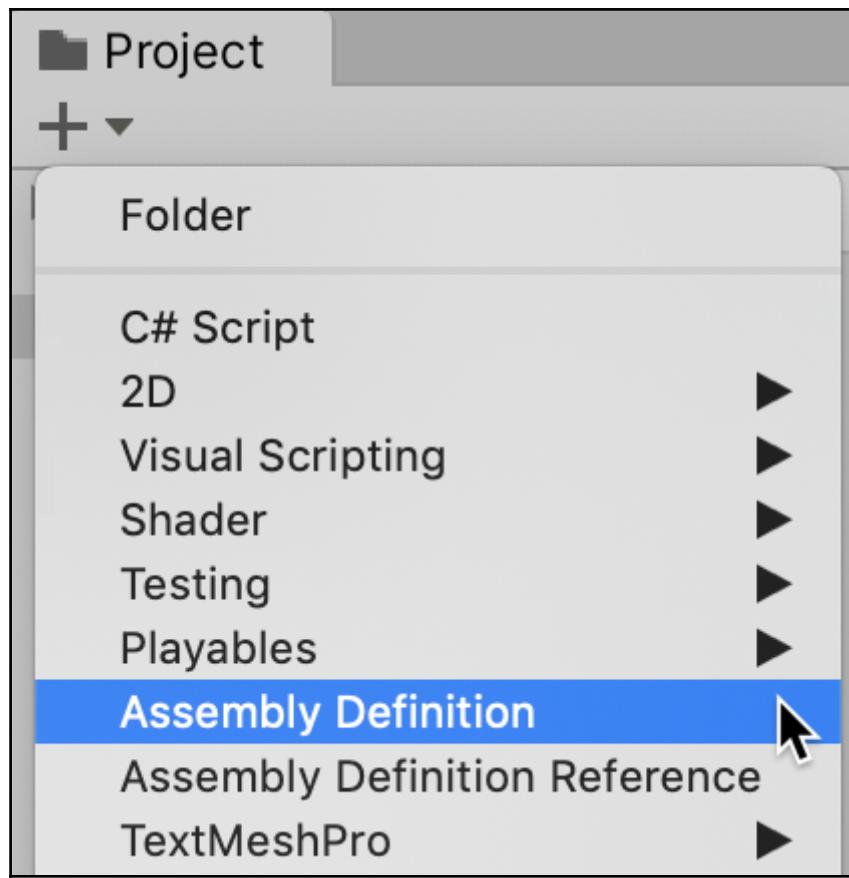
Run All Run Selected Rerun Failed Clear Results

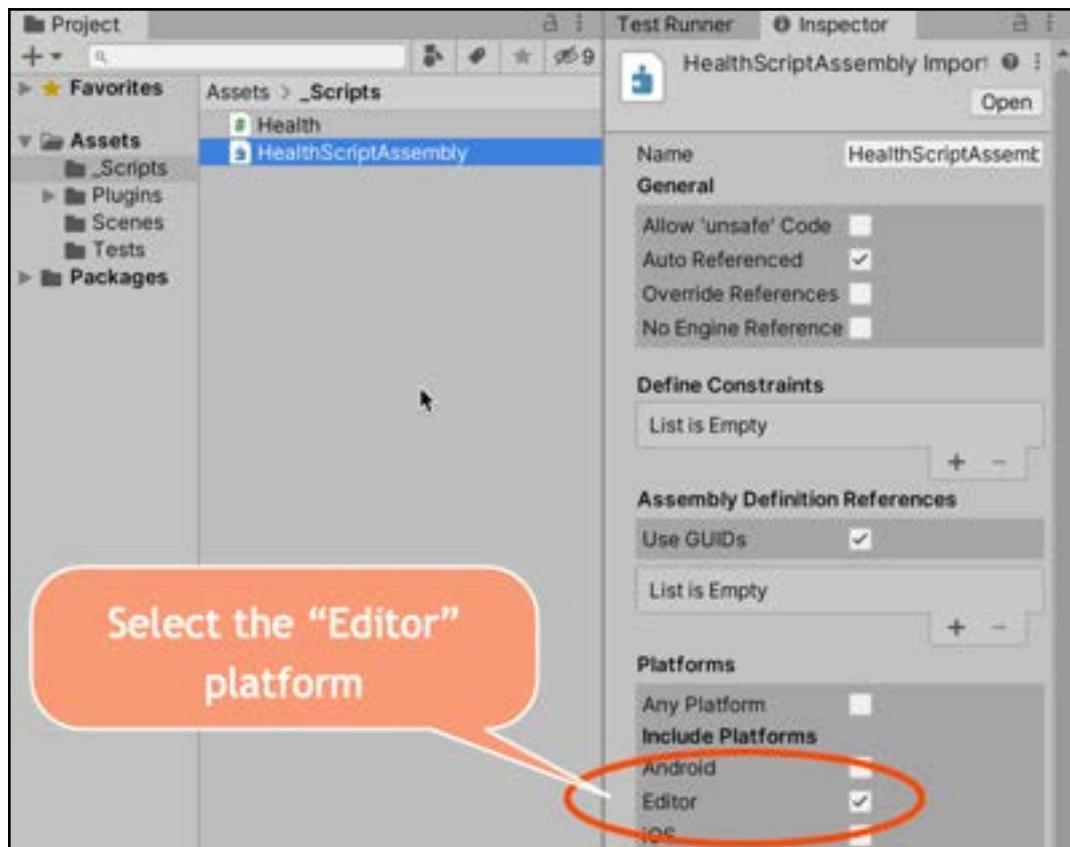
Nothing ▾ ✓ 0 ✘ 0 ⚡ 0

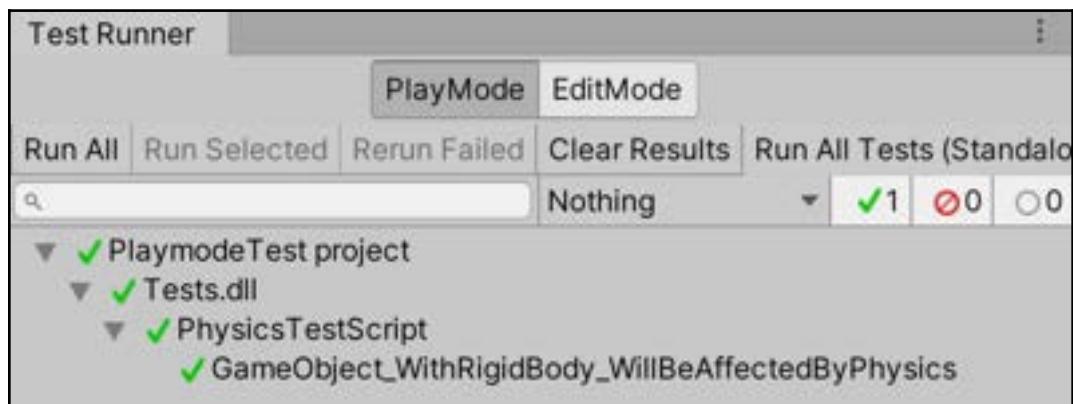
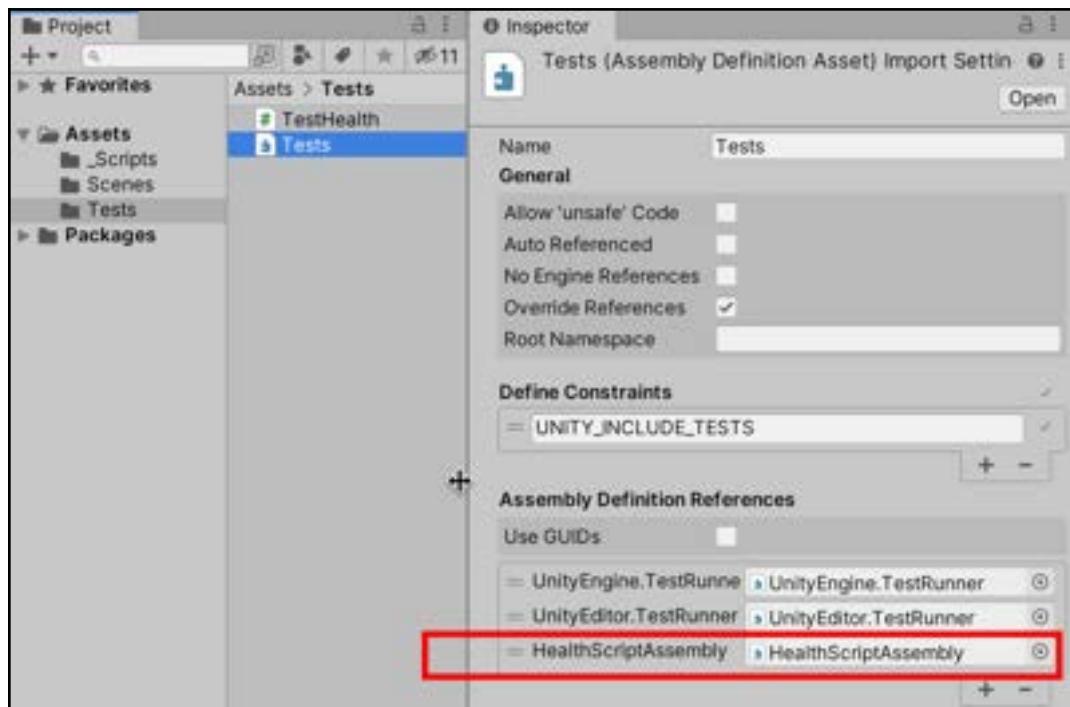
No tests to show
EditMode tests can be in Editor only Assemblies, either
in the editor special folder or Editor only Assembly
Definitions that references the "nunit.framework.dll"
Assembly Reference or any of the Assembly Definition
References "UnityEngine.TestRunner" or
"UnityEditor.TestTools"..
Create EditMode Test Assembly Folder
⚠ EditMode test scripts can only be created in editor
test assemblies.
Create Test Script in current folder

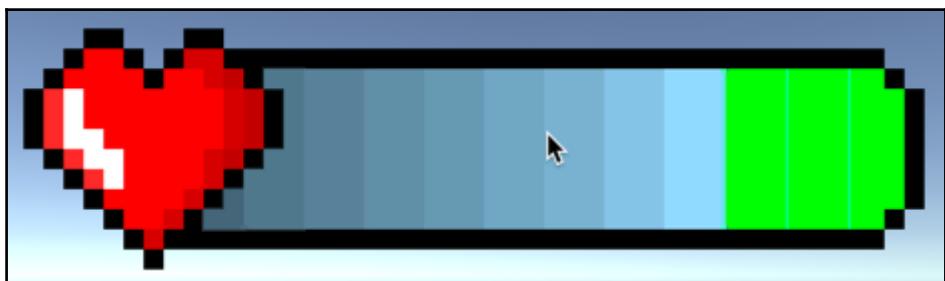
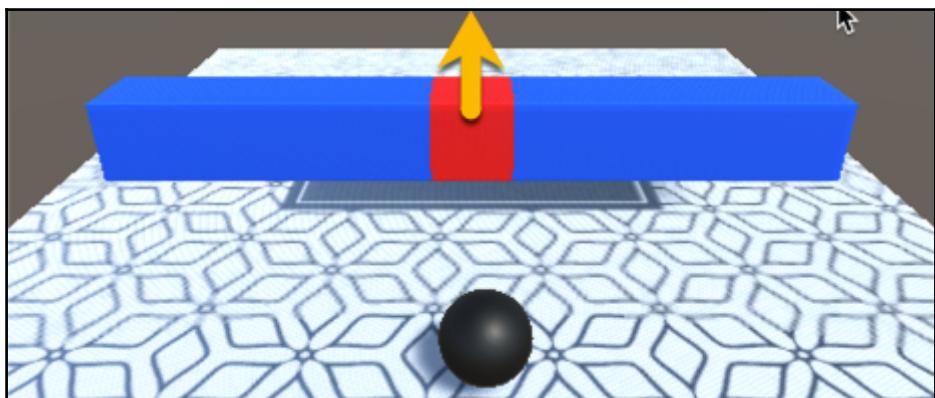
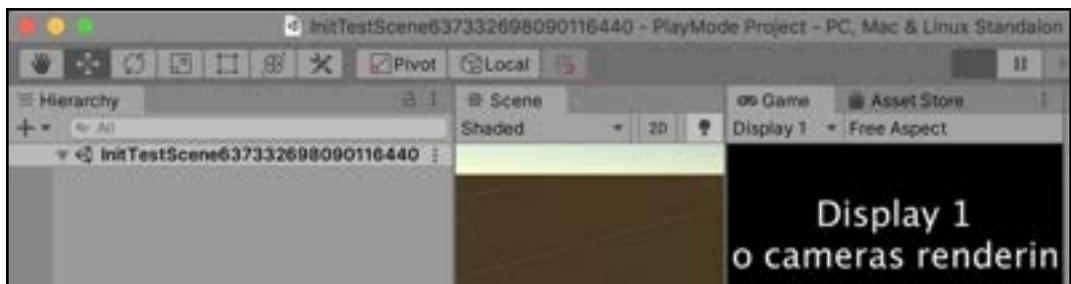














The image displays two separate instances of the Unity Test Runner interface side-by-side. Both instances have a title bar labeled "Test Runner" and a toolbar with buttons for "Run All", "Run Selected", "Rerun Failed", "Clear Results", and "Run All Tests (StandaloneOSX)". A search bar and a dropdown menu are also present.

The top instance, labeled "PlayMode", shows the following test results:

- HealthBar - playmode test project
- Tests.dll
 - HealthBarPlayModeTests
 - TestHealthBarImageMatchesPlayerHealth

The bottom instance, labeled "EditMode", shows the following test results:

- HealthBar - playmode test project
- Tests-editmode.dll
 - EditModeUnitTests+ TestCorrectValues
 - DefaultHealthOne
 - HealthCorrectAfterReducedByHalf
 - HealthCorrectAfterReducedByPointOne
 - EditModeUnitTests+ TestEvents
 - CheckEventFiredWhenAddHealth
 - CheckEventFiredWhenReduceHealth
 - EditModeUnitTests+ TestExceptions
 - Throws_Exception_When_Add_Health_Passed_Less_Than_Zero
 - Throws_Exception_When_Reduce_Health_Passed_Less_Than_Zero
 - EditModeUnitTests+ TestLimitNotExceeded
 - HealthNotExceedMaximumOfOne
 - EditModeUnitTests+ TestLogging
 - Throws_Exception_When_Add_Health_Passed_Less_Than_Zero

< Summary

Class:	Player
Assembly:	PlayerAssembly
File(s):	/Users/matt/Documents/Books/Unity_cookbook/unity2020_codes/chapter13_testGizmo/PlayMode HealthBar Project/Assets/HealthBarScene/_Scripts/Player.cs
Covered lines:	29
Uncovered lines:	3
Line coverage:	90.6% (29 of 32)

Metrics

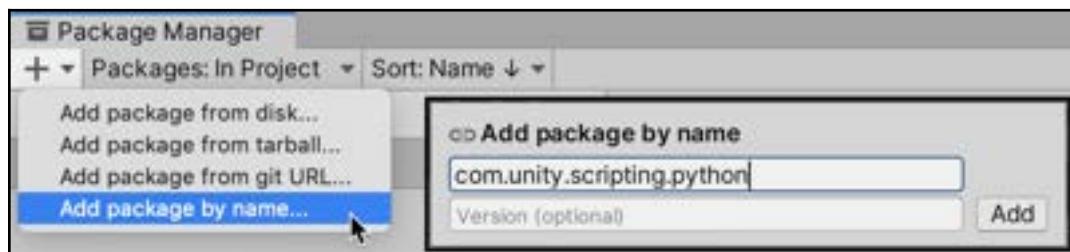
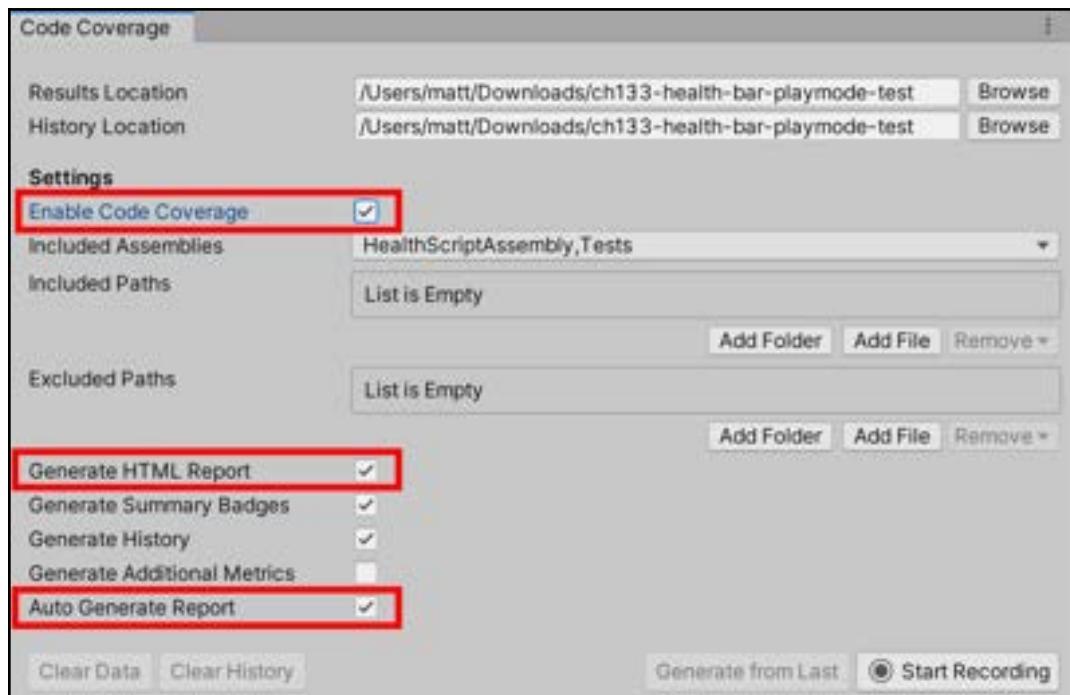
Method	Cyclomatic complexity	NPath complexity	Sequence coverage	Decision coverage	Branch coverage
GetHealth()	0	0	100%		
Player(...)	0	0	100%		
AddHealth(...)	0	0	100%		
ReduceHealth(...)	0	0	70%		
PublishHealthChangeEvent()	0	0	100%	0%	0

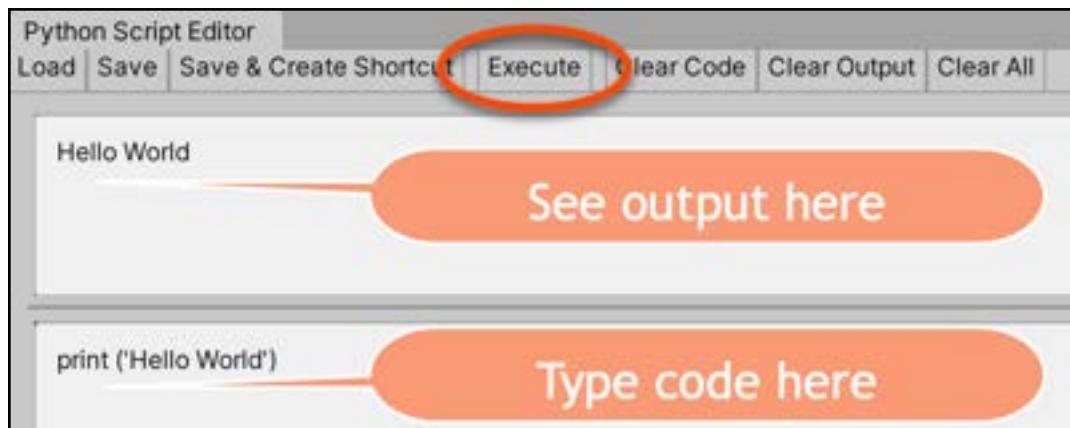
Percentage <100
Indicates some login paths not tested

```
41
42     public void ReduceHealth(float amount)
43     {
44         if (amount < 0)
45             throw new ArgumentOutOfRangeException("amount");
46
47         this.health -= amount;
48         if (this.health < MIN_HEALTH)
49         {
50             this.health = MIN_HEALTH;
51         }
52         PublishHealthChangeEvent();
53     }
```

Lines not tested highlighted in code listing in HTML report

A screenshot of the Unity Package Manager interface. At the top, there's a navigation bar with tabs for 'Package Manager' (selected), 'Packages: Unity Registry', and 'Name'. Below the navigation bar, there's a search bar and a dropdown menu. The main content area shows a package named 'Code Coverage' by 'Unity Technologies' with version '1.0.1' released on 'June 16, 2021'. There are links for 'View documentation', 'View changes', and 'View license'. A large text block describes the package's purpose: 'Use this package to export code coverage data and reports from your automated tests. Additionally, the Code Coverage package offers a Coverage Recording feature which allows capturing coverage data on demand, for manual testing or when there...'. At the bottom, it says 'Last update Jun 23, 12:09' and has 'Install' and 'Uninstall' buttons. Two specific areas are circled with red circles: the 'Code Coverage' tab in the navigation bar and the 'Install' button at the bottom right.





