

INSTALLING UNITY AND MAKING YOUR FIRST GAME

Microsoft Office User

Adil Salamat
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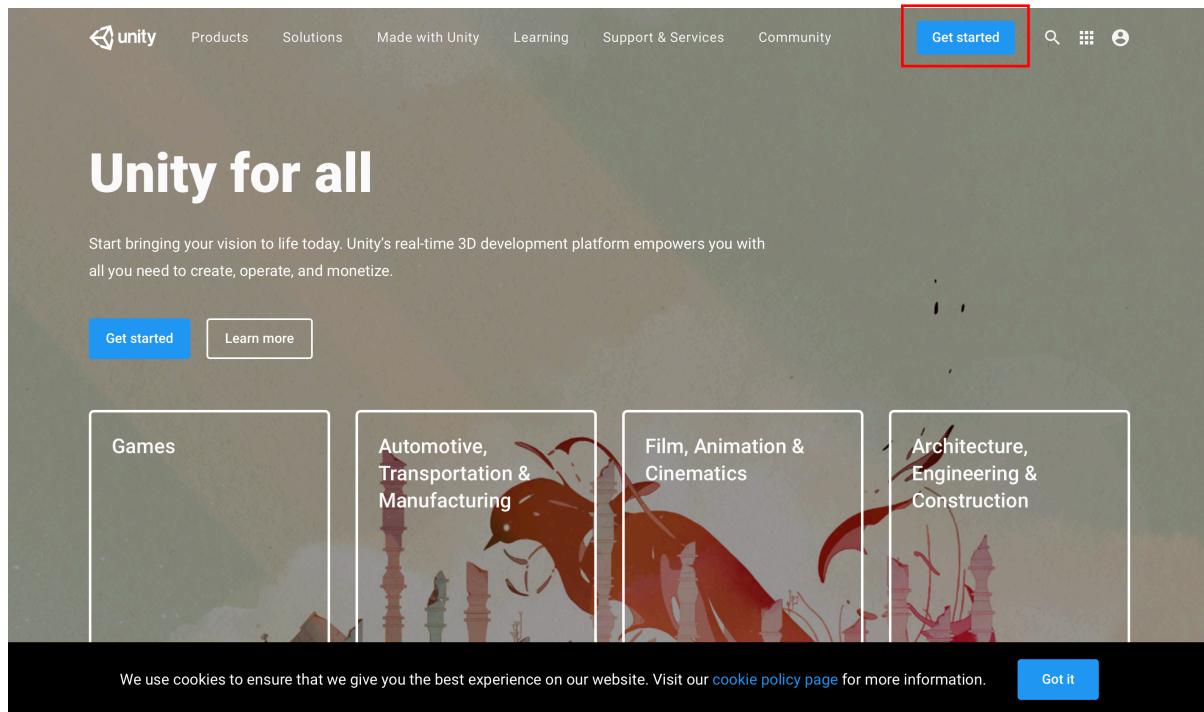
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Introduction

In this report I will be explaining to the user how to install Unity on a Mac. Annotated screen shots with step by step instructions that start from showing the user how to access the Unity website to having Unity fully installed and running. I will also show how to make a game with an example of a small program made at the end.

Installing Unity for Mac OS

- 1) The first step is to head over to the Unity homepage and press the “Get started” button.



- 2) Press the individual tab and again press the “Get started” button.

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3) Once you're taken to this page, select the "Go here" button to download the installer.

Start Creating with Unity

First-time Users

Download Unity with this fun, **guided learning path** to create your first game today!

[Start here](#)

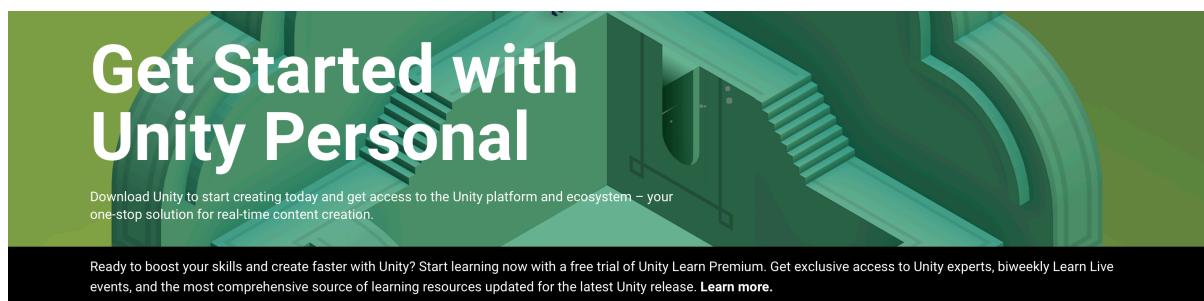
Returning Users

Already have experience creating with Unity and want to download the **standard Unity installer** instead?

[Go here](#)

4) Scroll down and tick the check box, then press the "Download Unity Hub" button.