Chapter 14: Particle Systems and Other Visual Effects





Lighting

Scene Environment Realtime Lightmaps Baked Lightmaps

Environment

Skybox Material: Default-Skybox

Sun Source: None (Light)

Realtime Shadow Color: #333399

Environment Lighting

Source: Skybox

Intensity Multiplier: 1

Environment Reflections

Source: Skybox

Resolution: 128

Compression: Auto

Generate Lighting

Light Explorer

Lights Reflection Probes Light Probes Static Emissives

Isolate Selection Show Inactive Objects

Enabled	Name	Type	Shape	Mode	Color	Intensity
<input checked="" type="checkbox"/>	Spot Light 2	Spot		Realtime		4
<input checked="" type="checkbox"/>	Spot Light 1	Spot		Realtime		2
<input checked="" type="checkbox"/>	Area Light	Area (baked only)	Rectangle	Baked		0.5
<input checked="" type="checkbox"/>	Point Light	Point		Mixed		1
<input checked="" type="checkbox"/>	Directional Light	Directional		Realtime		1



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unity particle pack

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unity

UNITY TECHNOLOGIES
Unity Particle Pack
★★★★☆ (223)
FREE

UNITY TECHNOLOGIES
Unity Particle Pack 5.x
★★★★★ (622)
FREE

All Categories

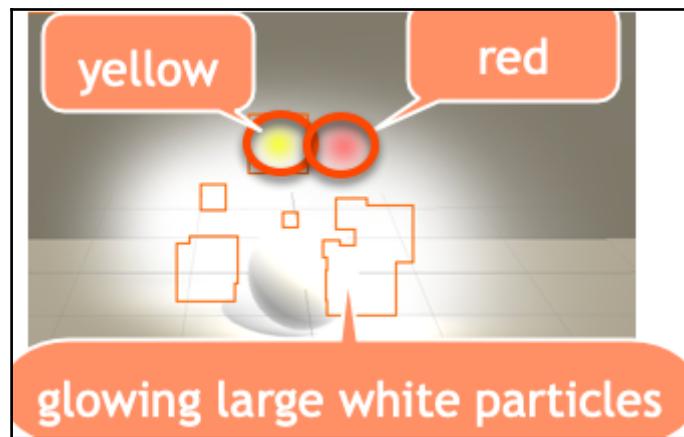
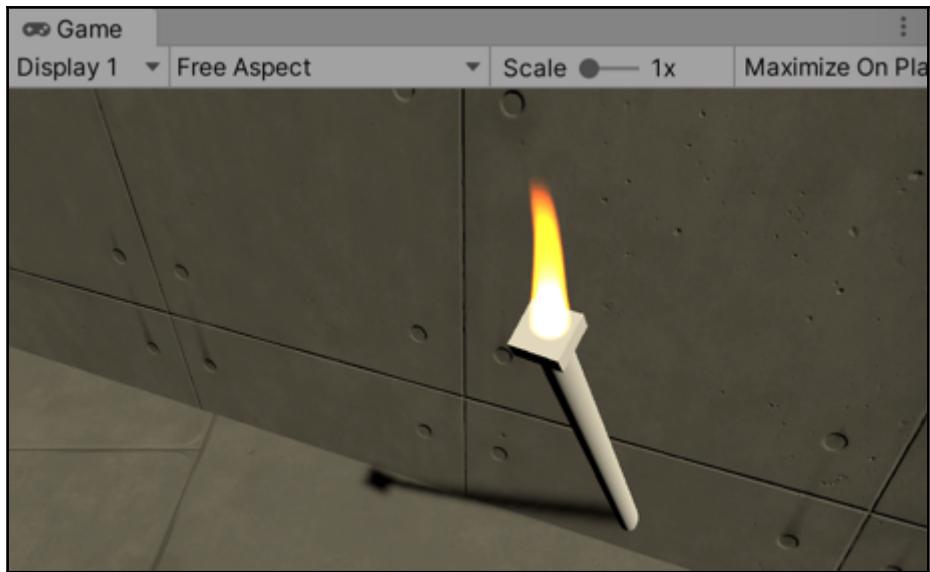
- Essentials (12)
- Asset Packs (11)
- Tutorial Projects (1)

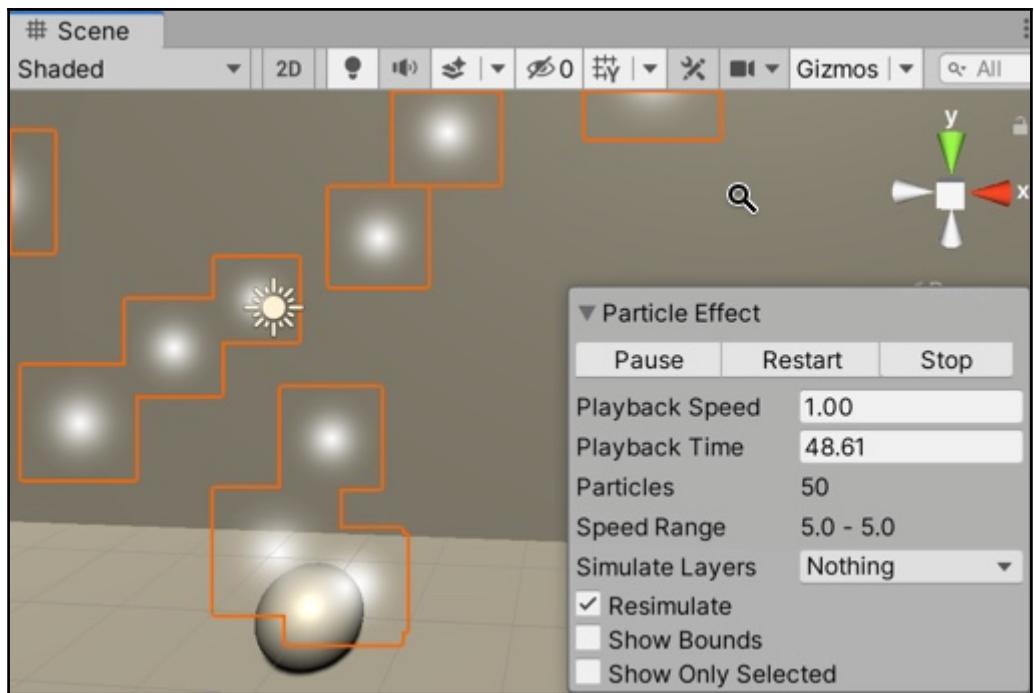
Pricing

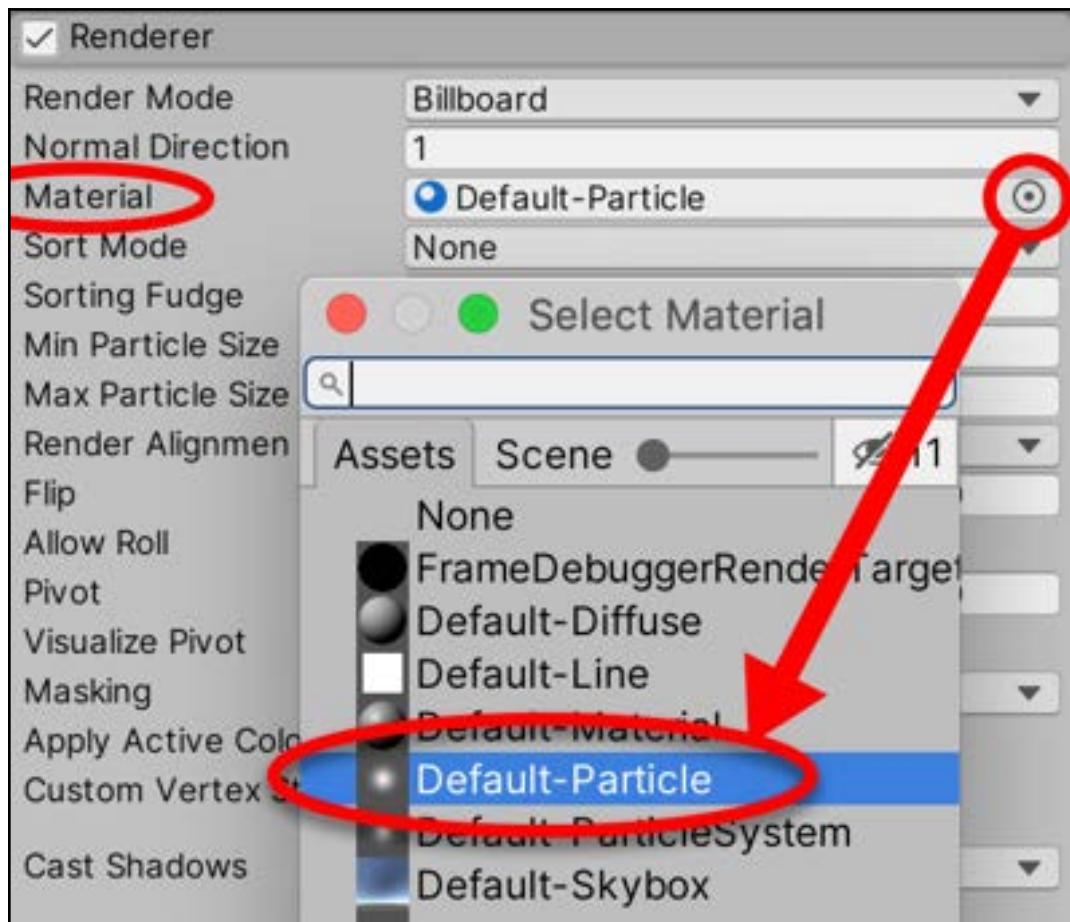
Free Assets (12)

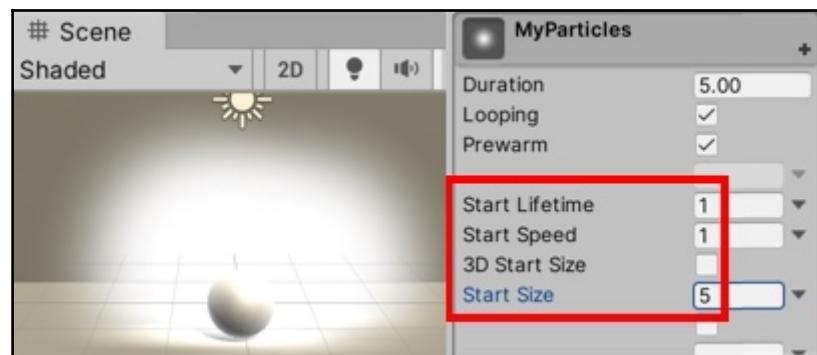
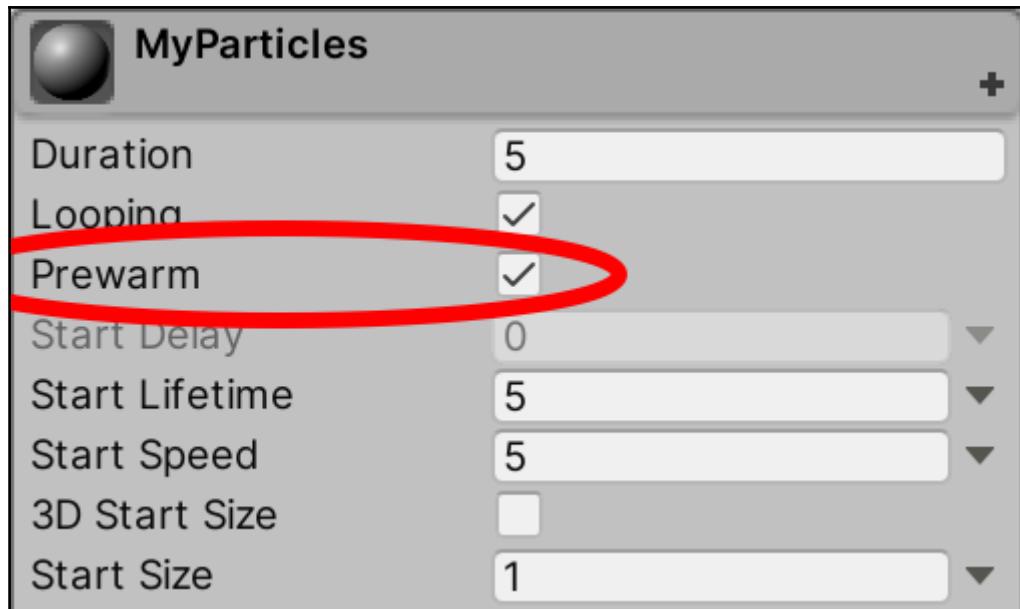
Check Free Assets

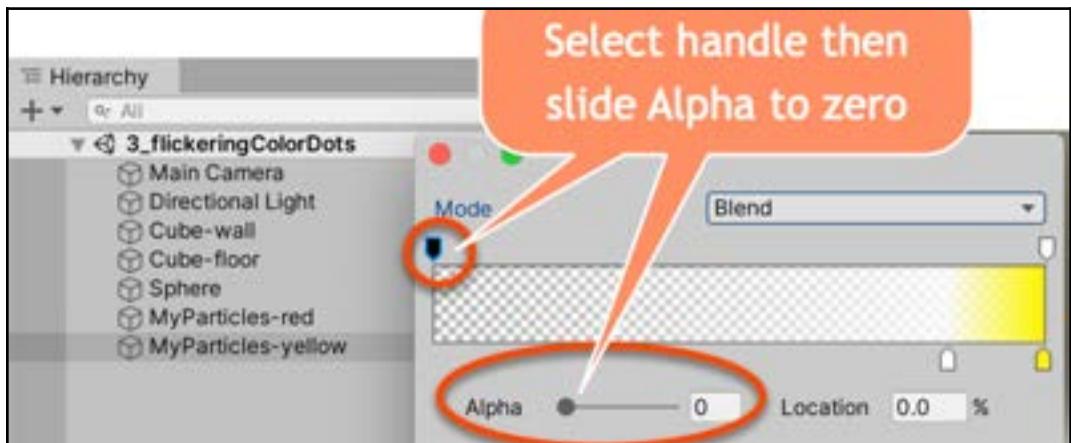
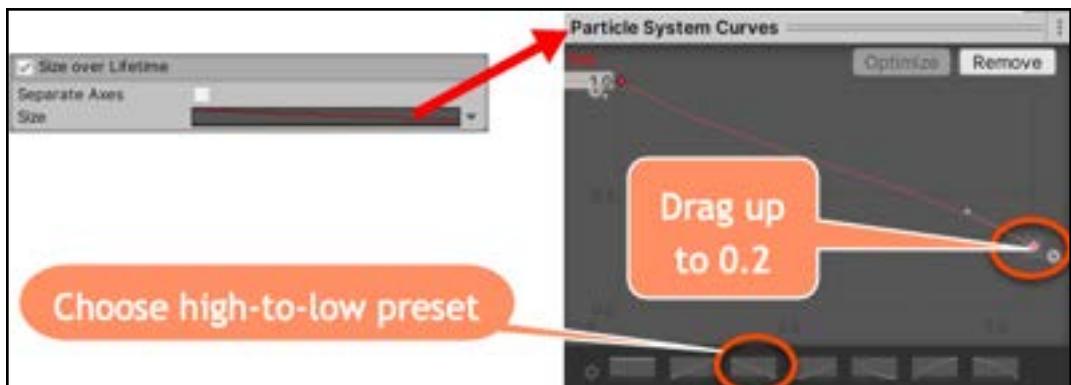
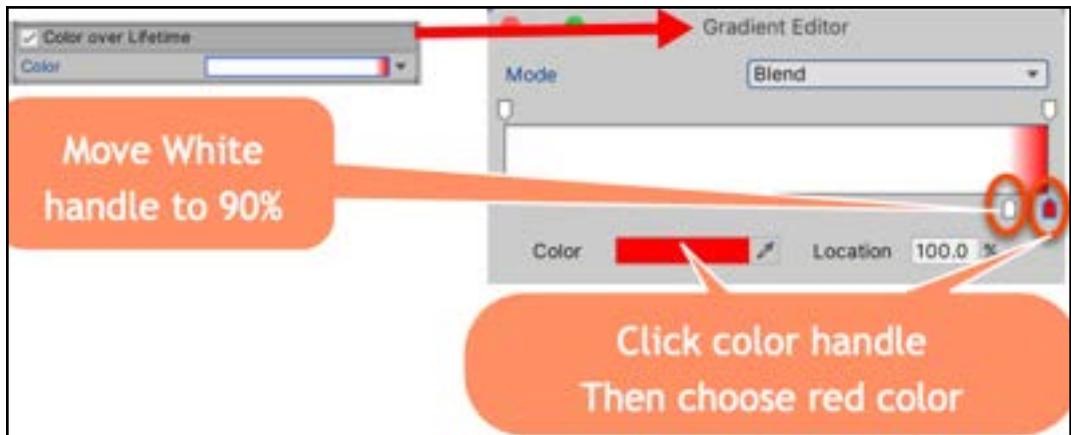














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ANIMATED FIRE

Author: BenHickling

Tuesday, October 2, 2018 - 14:32

PREVIEW:

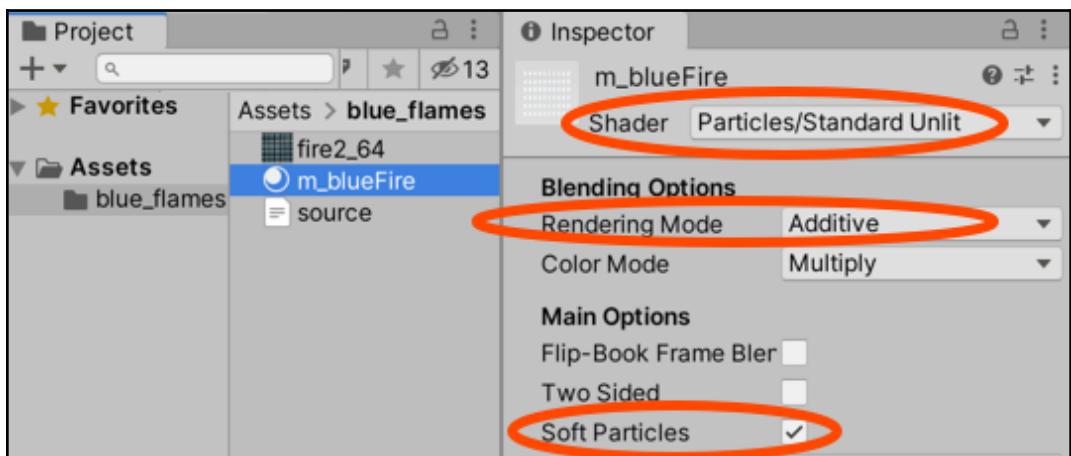
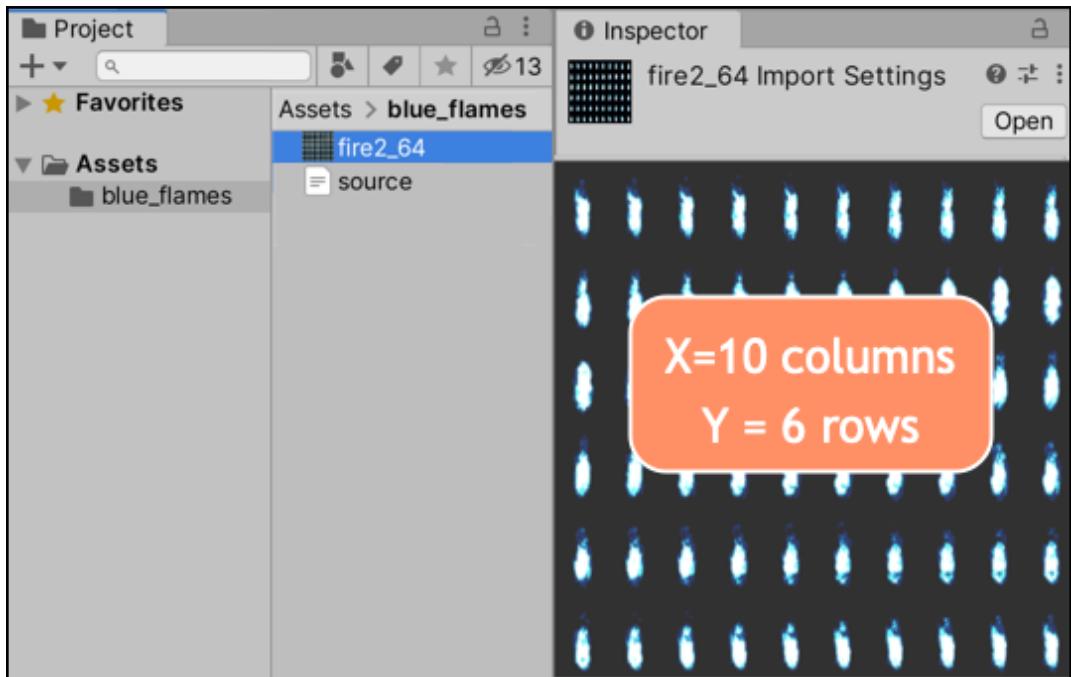
Download the blue fire sprite sheet: fire2_64.png

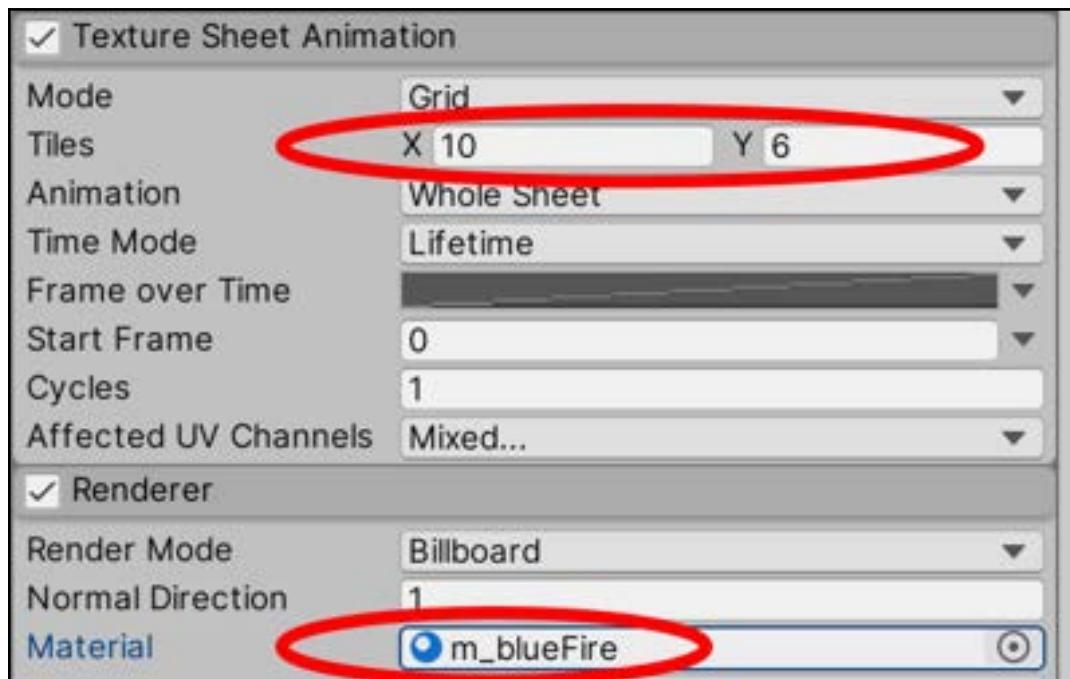
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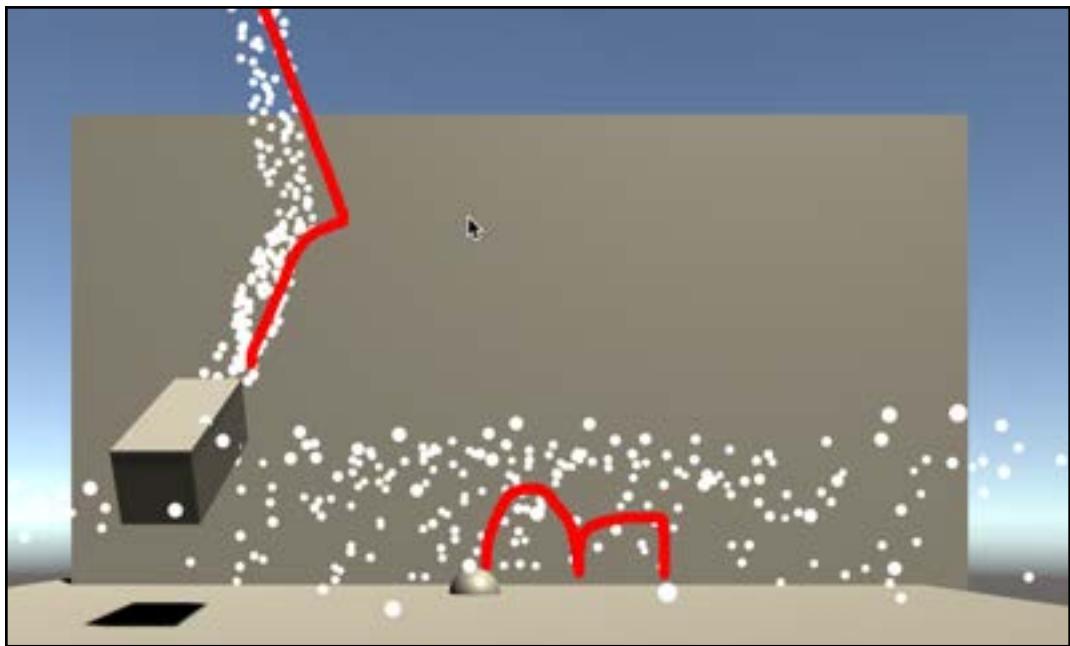
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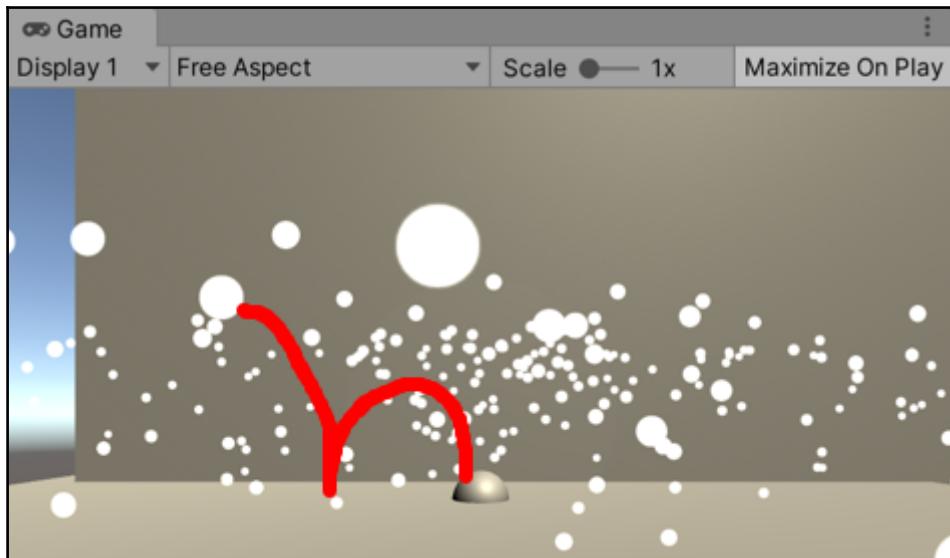
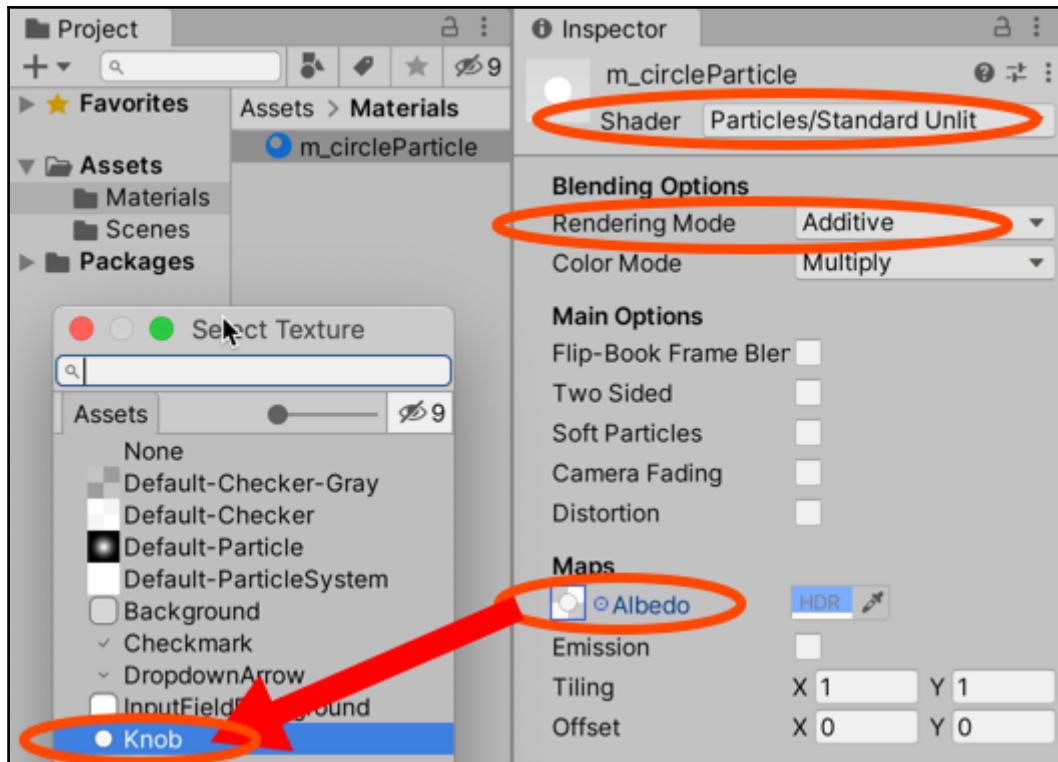
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- fire2_64.png 26 Kb [655 download(s)]
- fire3_64.png 25.5 Kb [503 download(s)]

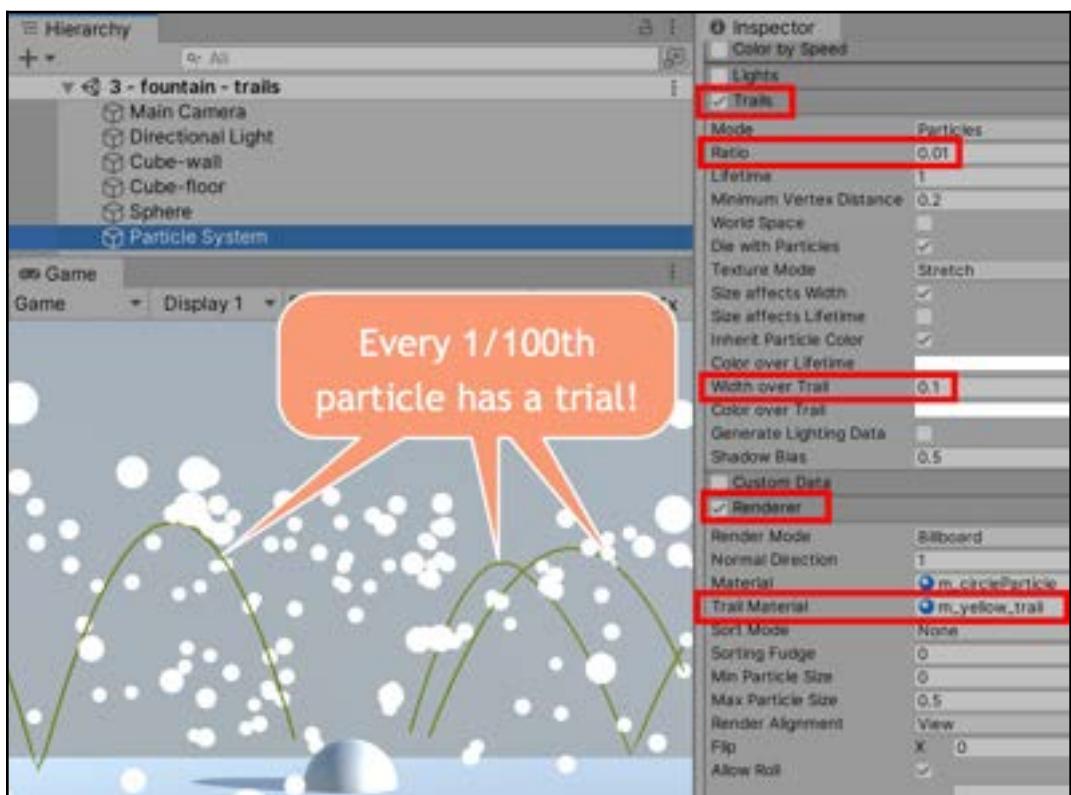
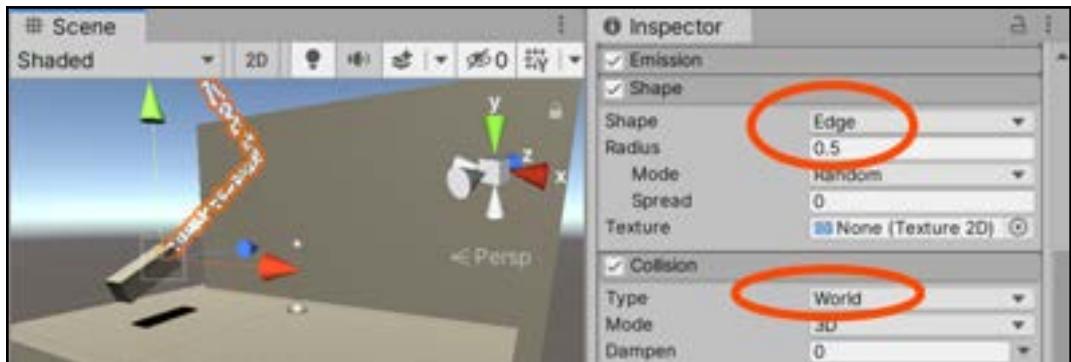
Licence(s):













Stylized Crystal

LowlyPoly ★★★★★ 5 | 10 Reviews

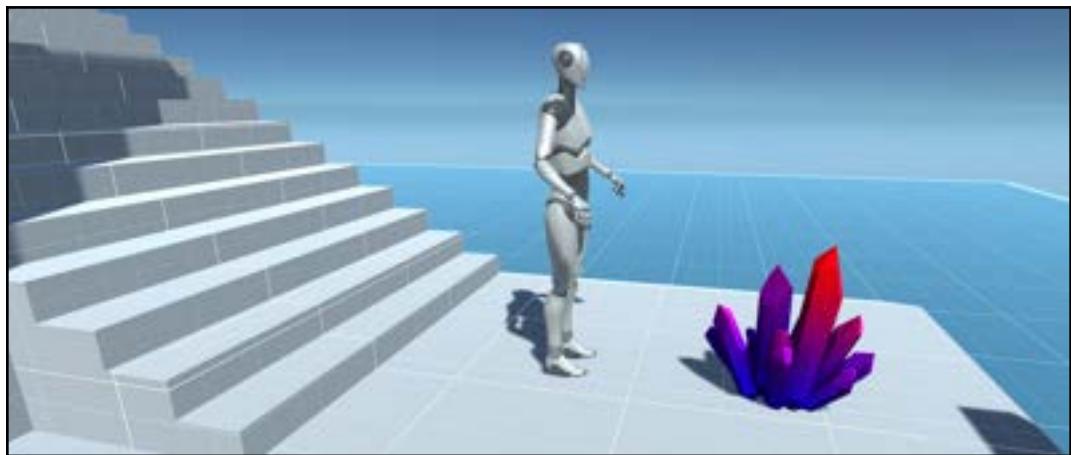
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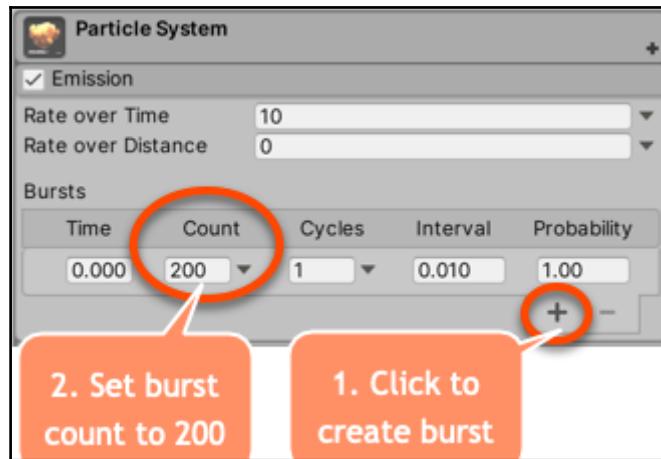
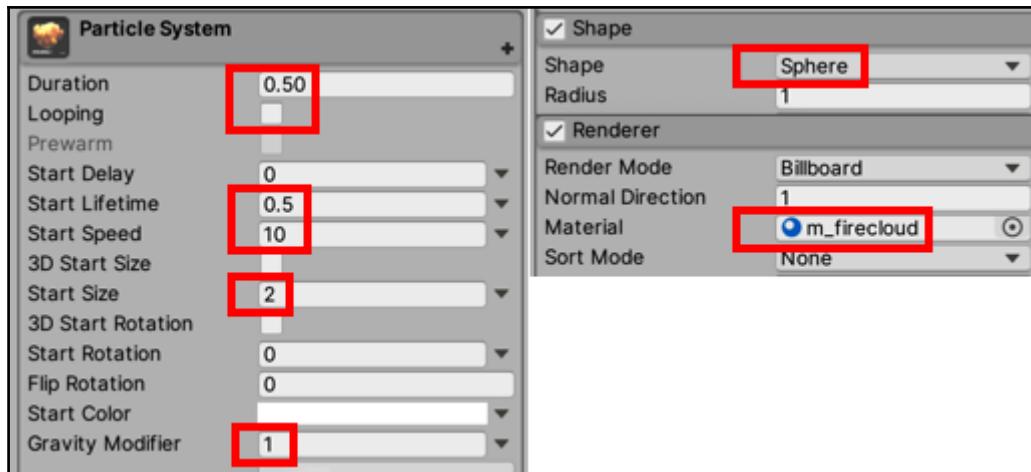
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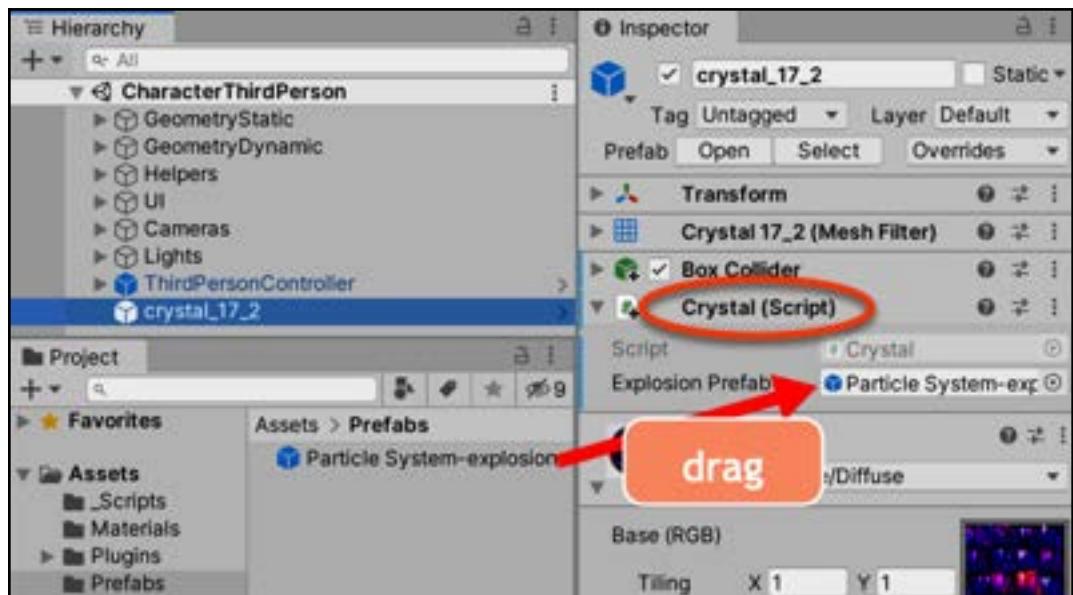
File size	1.3 MB
Latest version	1.0
Latest release date	Dec 13, 2016
Support Unity versions	5.4.3 or higher
Support	Visit site

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Yughues Free Bombs

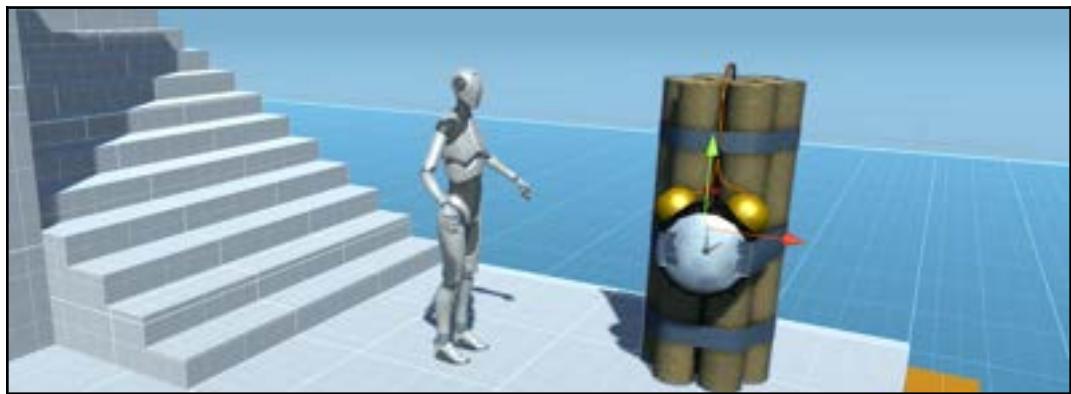
Noblaix / Yughues ★★★★☆ 4 | 9 Reviews

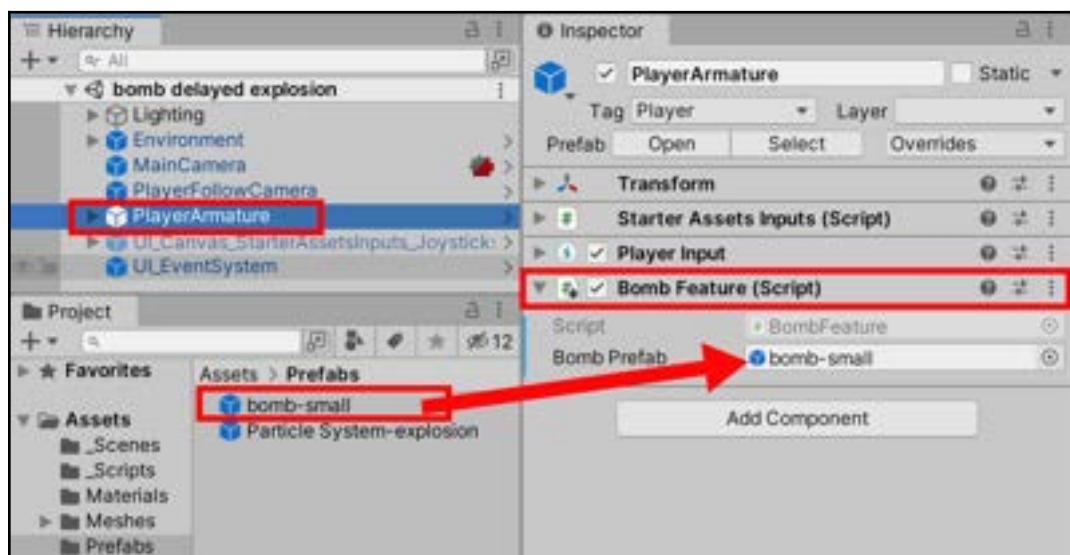
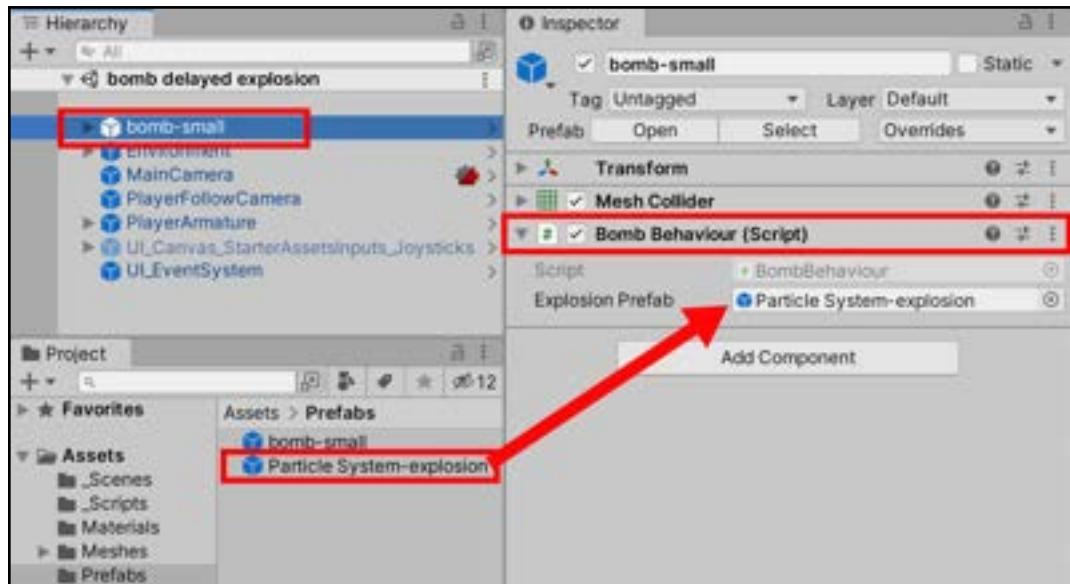
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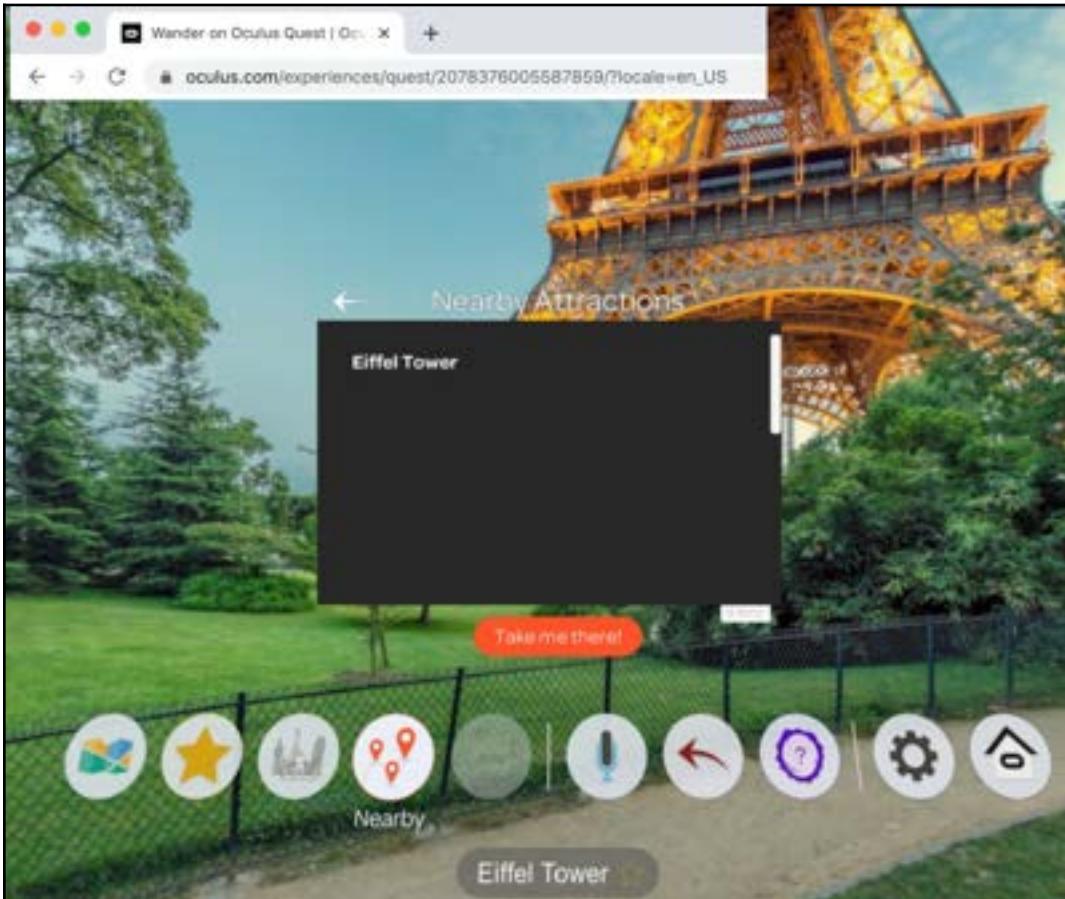
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Latest version	1.0
Latest release date	Mar 27, 2015
Support Unity versions	4.3.0 or higher

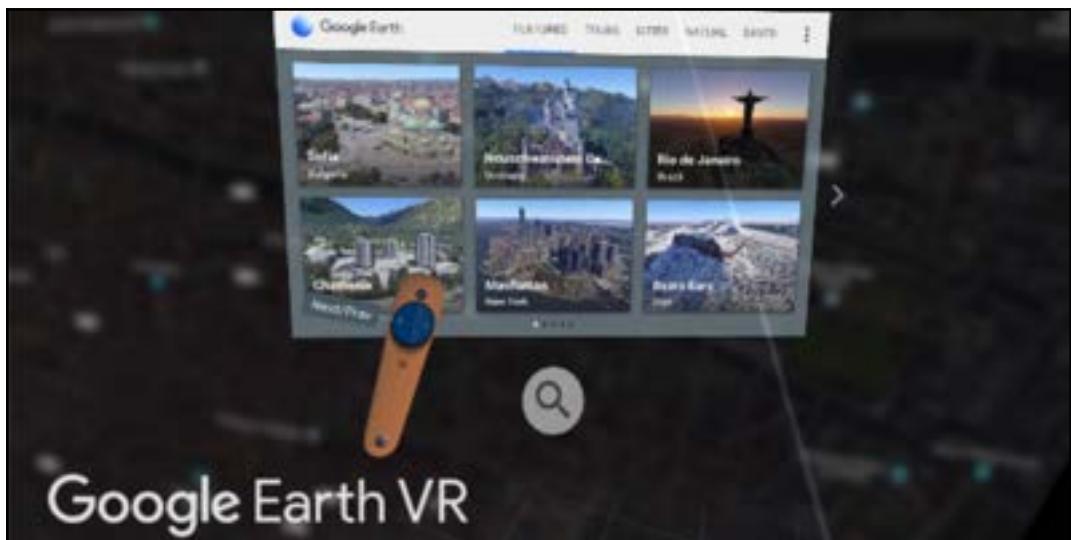
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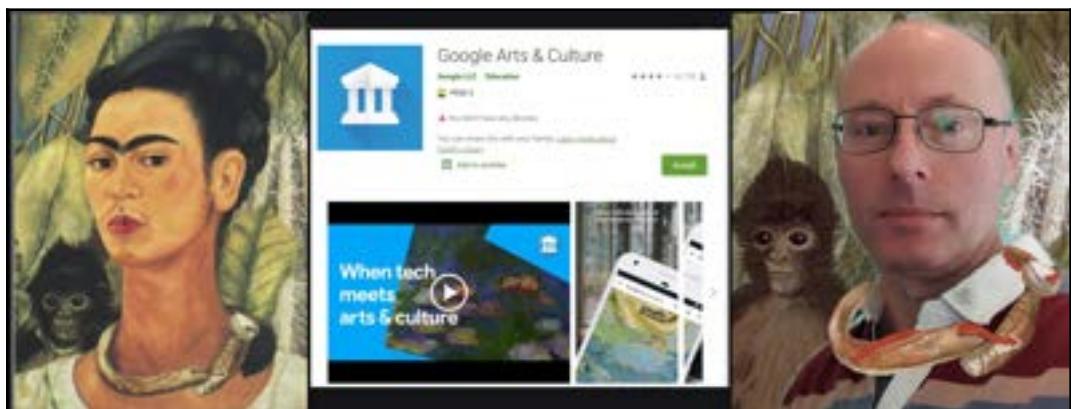


Chapter 15: Virtual and Augmented Reality (VR/AR)