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The screenshot shows the Unity Personal landing page. The main heading is "Get Started with Unity Personal". Below it, a sub-headline reads: "Download Unity to start creating today and get access to the Unity platform and ecosystem – your one-stop solution for real-time content creation." A black banner at the bottom contains the text: "Ready to boost your skills and create faster with Unity? Start learning now with a free trial of Unity Learn Premium. Get exclusive access to Unity experts, biweekly Learn Live events, and the most comprehensive source of learning resources updated for the latest Unity release. [Learn more.](#)"

Accept terms

By clicking, I confirm that I am eligible to use Unity Personal per the [Terms of Service](#), as I or my company meet the following criteria:

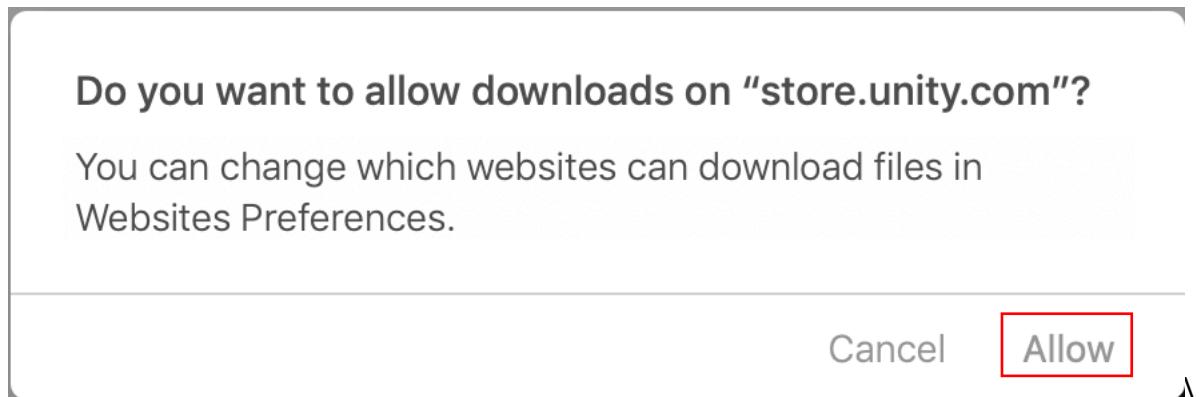
- Do not make more than \$100k in annual gross revenues, regardless of whether Unity Personal is being used for commercial purposes, or for an internal project or prototyping.
- Have not raised funds in excess of \$100K.
- Not currently using Unity Plus or Pro.

If you are not eligible to use Unity Personal, please [click here](#) to learn more about Unity Plus and Unity Pro.

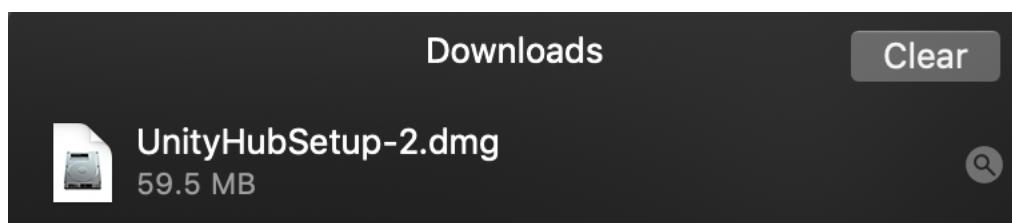
[Download Unity Hub](#)

Looking to download Unity Hub for Windows?

5) Doing so should bring up a pop-up window such as this. Press “Allow”.