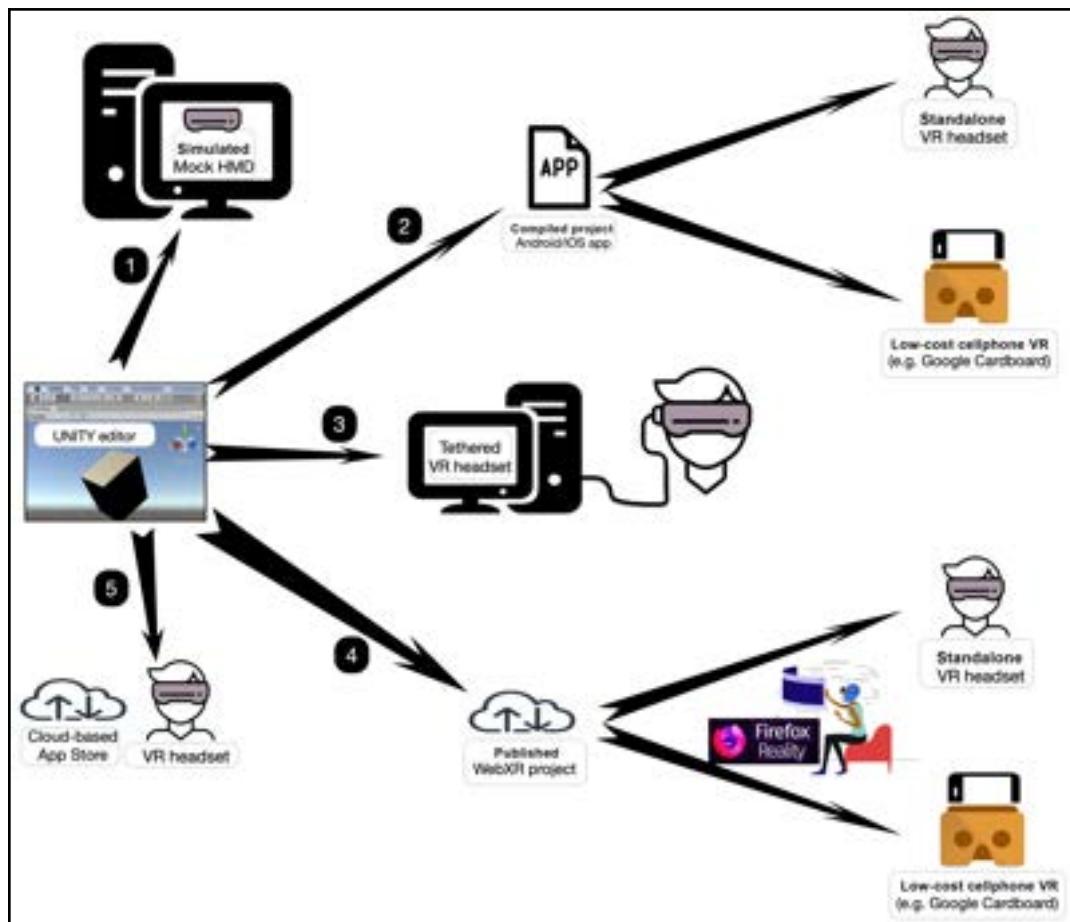




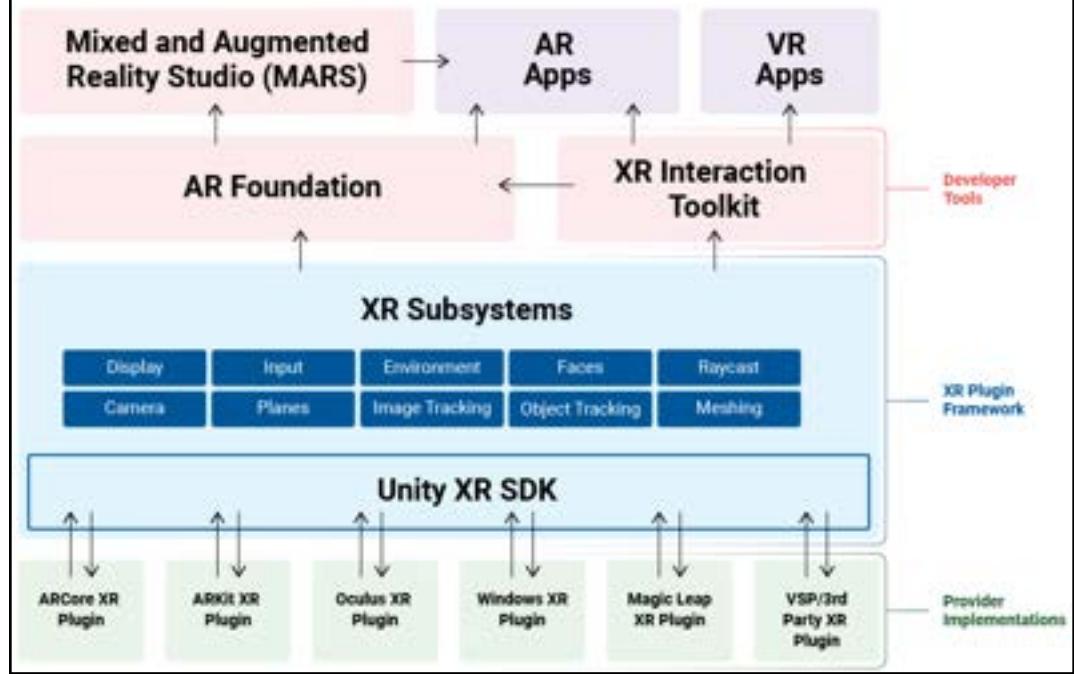
Google Earth VR







Unity XR Tech Stack



App Store Preview

This app is available only on the App Store for iPhone and iPad.



WebXR Viewer 17+

An AR Project by Mozilla
Mozilla

★★★★★ 4.8 • 23 Ratings

Free

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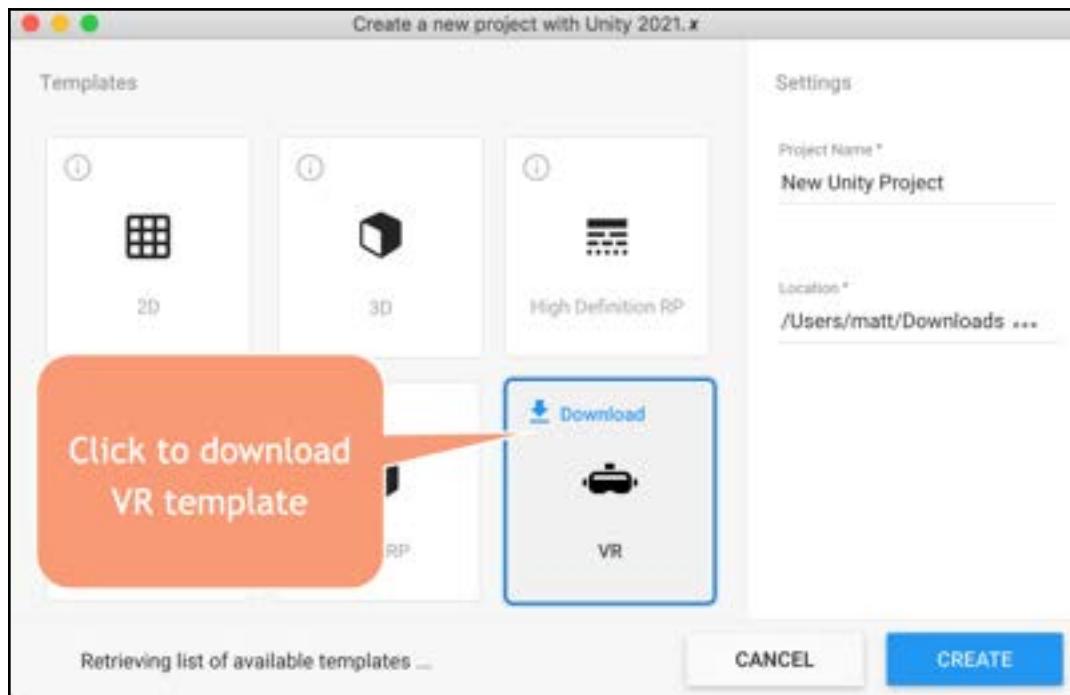
X

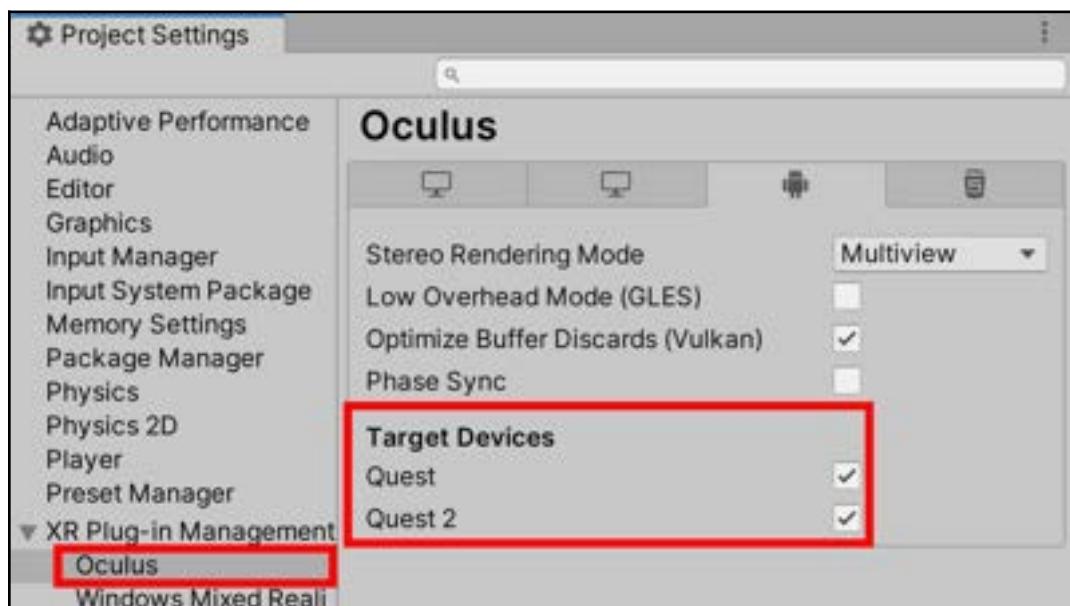
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<input checked="" type="checkbox"/>	OpenJDK	Installed	72.7 MB

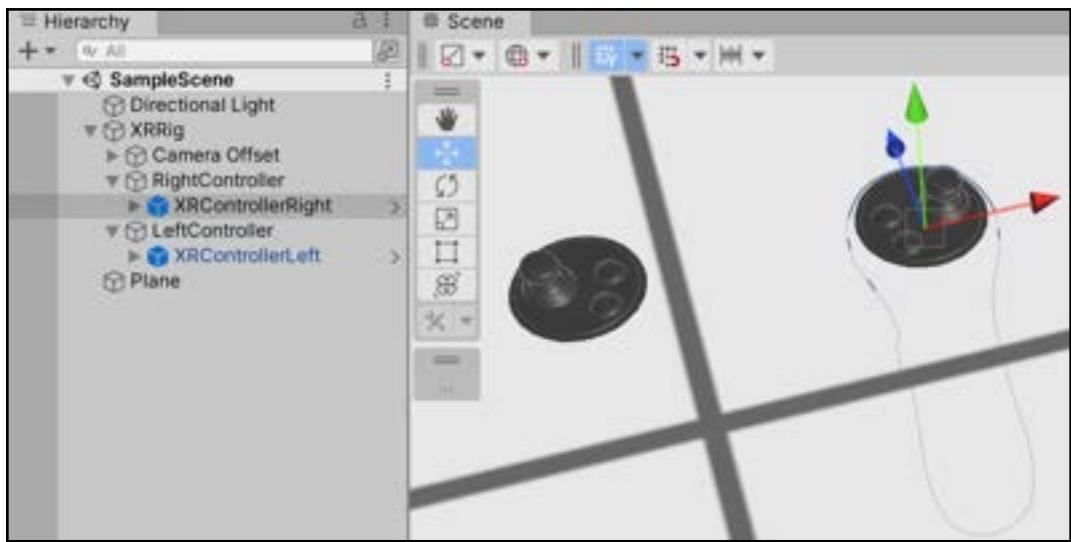
<input checked="" type="checkbox"/>	iOS Build Support	590.4 MB	1.6 GB
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<input type="checkbox"/>	Linux Build Support (IL2CPP)	151.9 MB	434.3 MB
<input type="checkbox"/>	Linux Build Support (Mono)	159.5 MB	452.6 MB
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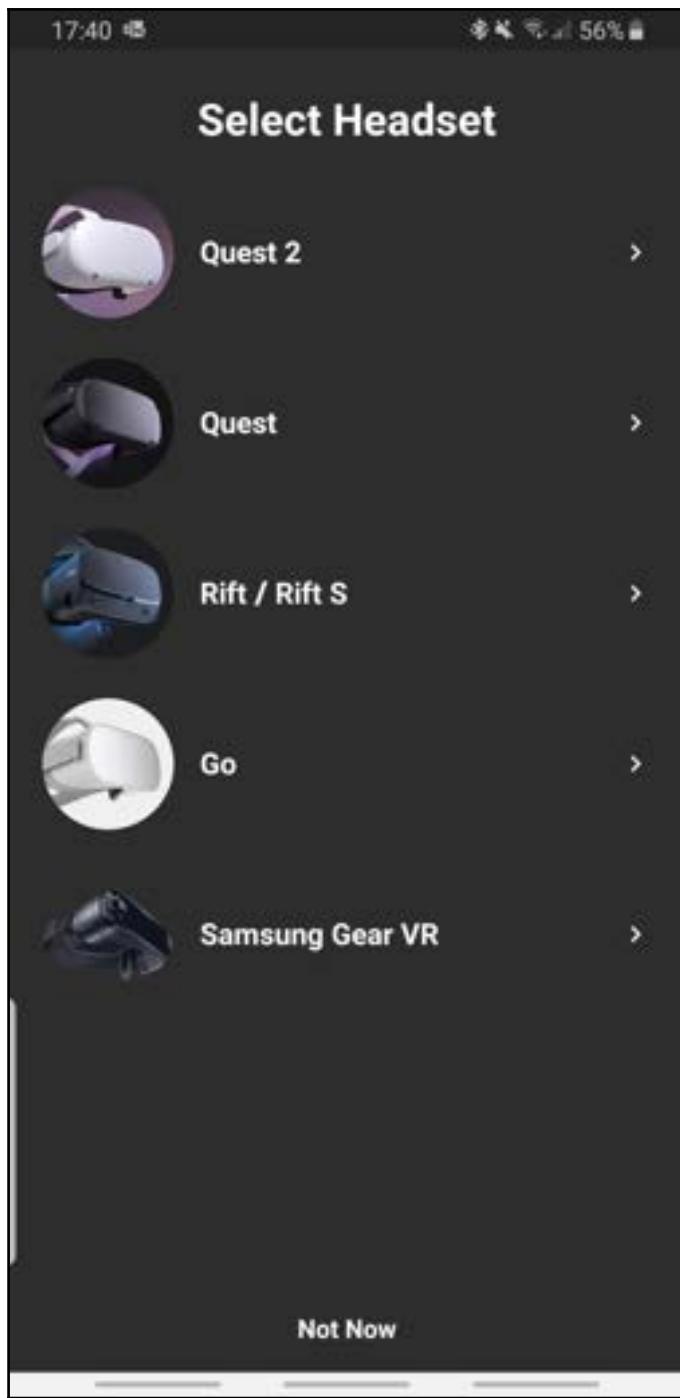
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DONE









Allow USB debugging?

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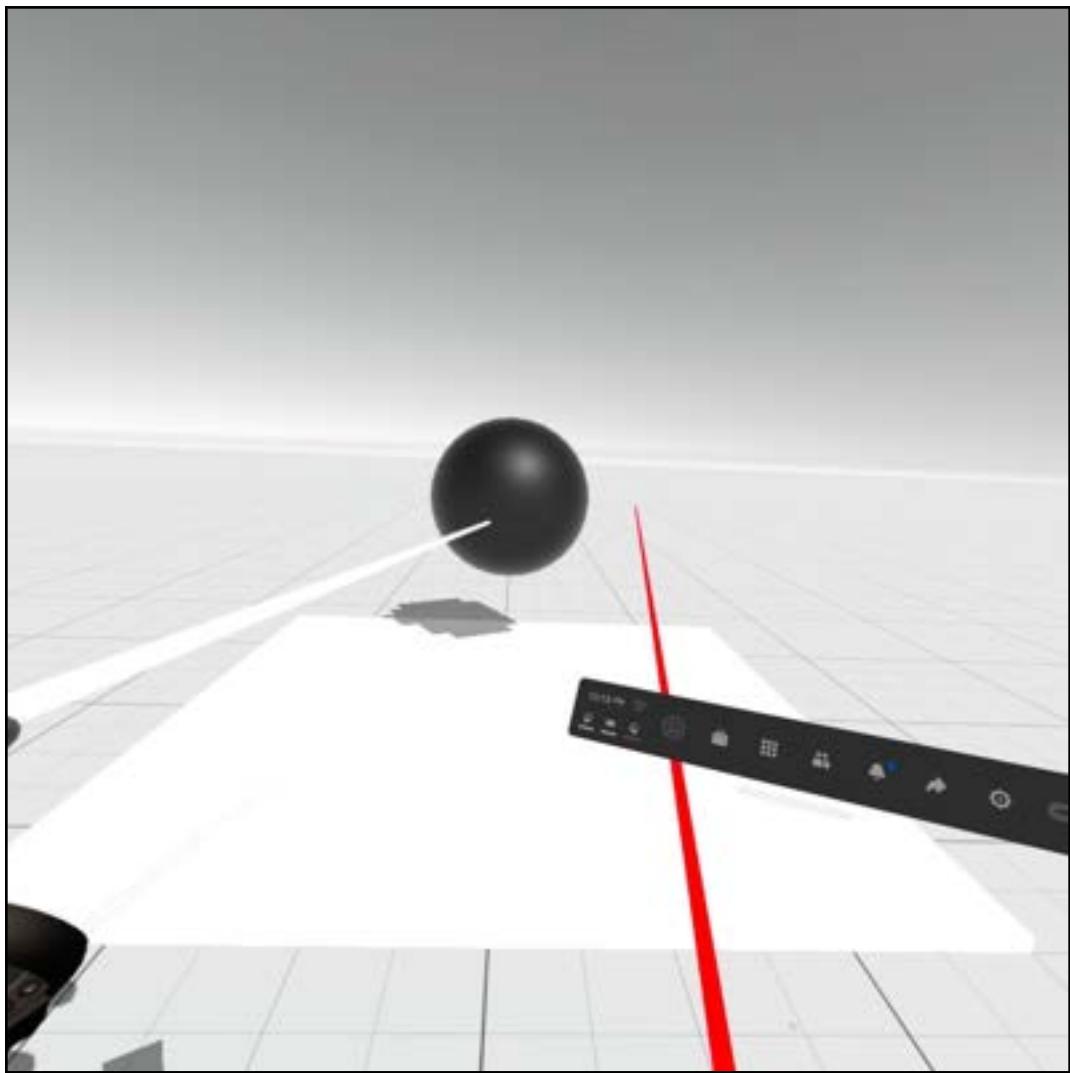
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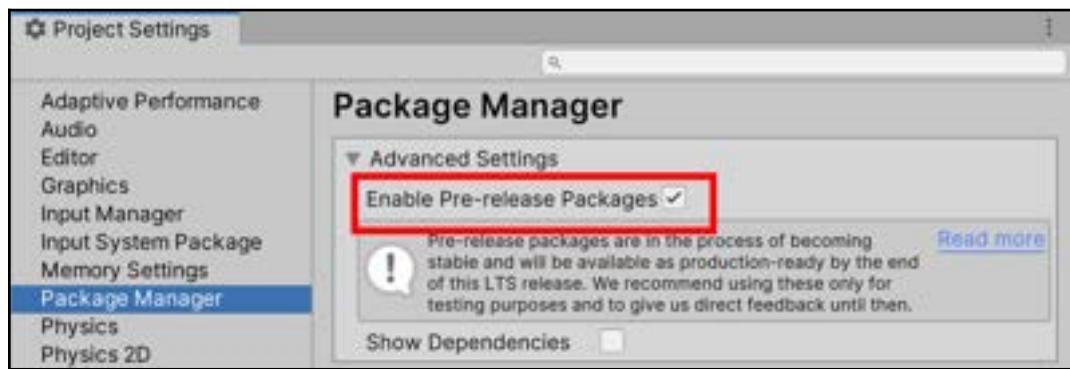
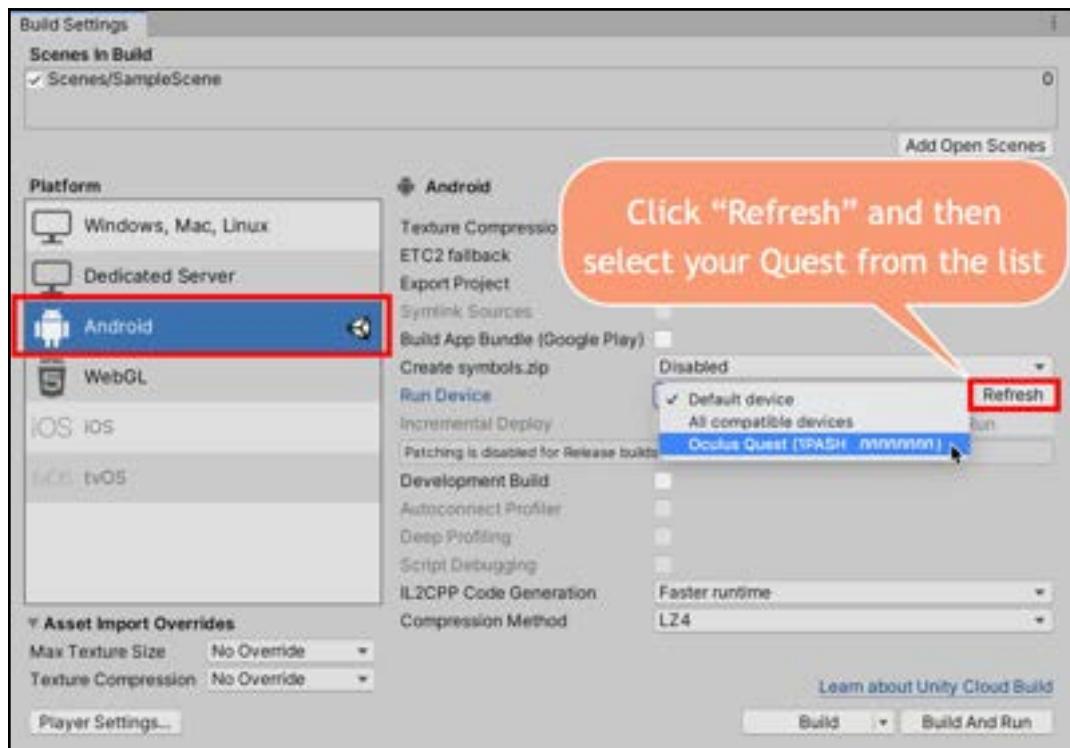