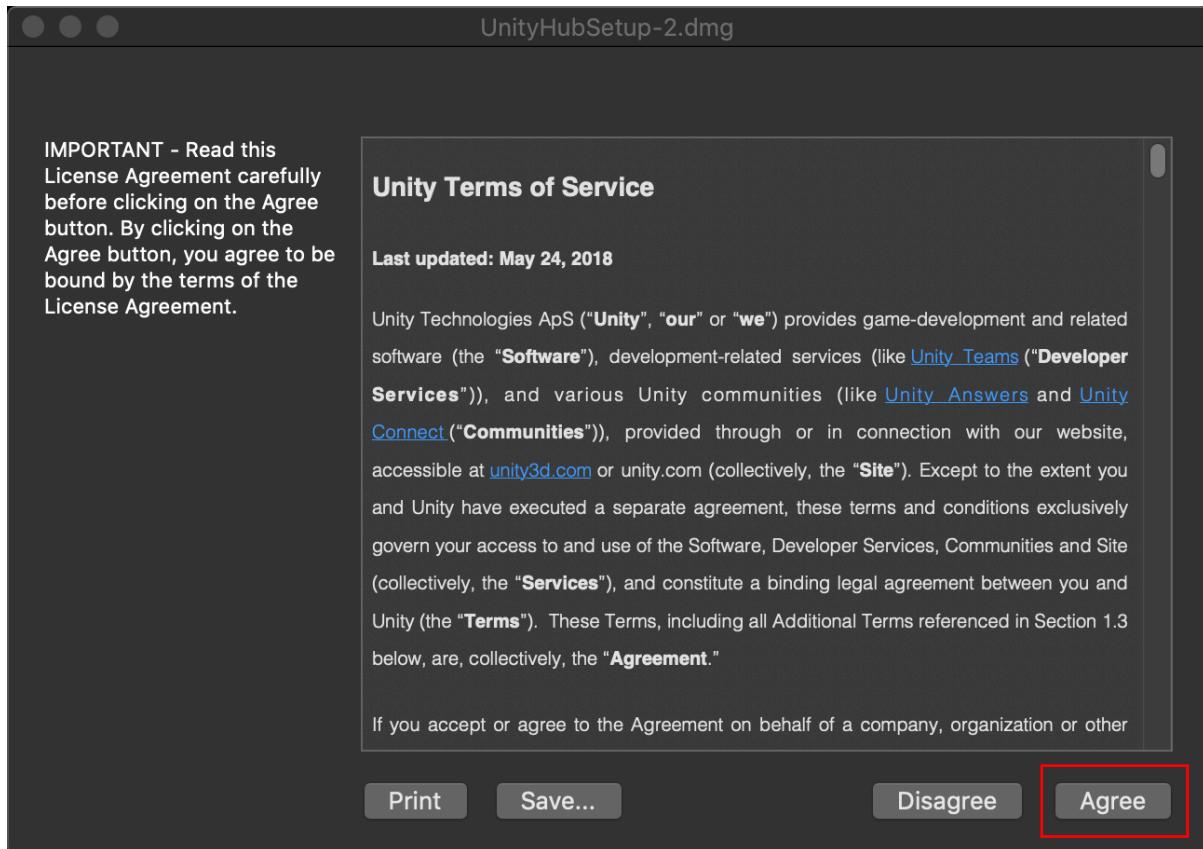


6) Wait for the download to complete, once it has press it to run the “.dmg” file.



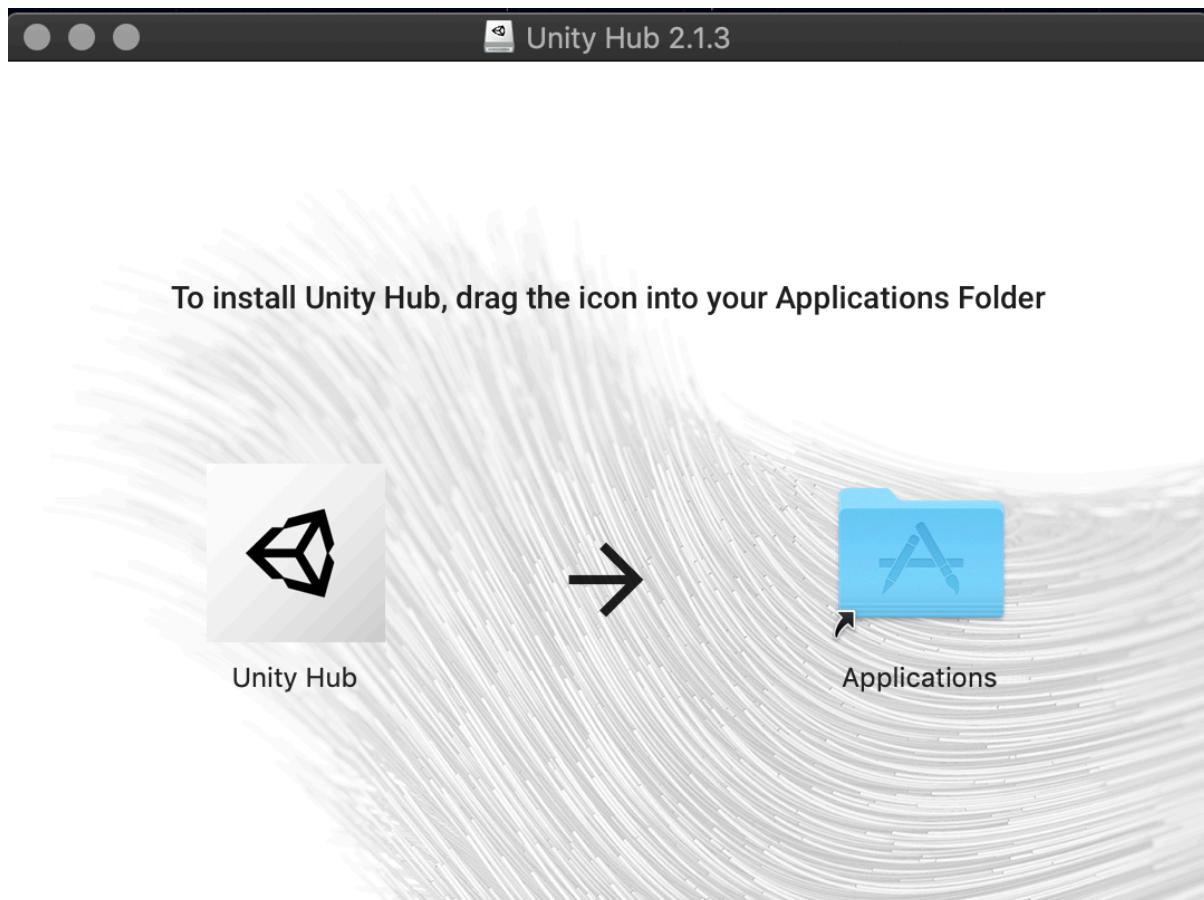
7) Press the “Agree” button.