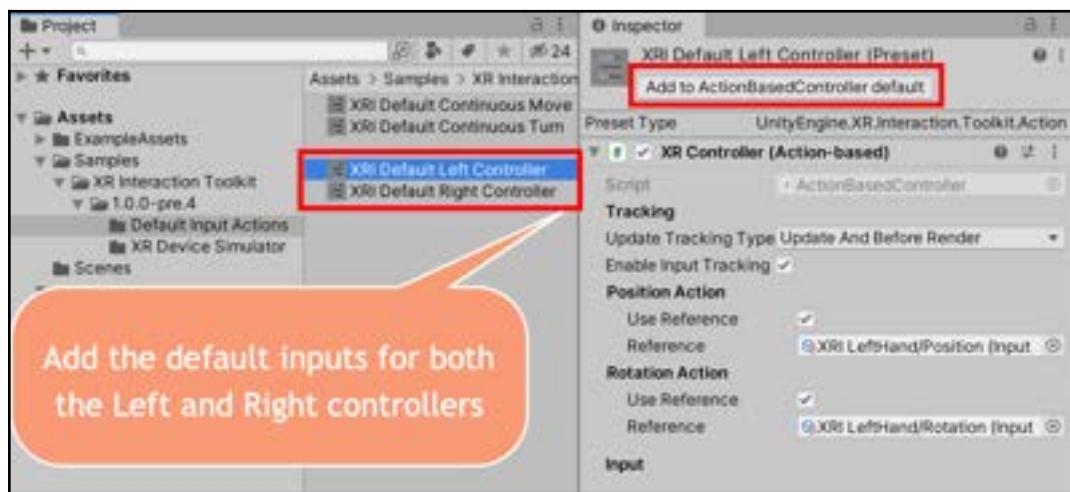
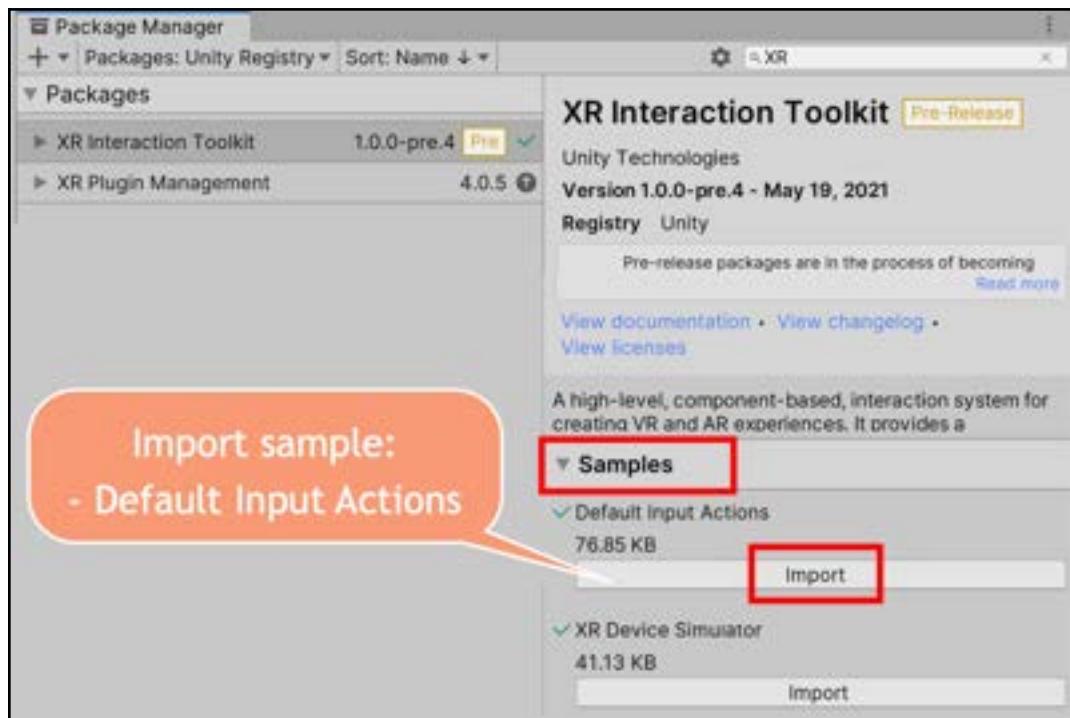
Always allow from this computer

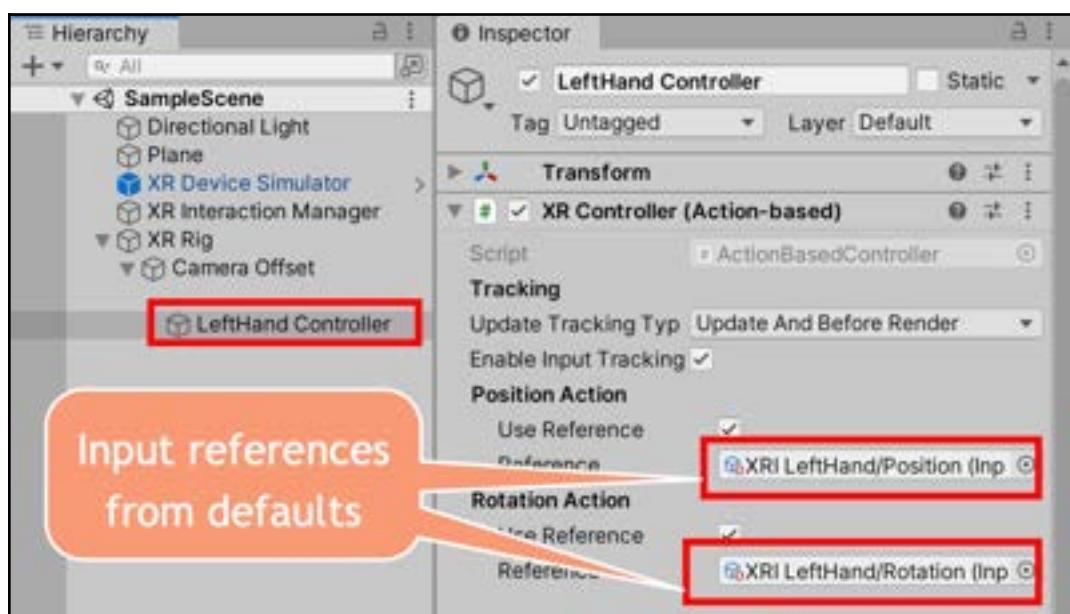
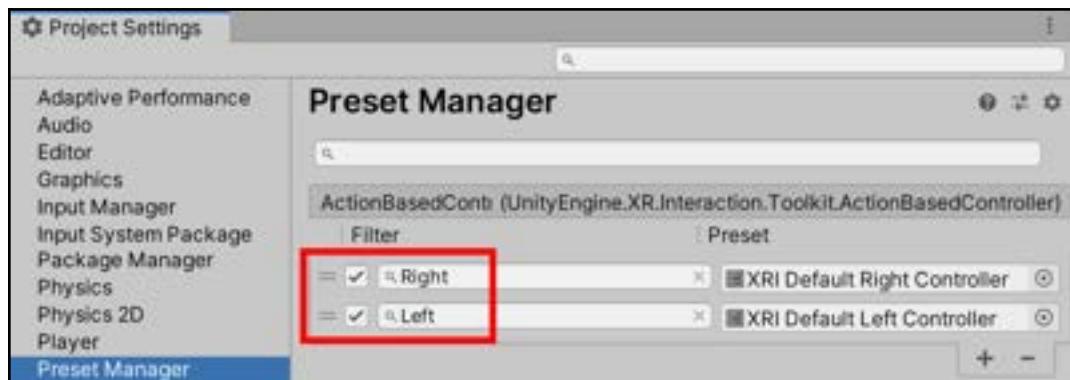
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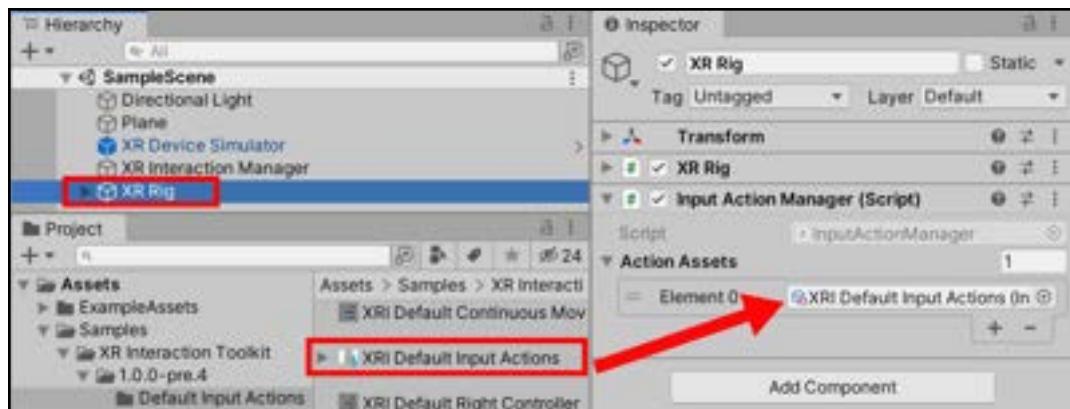
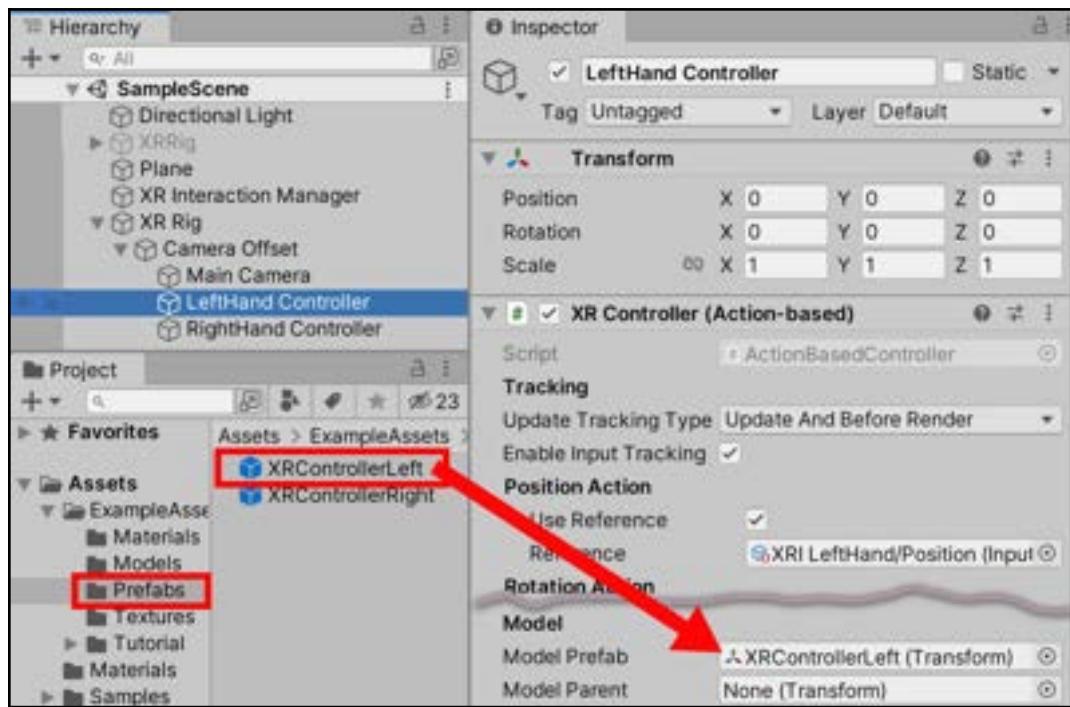
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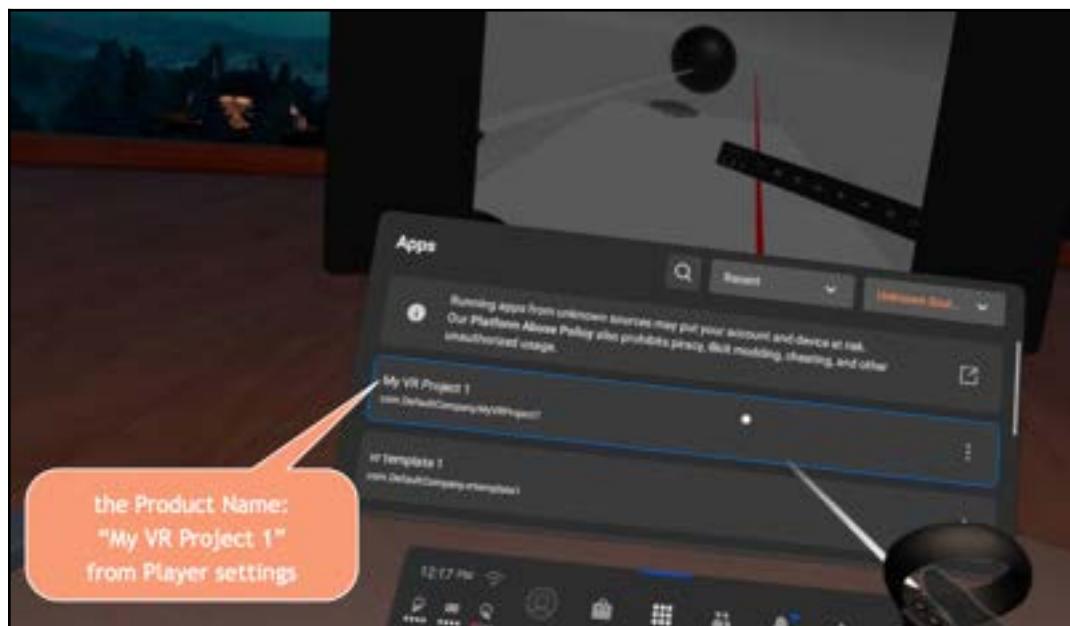


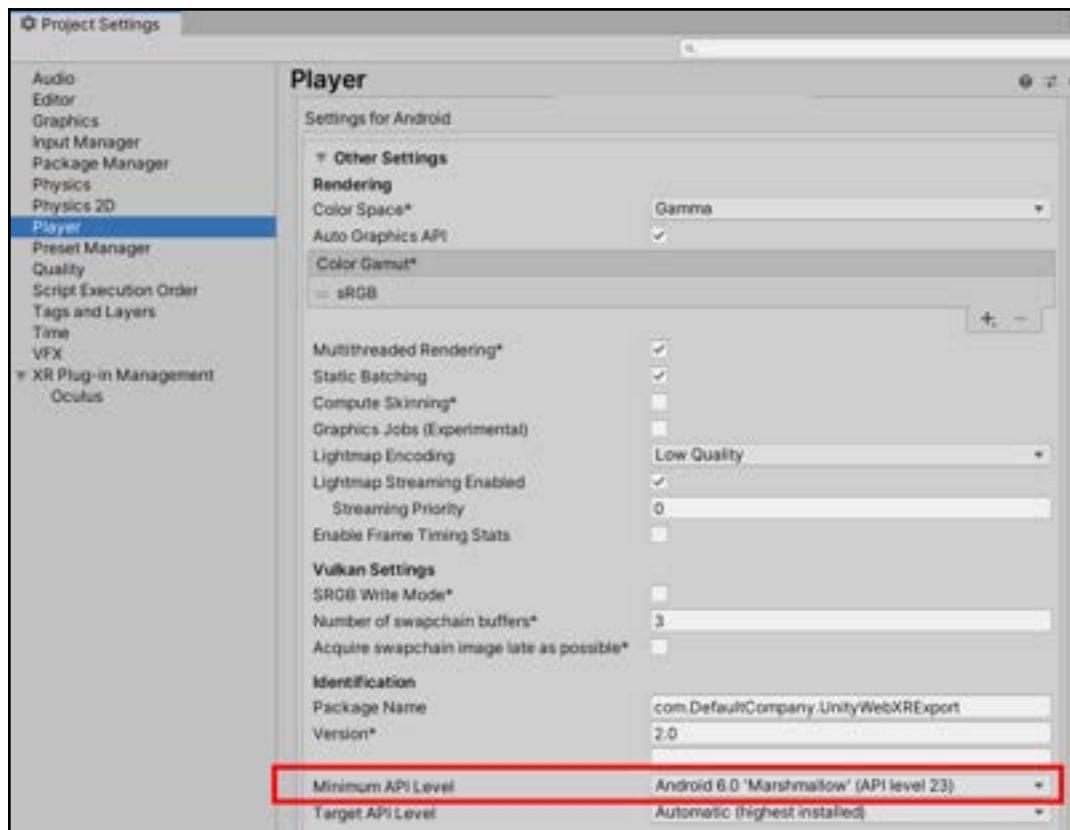


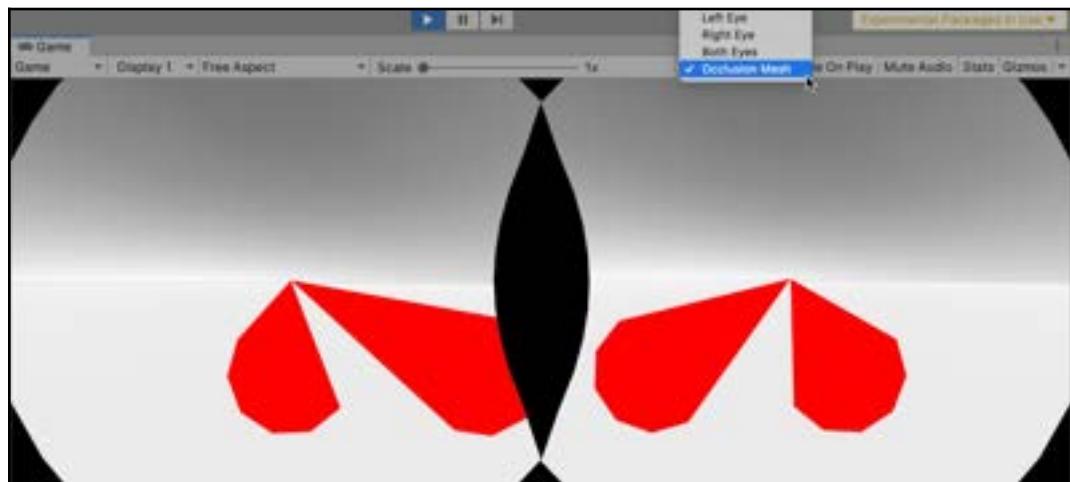
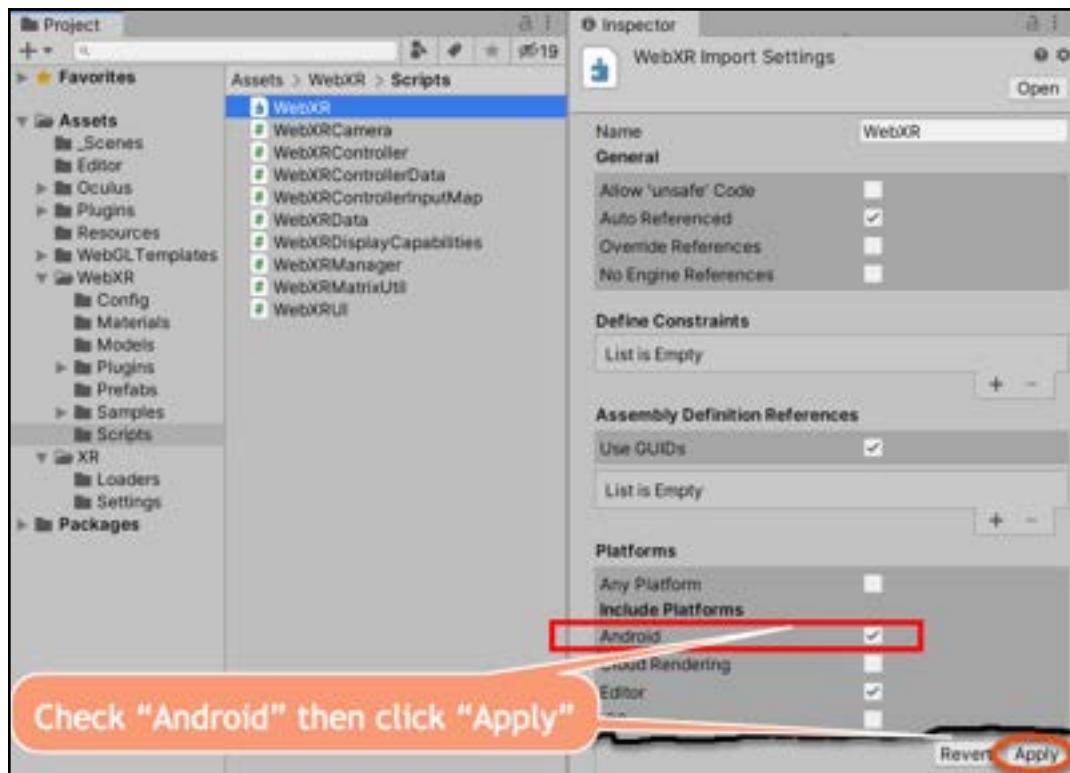


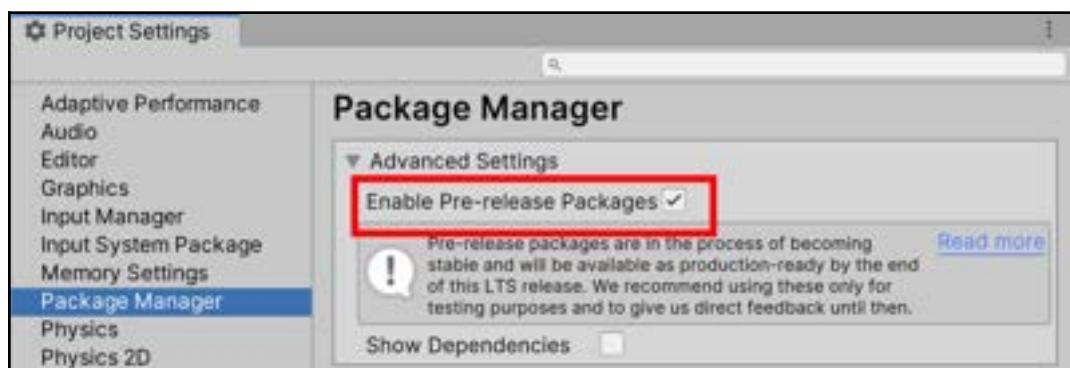
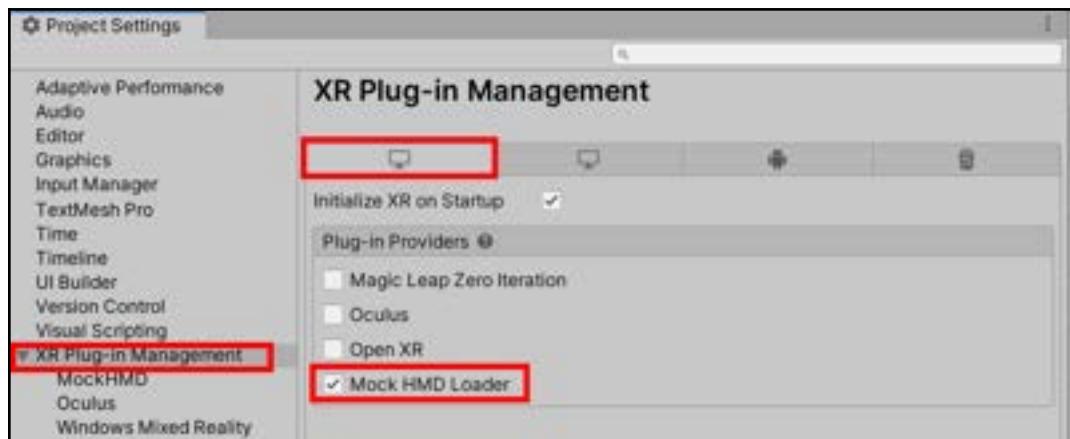


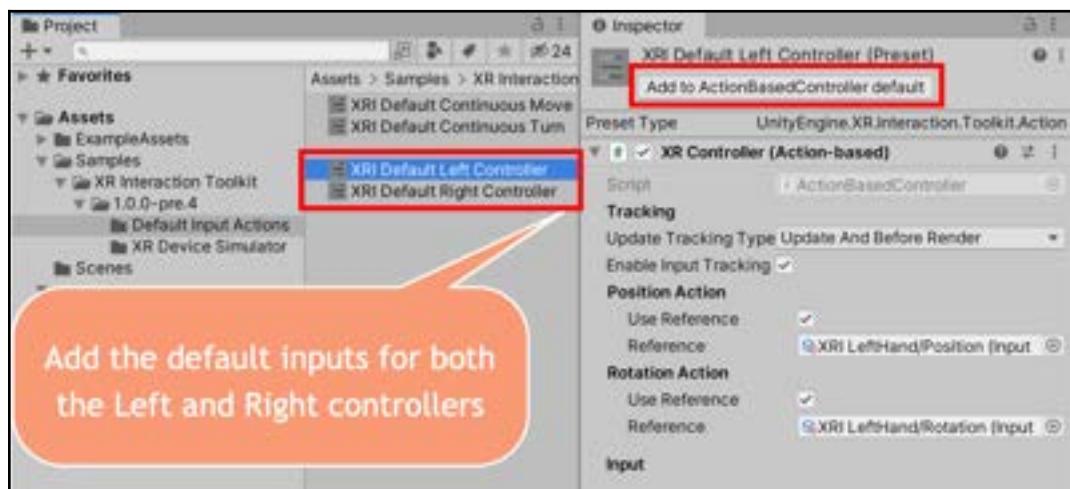
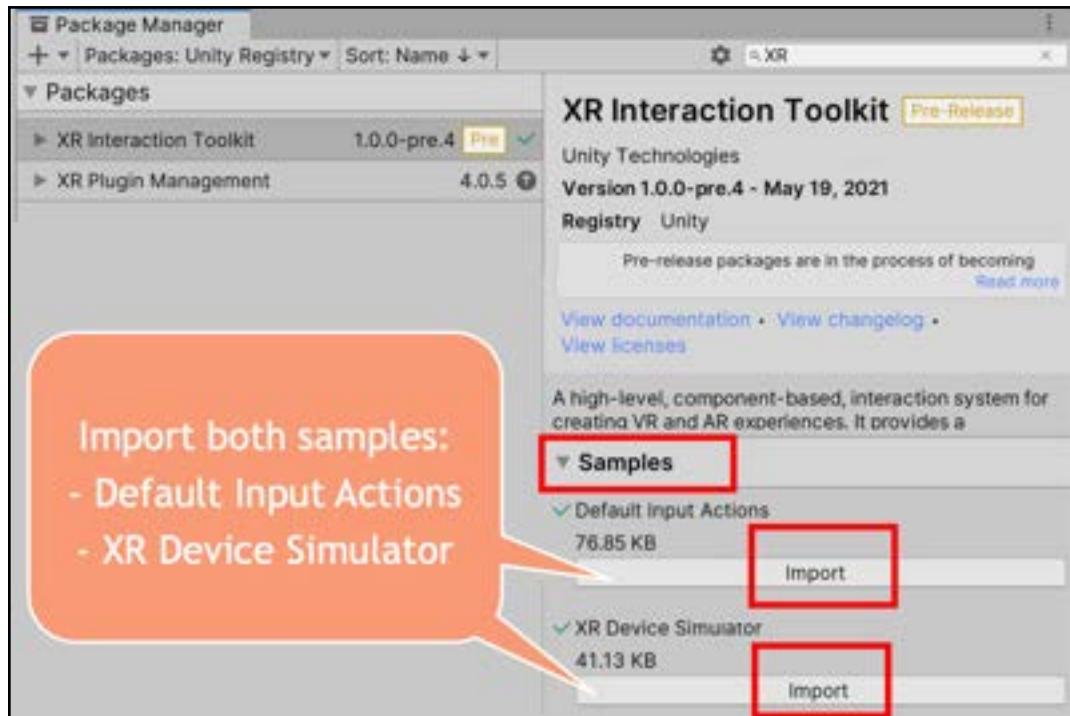


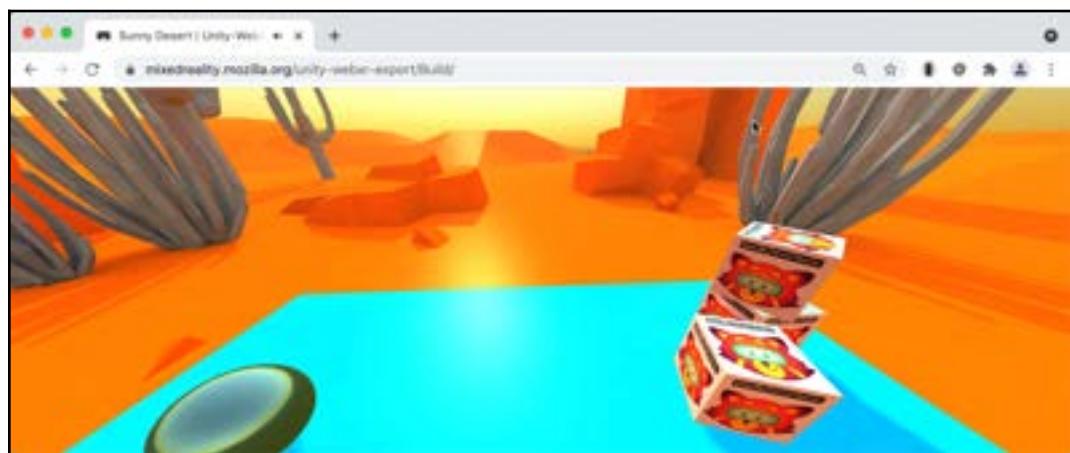
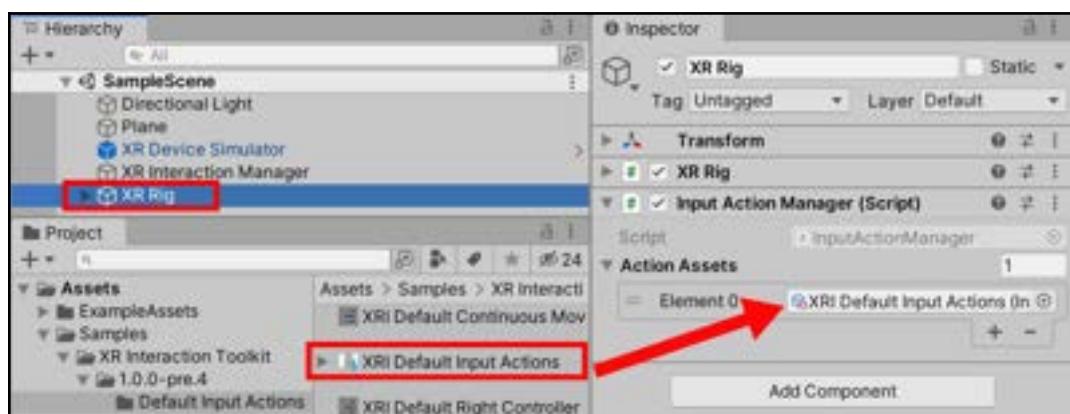
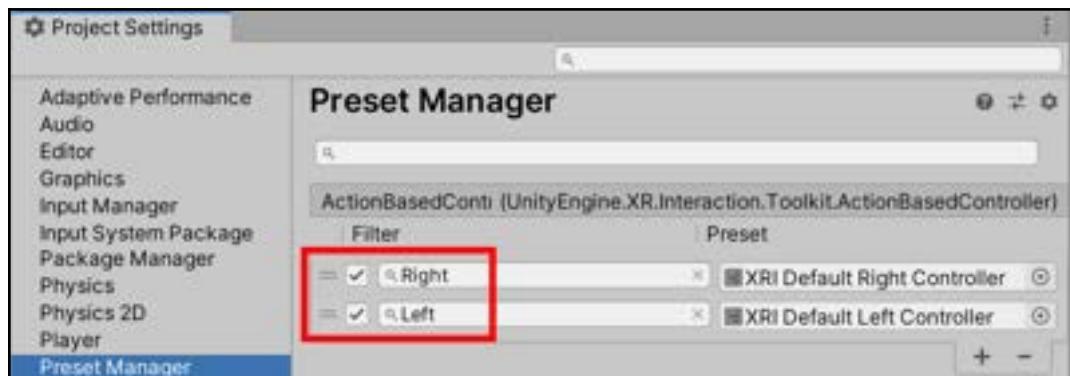












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Add modules to Unity 2021.2.0b2 : total space available 84.6 GB - total space required 14.3 GB

Platforms

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<input type="checkbox"/> tvOS Build Support	585.3 MB	1.6 GB
<input type="checkbox"/> Linux Build Support (IL2CPP)	151.9 MB	434.3 MB
<input type="checkbox"/> Linux Build Support (Mono)	159.5 MB	452.6 MB
<input type="checkbox"/> Mac Build Support (IL2CPP)	1.0 GB	3.6 GB
<input checked="" type="checkbox"/> WebGL Build Support	516.8 MB	1.6 GB
<input type="checkbox"/> Windows Build Support (Mono)	1.1 GB	3.5 GB

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WebXR Exporter X

Unity WebXR Exporter Mozilla ★★★★☆ 4 | 25 Reviews

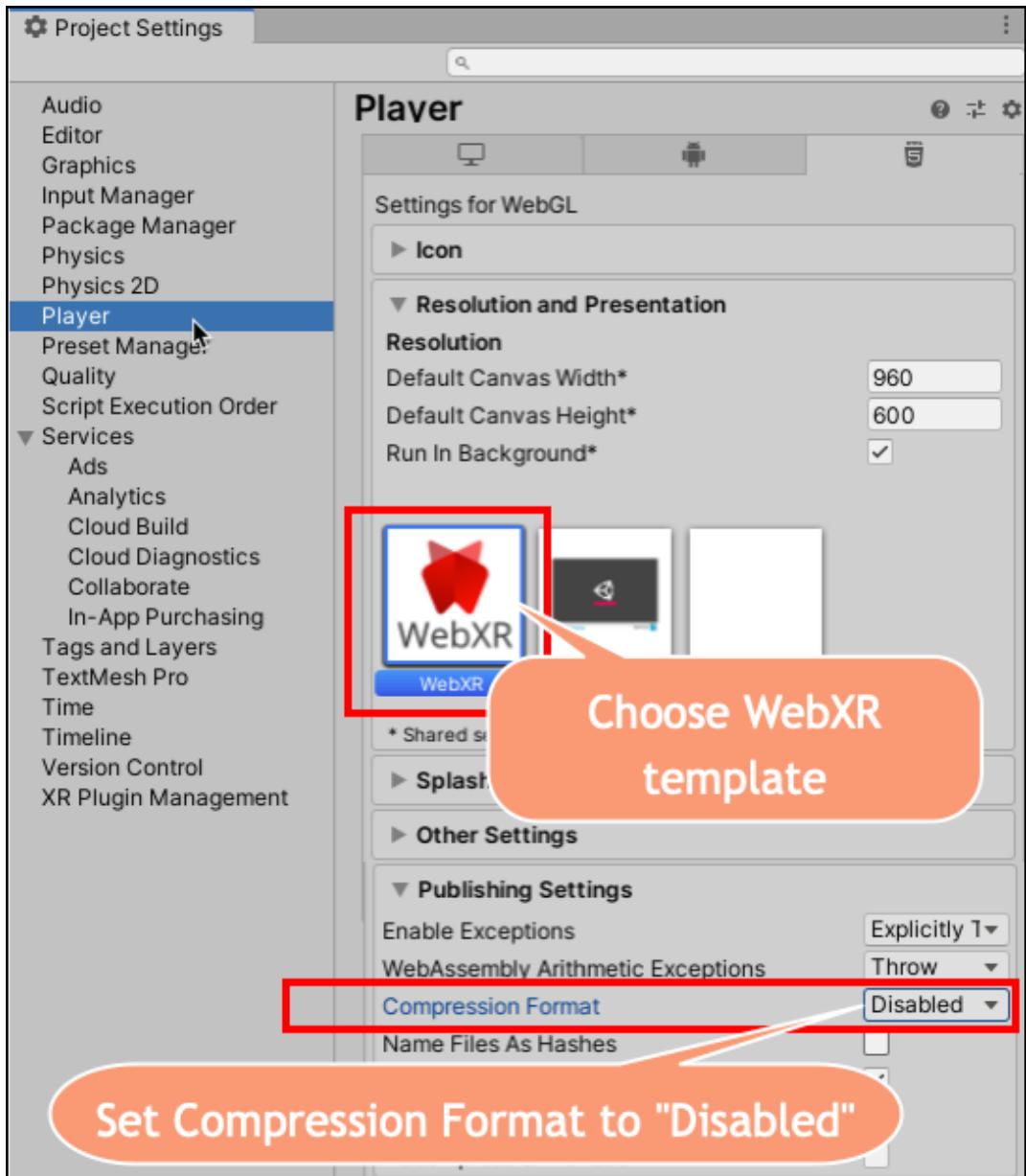
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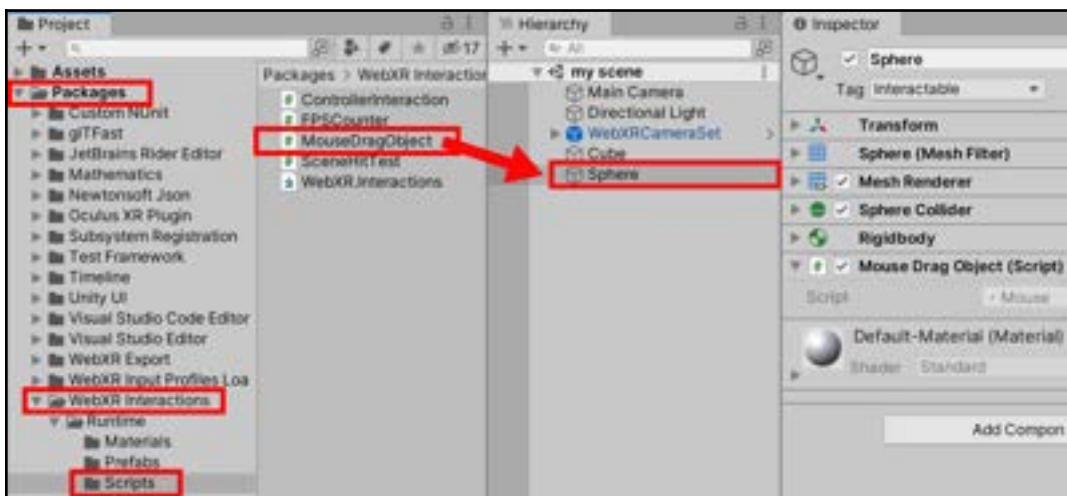
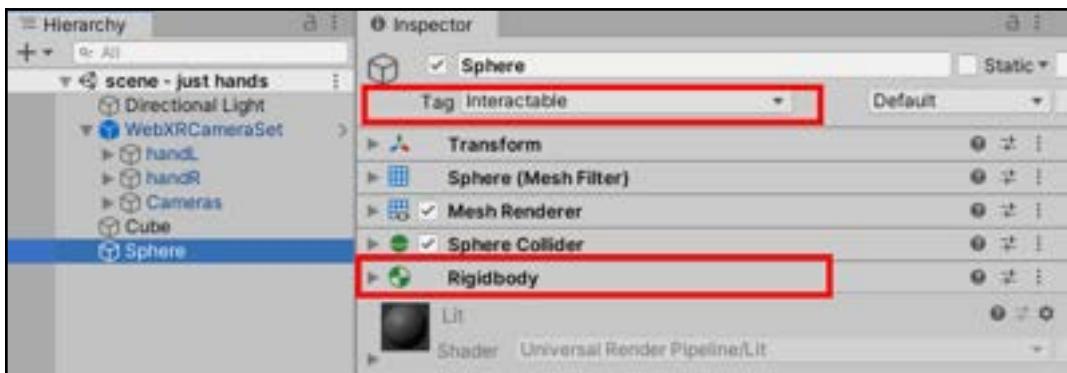
Latest version 2.0.1
Latest release date Apr 15, 2020
Supported Unity versions 2019.3.4 or higher
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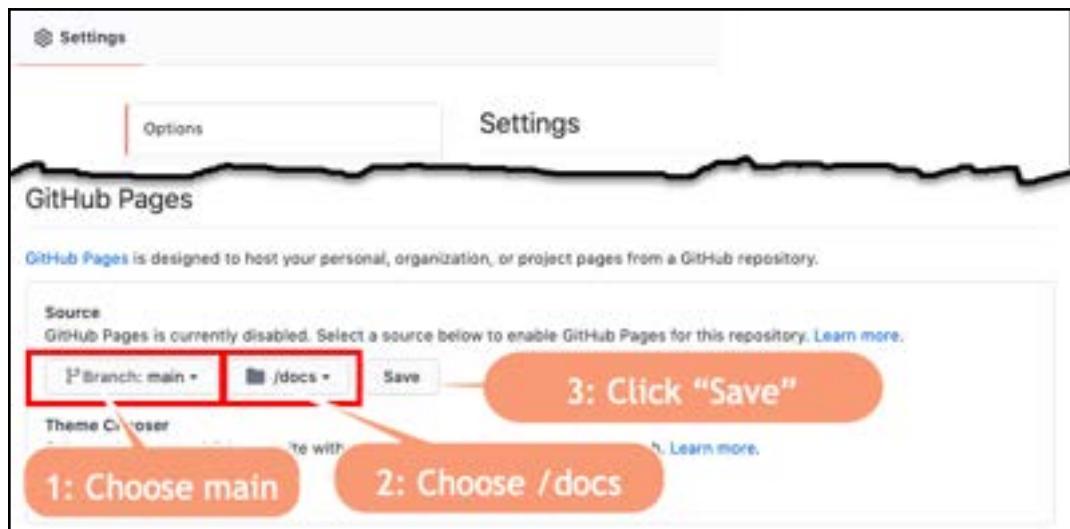
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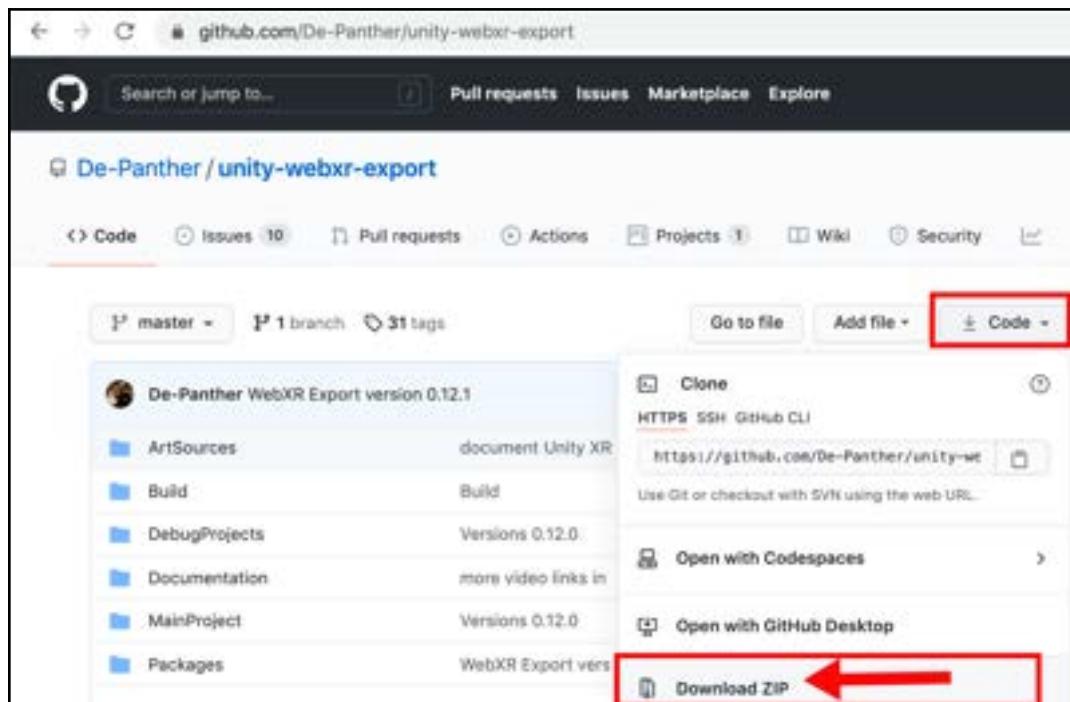


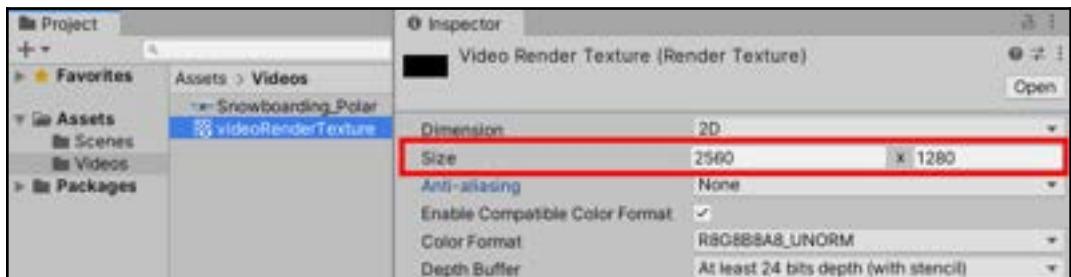
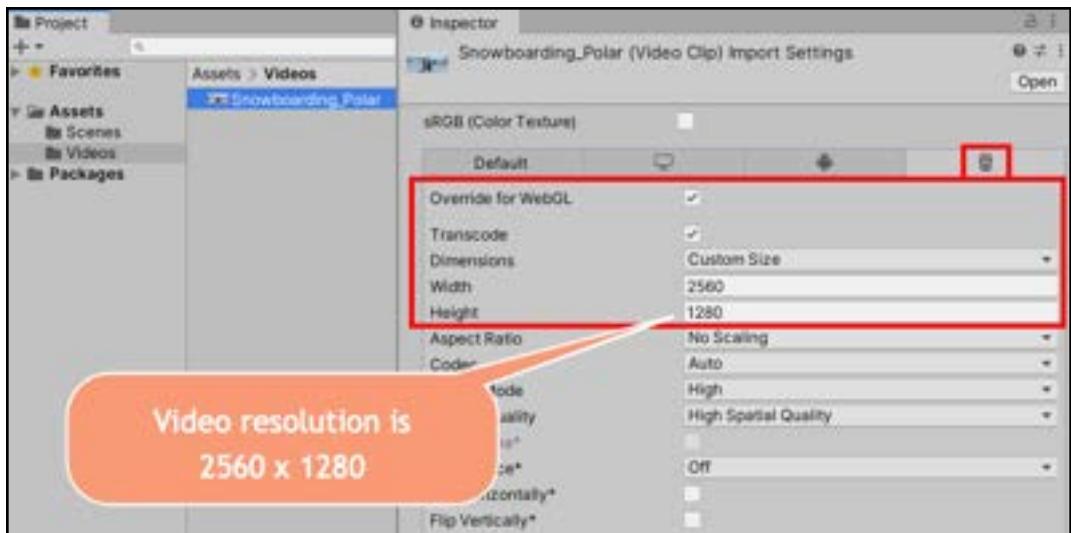


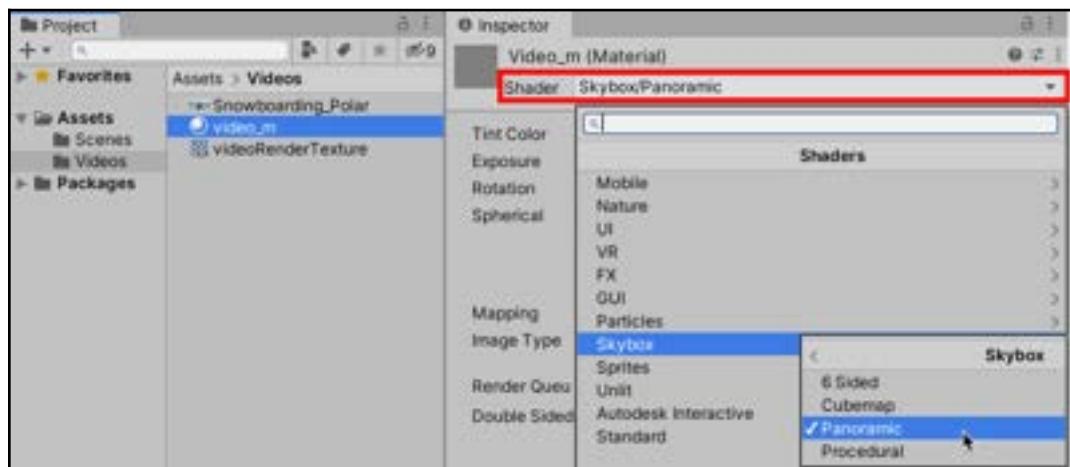
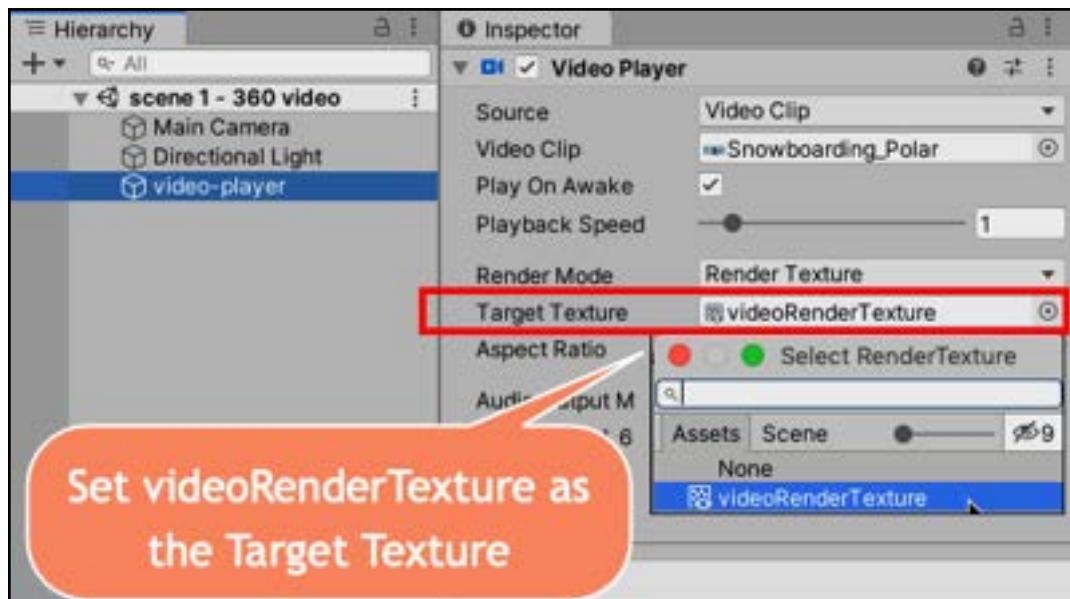