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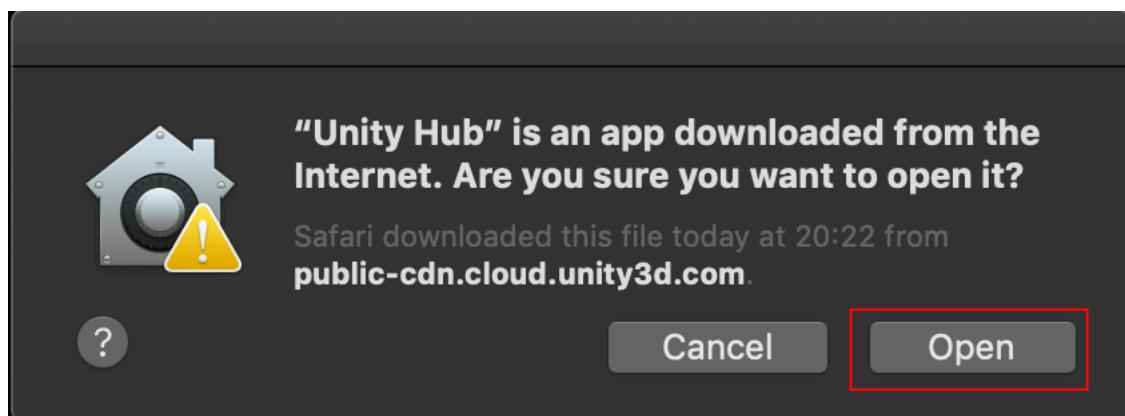


- 8) After a few seconds, this window will open. Drag the Unity Hub icon into the applications folder.

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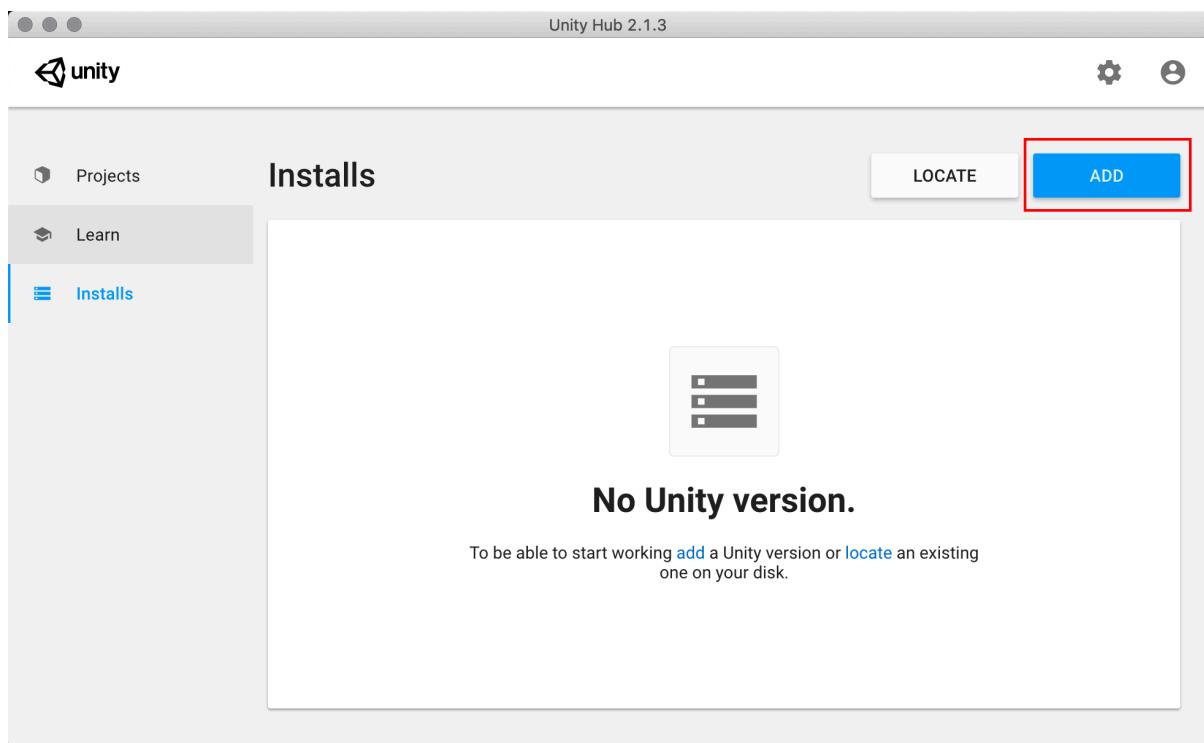


9) The Unity Hub icon should now be in your launcher. Press the icon and another popup should appear, press “Open”.

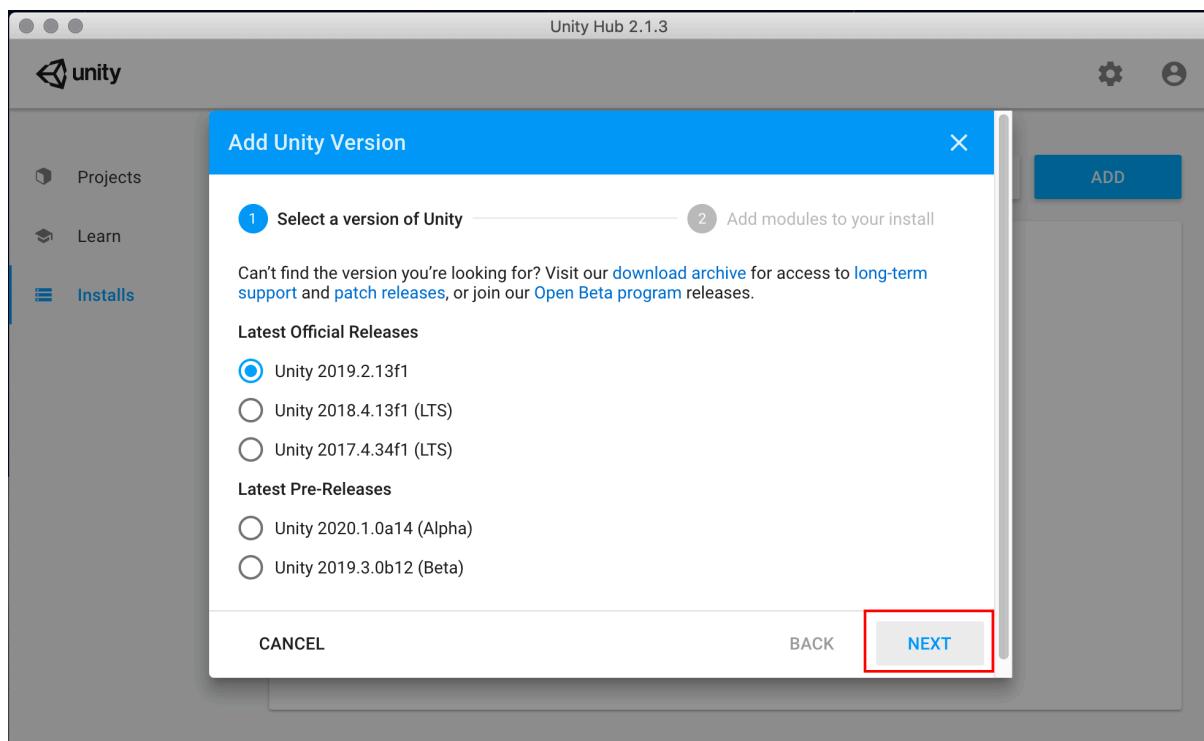


10) The Unity Hub application should now launch, press the “Add” button to install a version of Unity.

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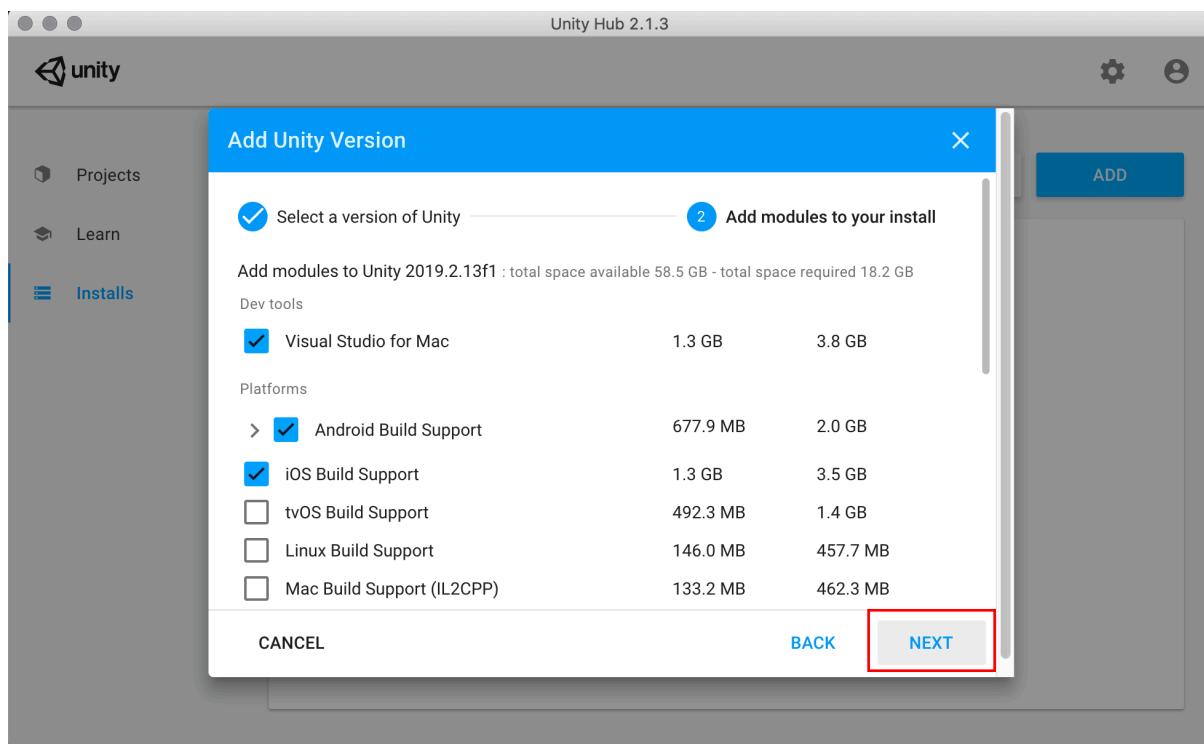