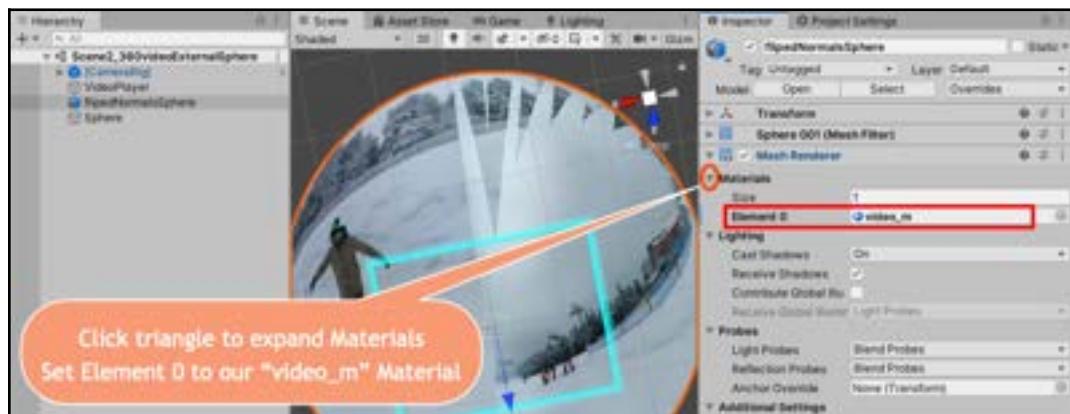
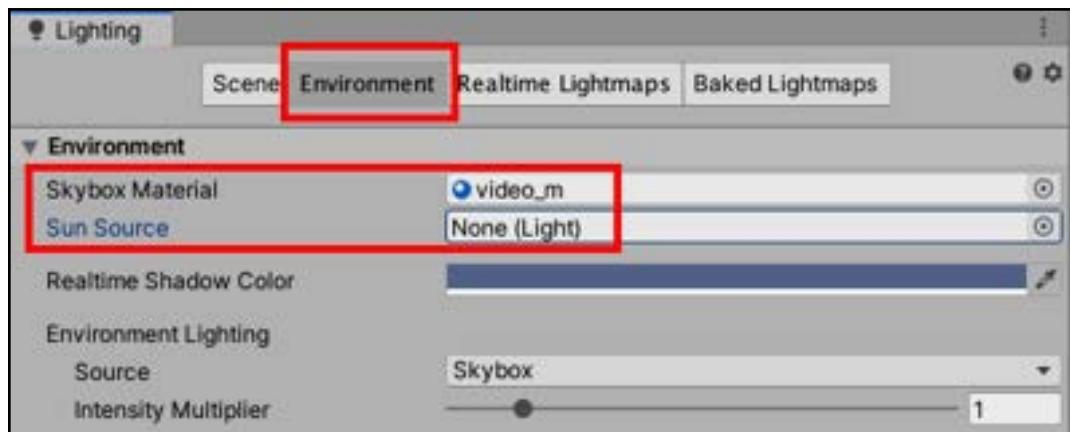
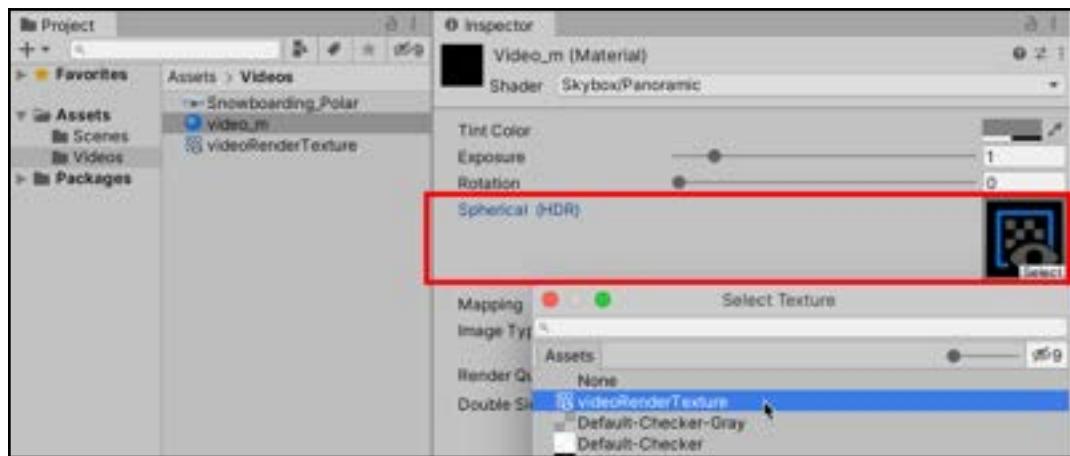


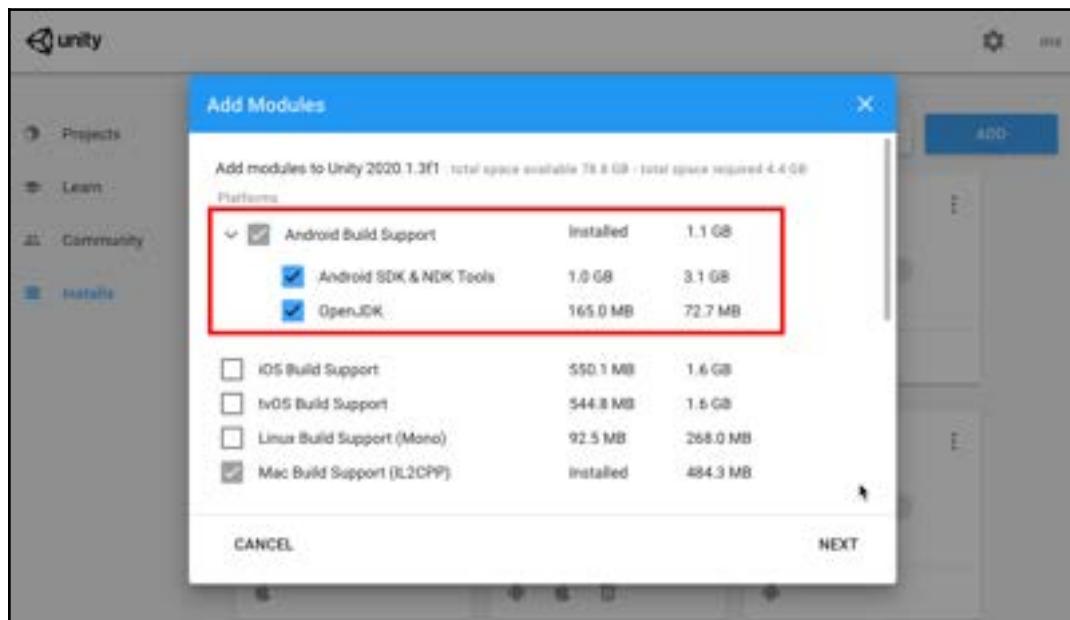
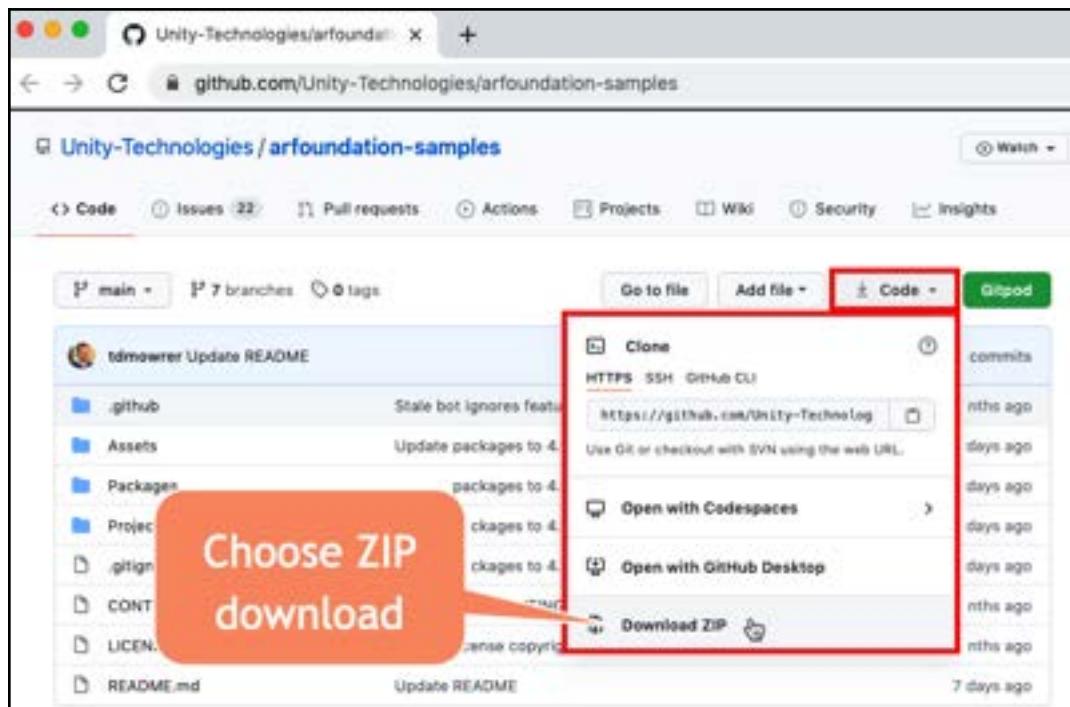


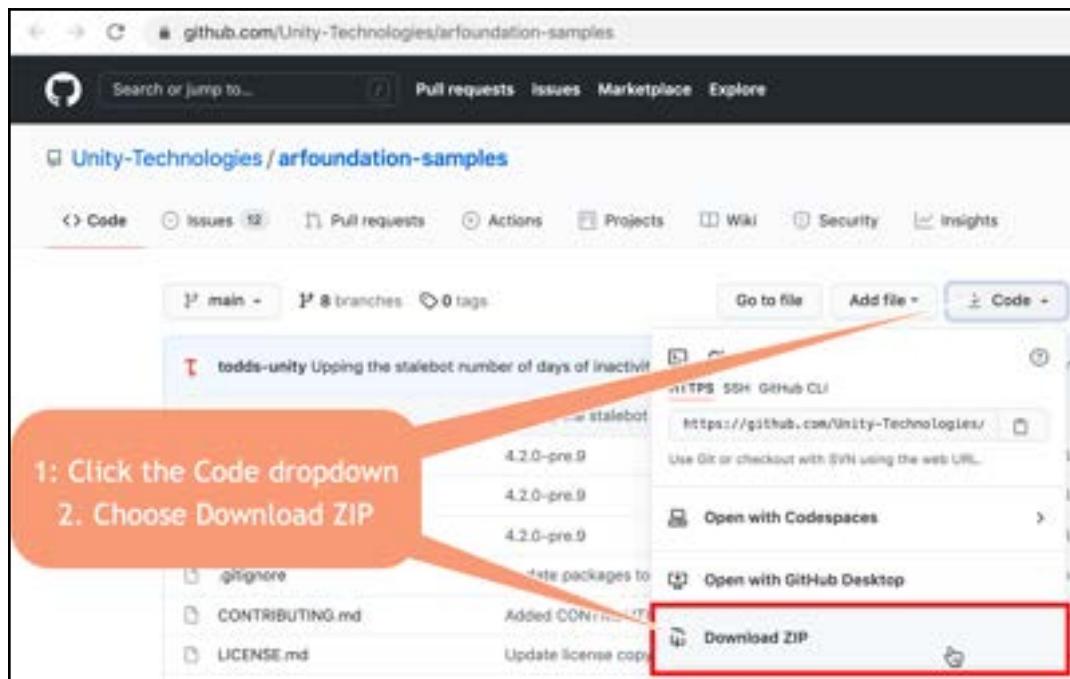


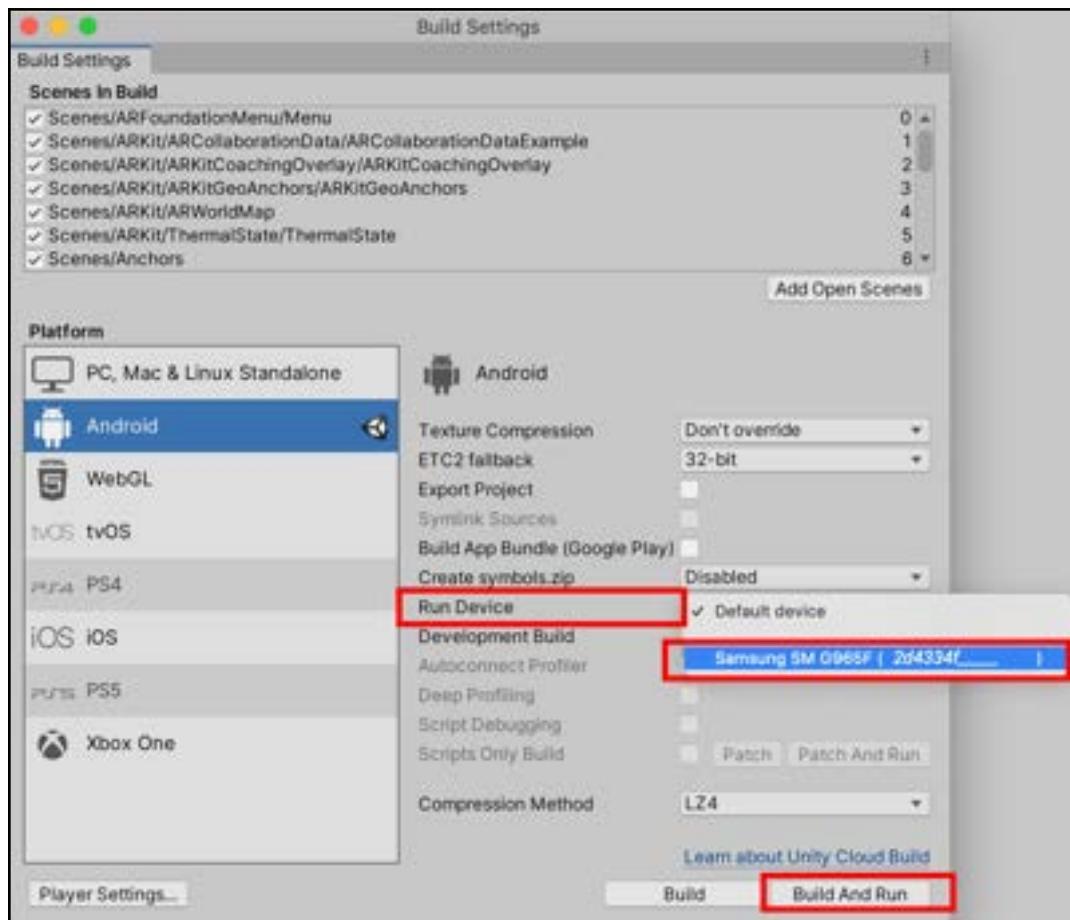




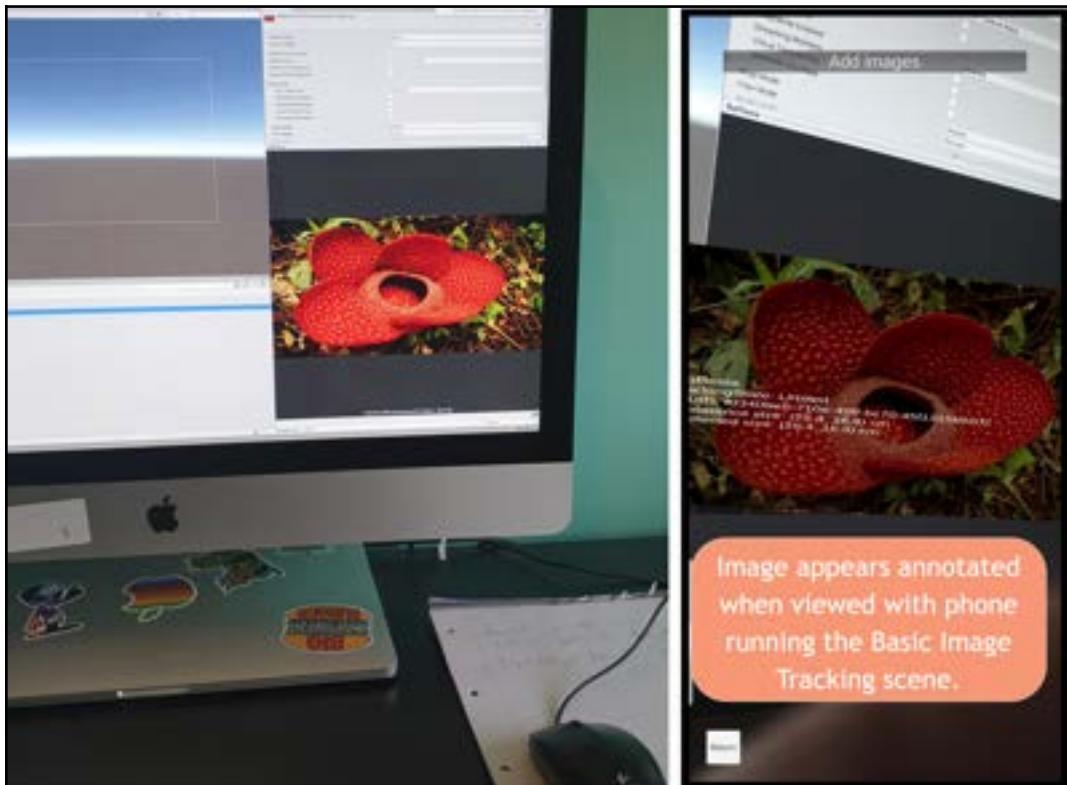
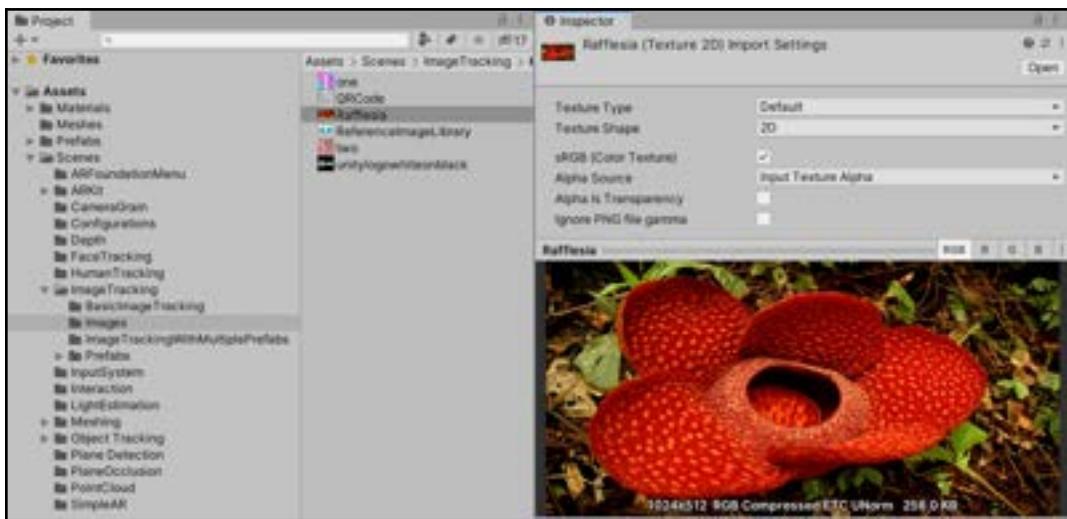


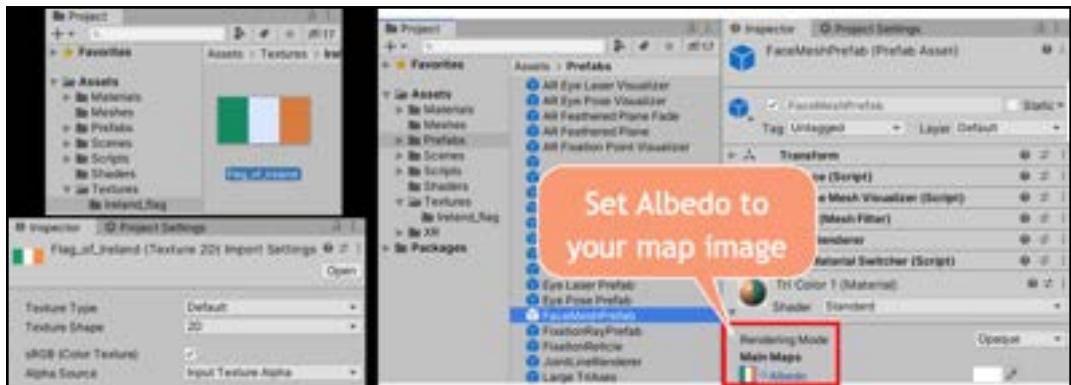












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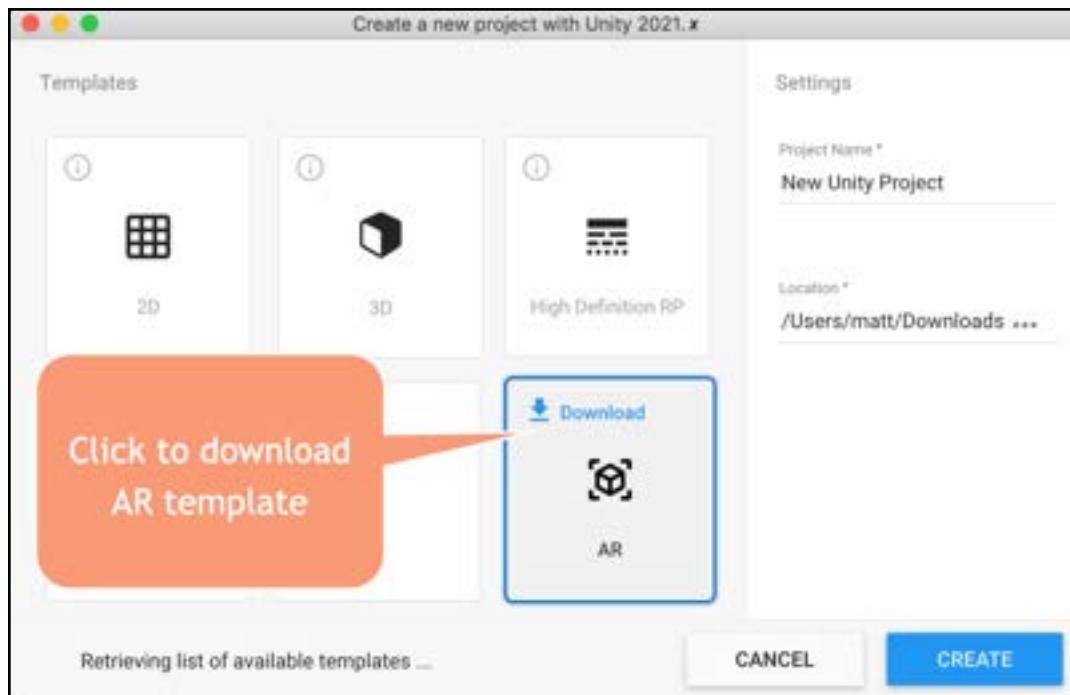
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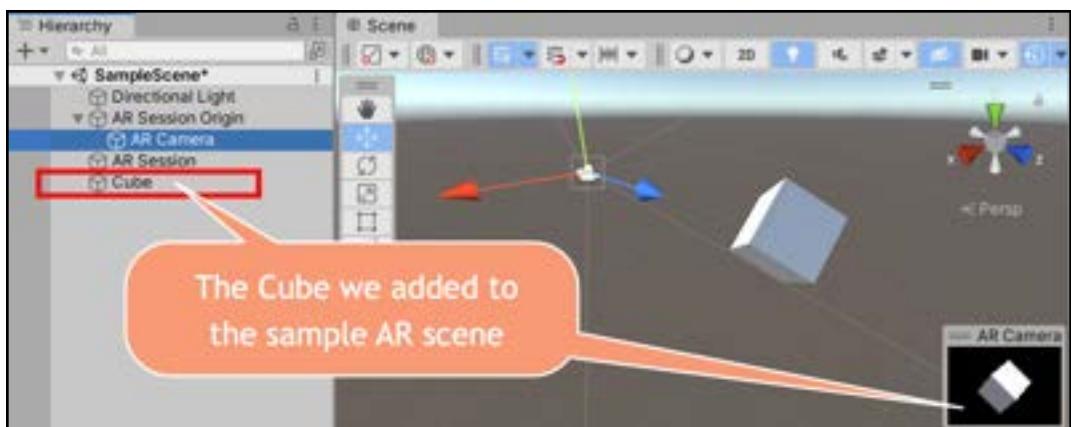
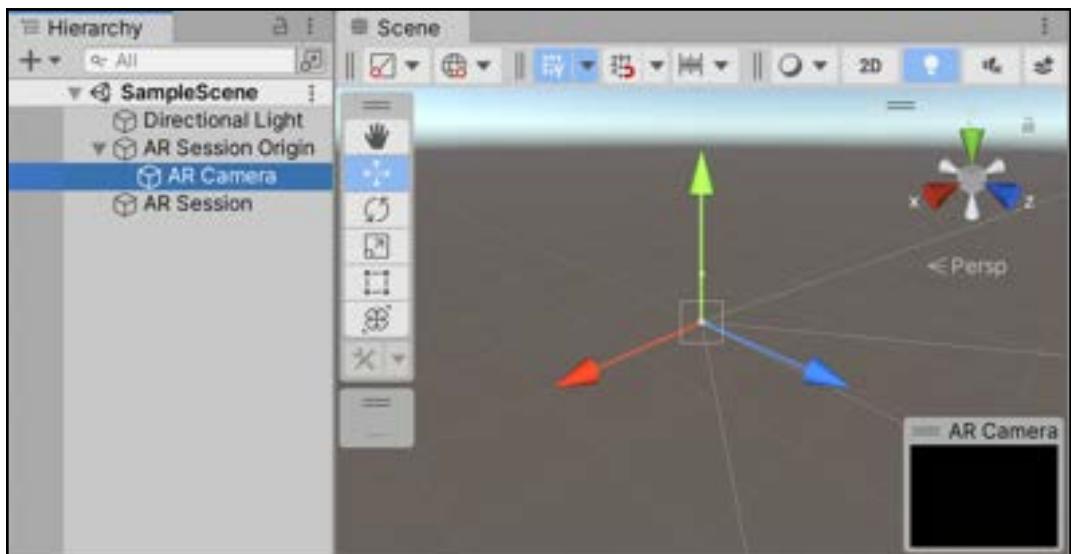
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- Android SDK & NDK Tools Installed 4.4 GB
- OpenJDK Installed 72.7 MB