11) Make sure the most recent version is selected and then press “Next”.

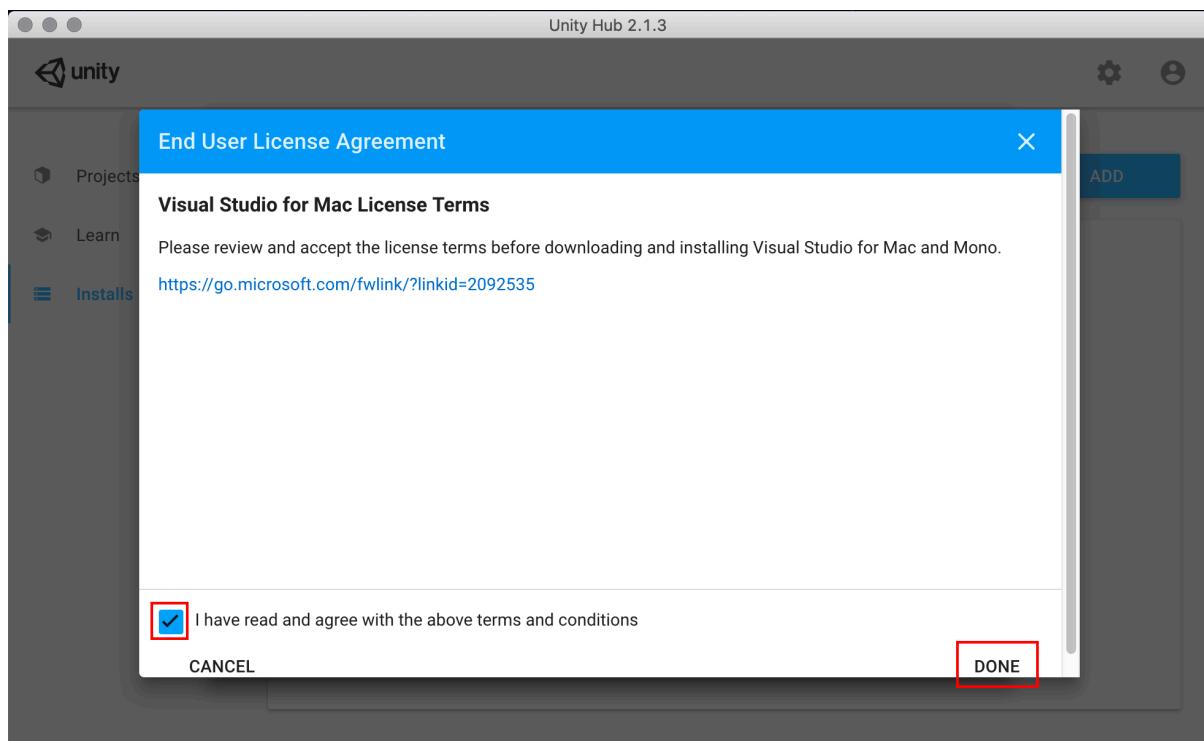


12) Select what you want to install and then press “Next”.

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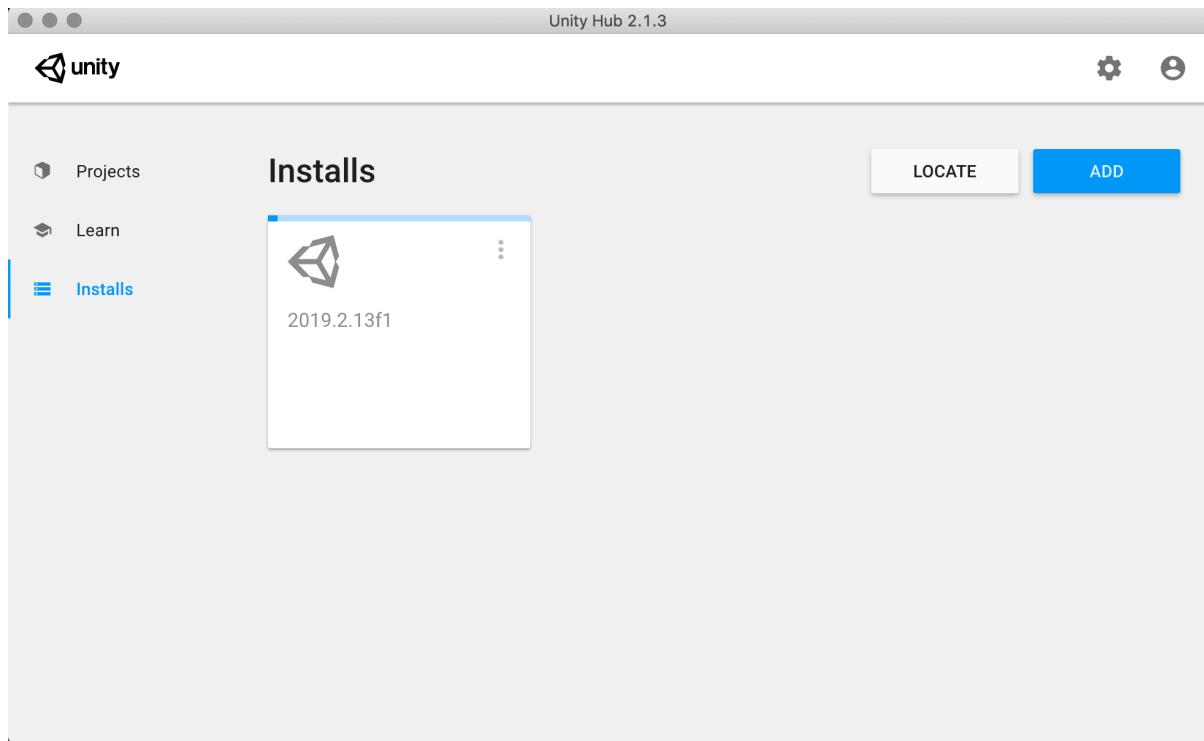


13) Agree to the terms and conditions and then press “Done”.

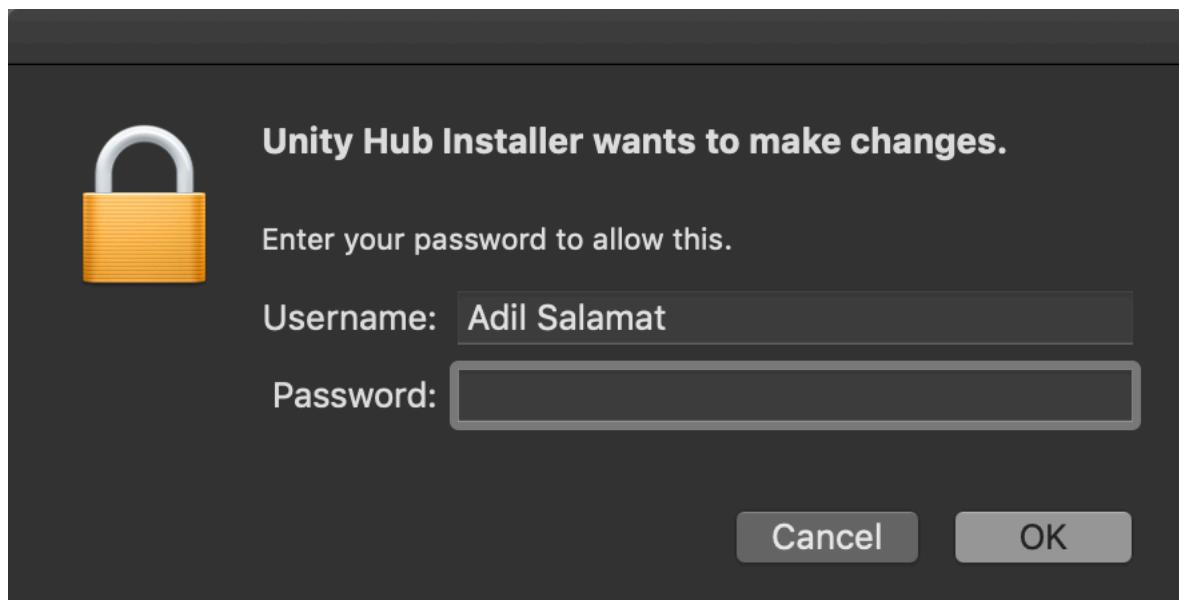


14) Wait for the installation to be complete.