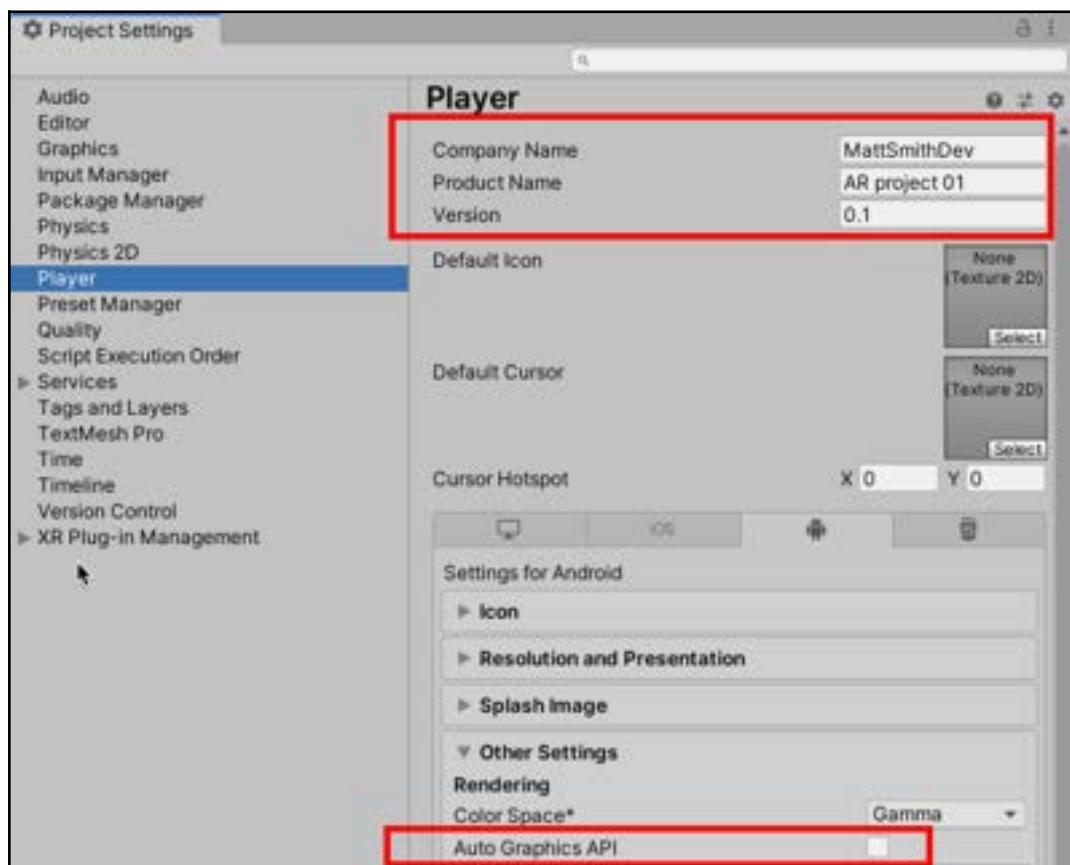
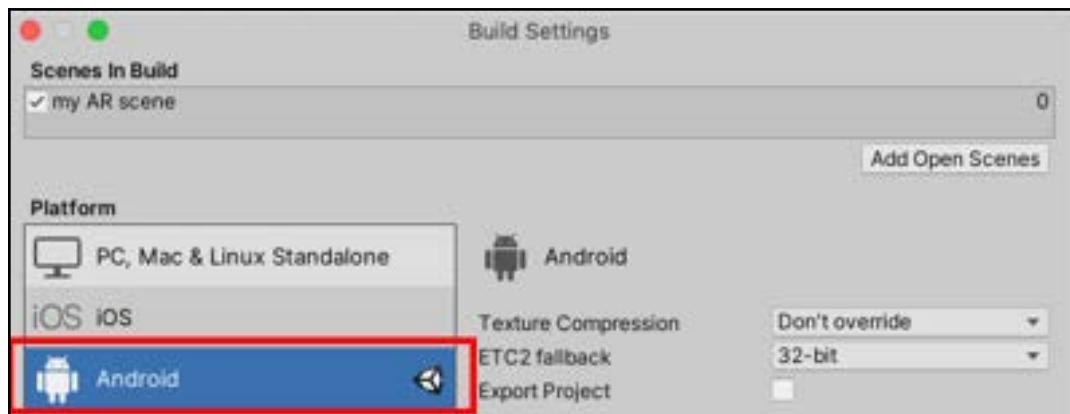
- iOS Build Support 590.4 MB 1.6 GB
- tvOS Build Support 585.3 MB 1.6 GB
- Linux Build Support (IL2CPP) 151.9 MB 434.3 MB
- Linux Build Support (Mono) 159.5 MB 452.6 MB
- Mac Build Support (IL2CPP) 1.0 GB 3.6 GB
- WebGL Build Support Installed 1.6 GB

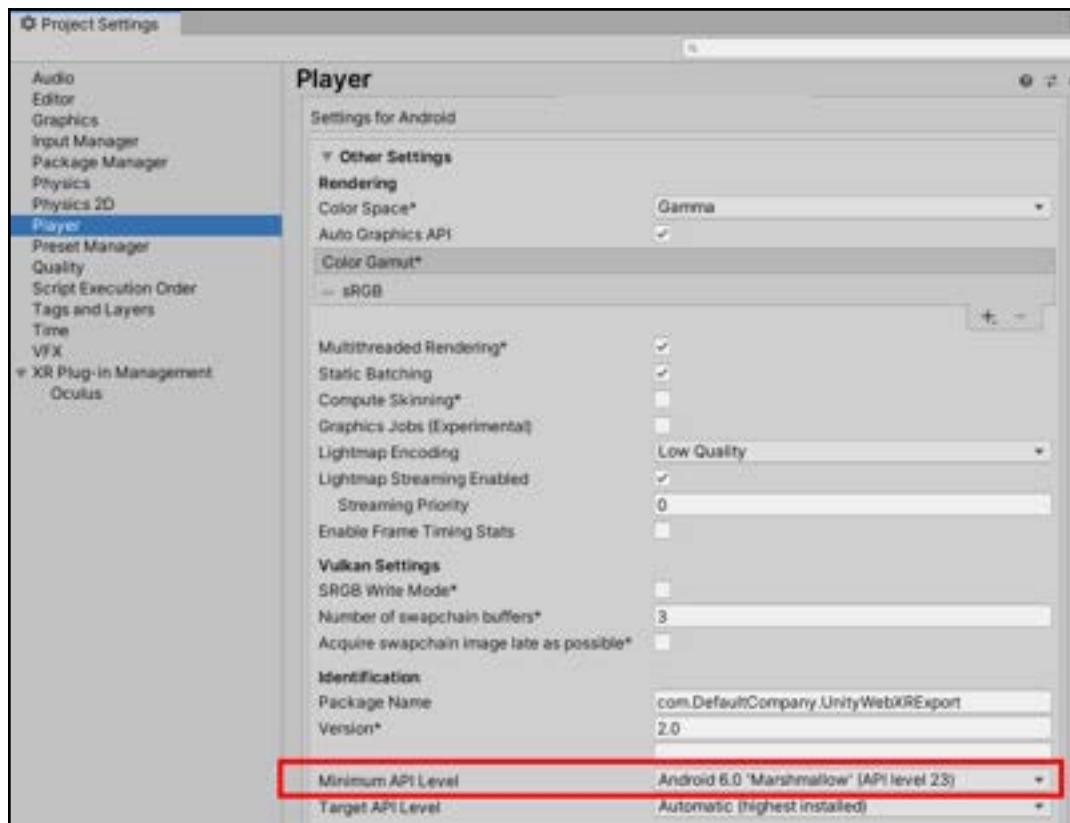
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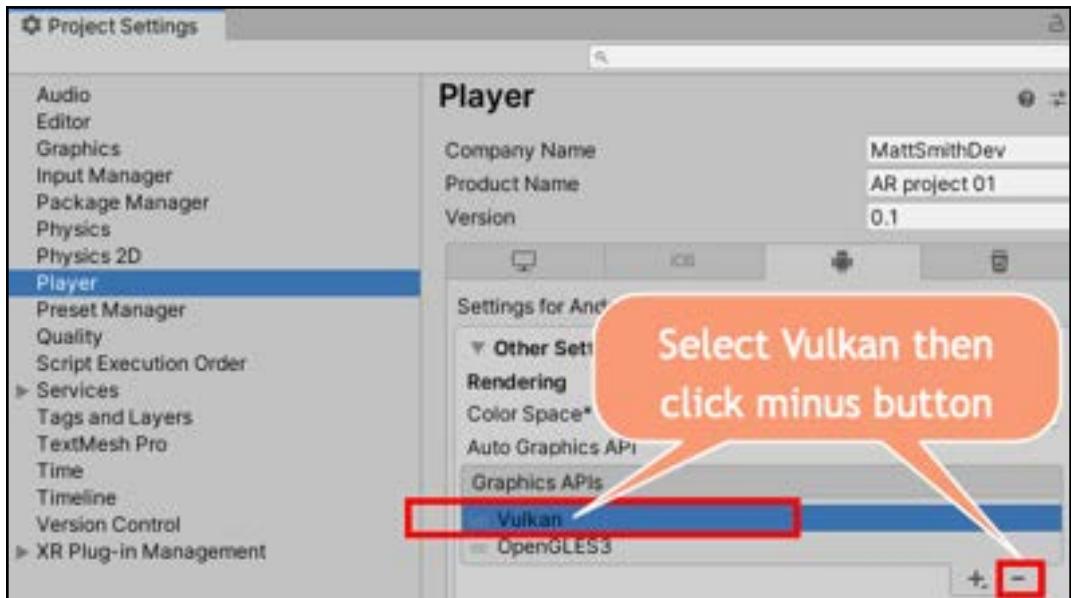
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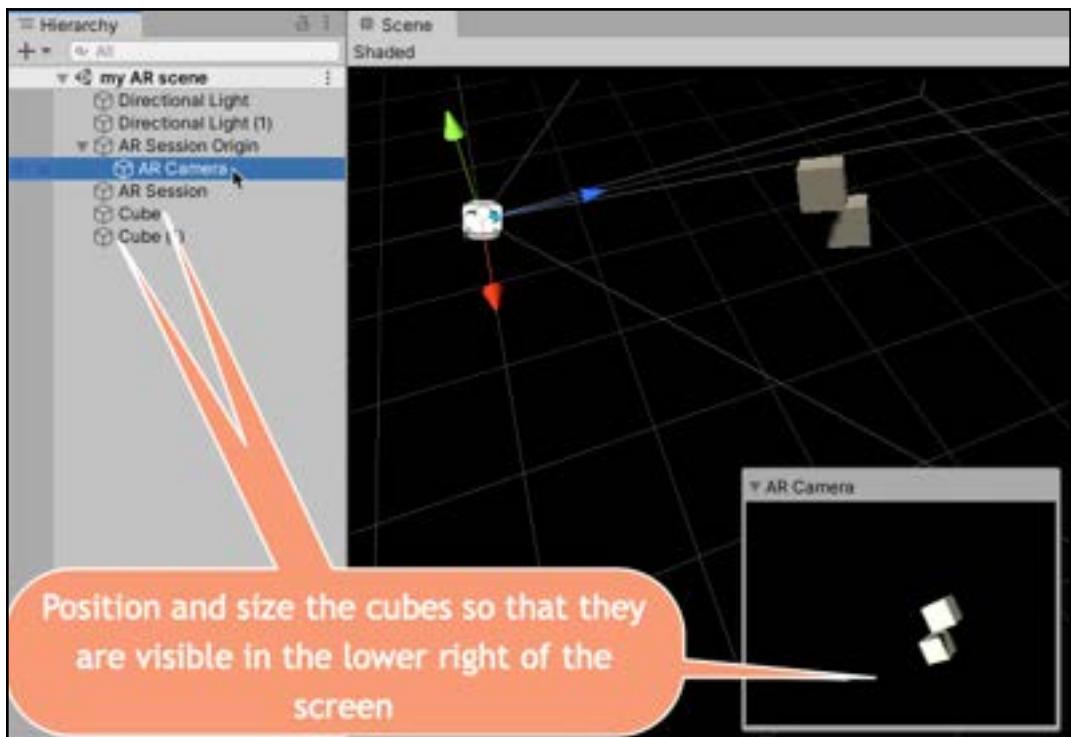
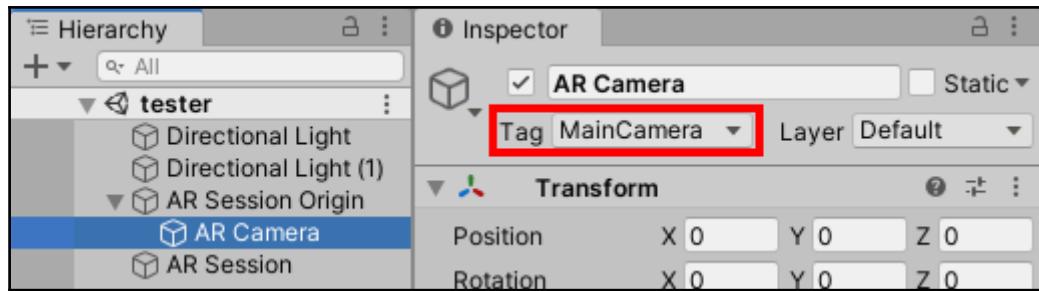


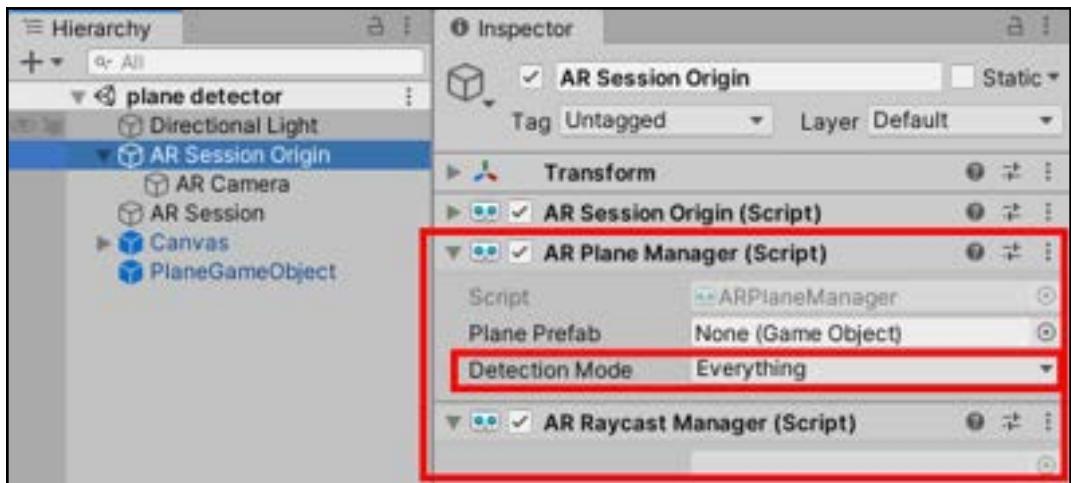
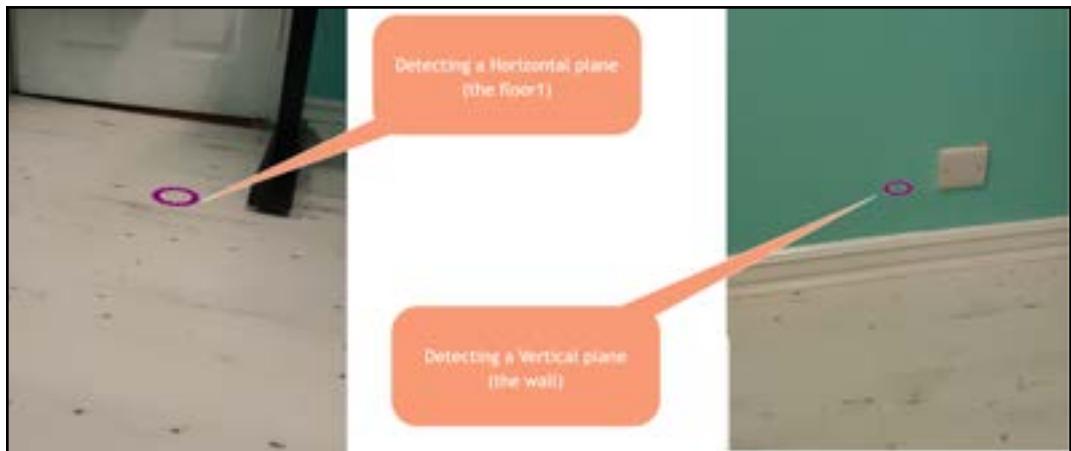


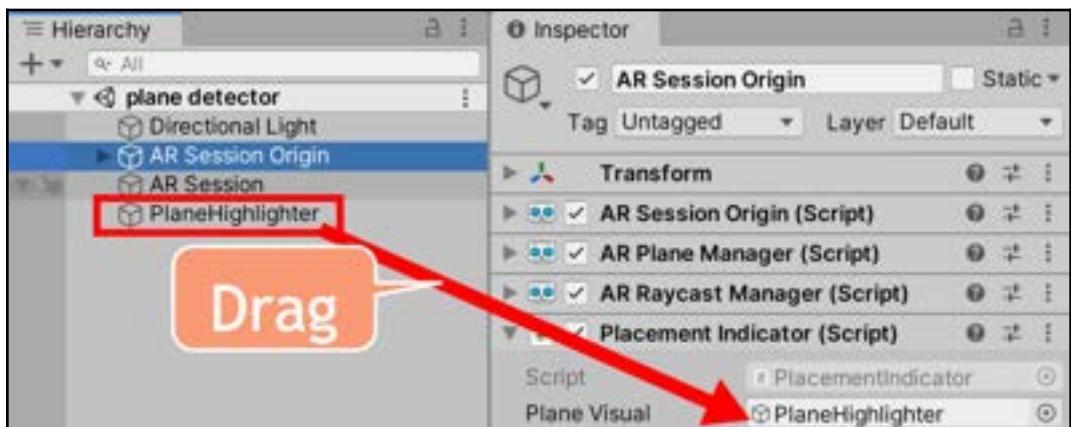
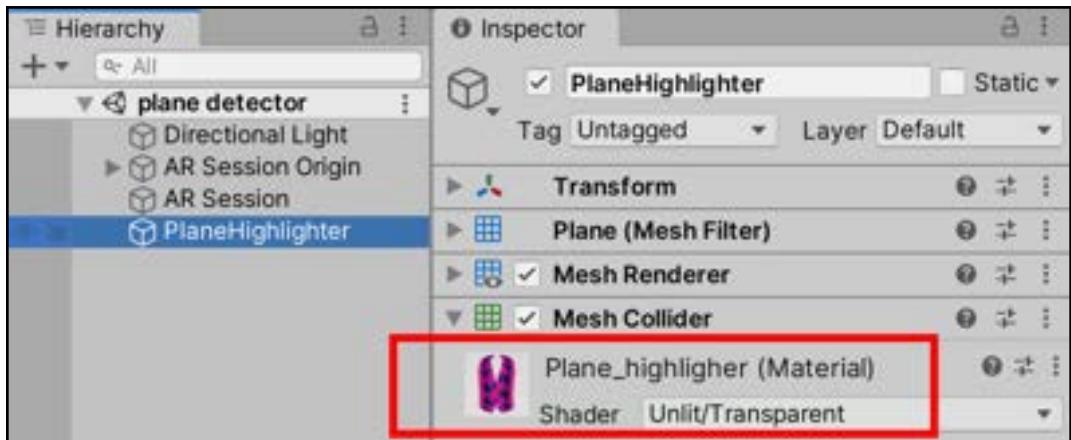


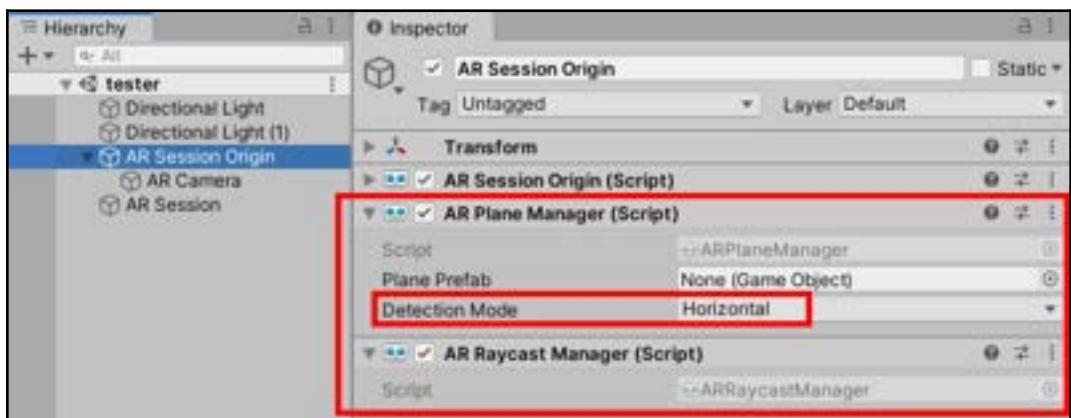
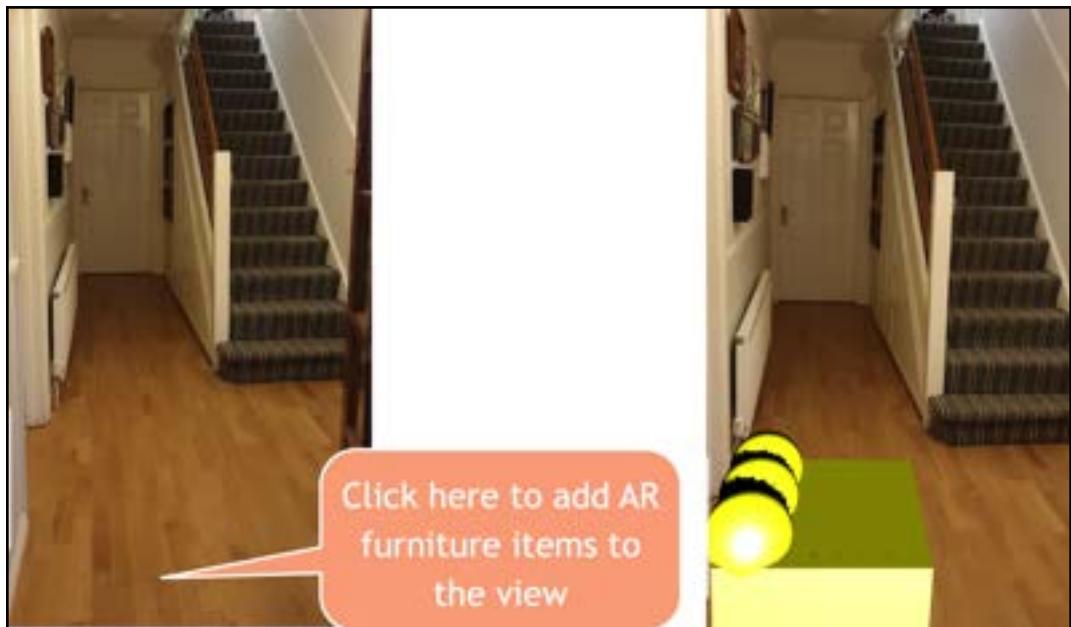












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