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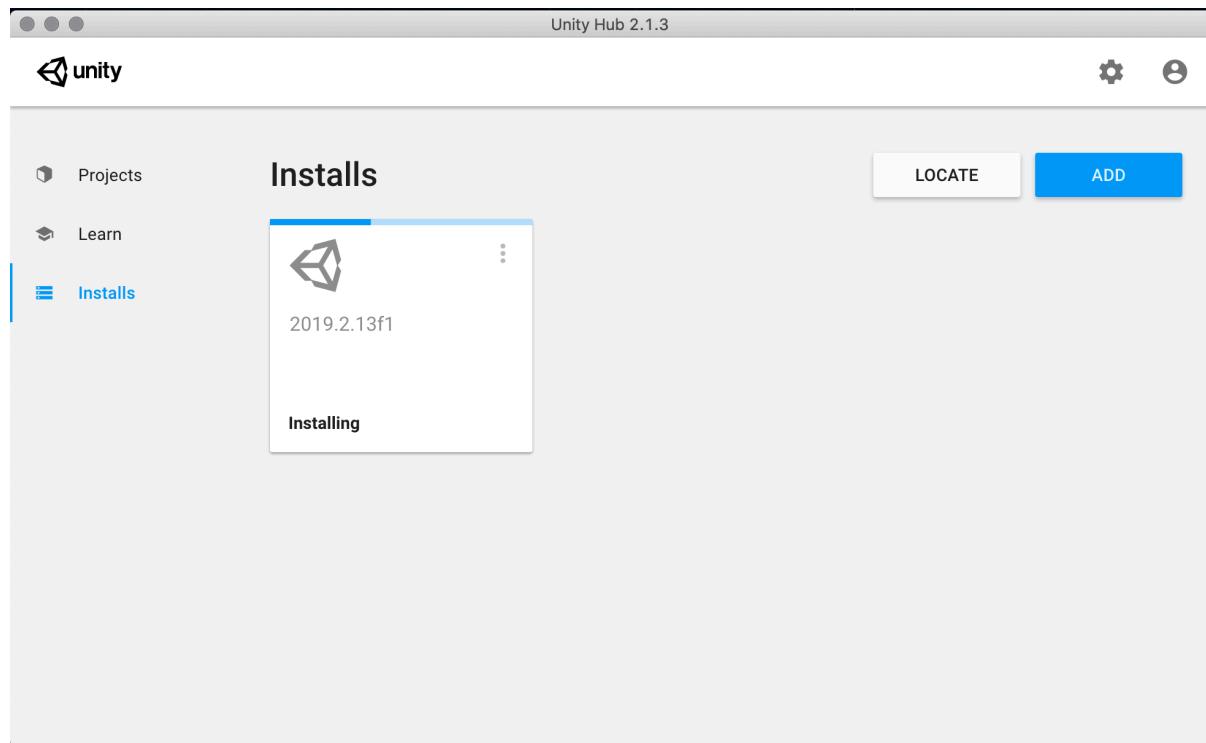


15) Enter your password to give Unity Hub Installer permission.

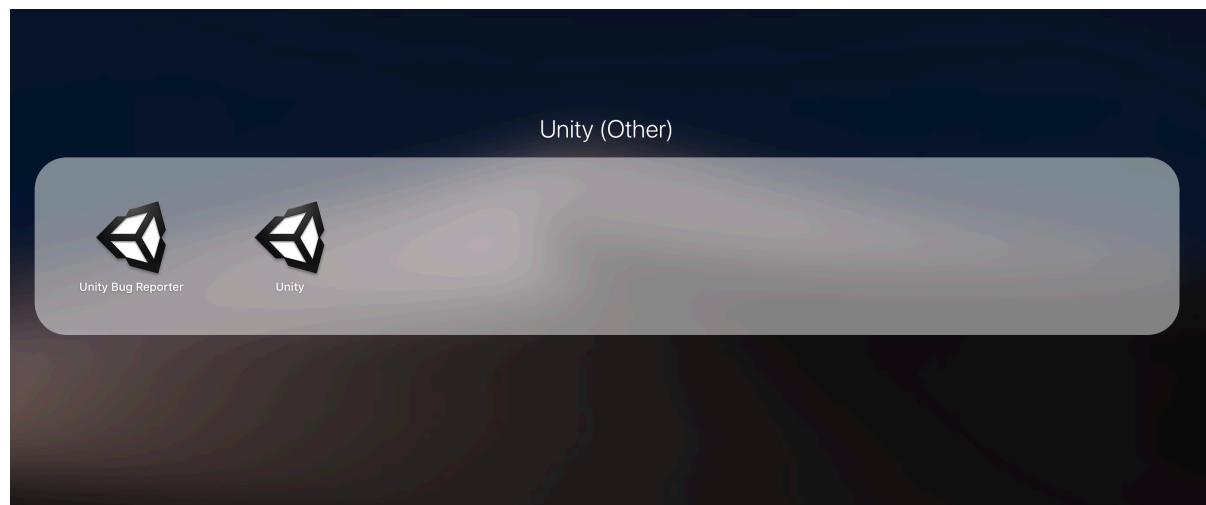


16) Wait for the installation to be complete.

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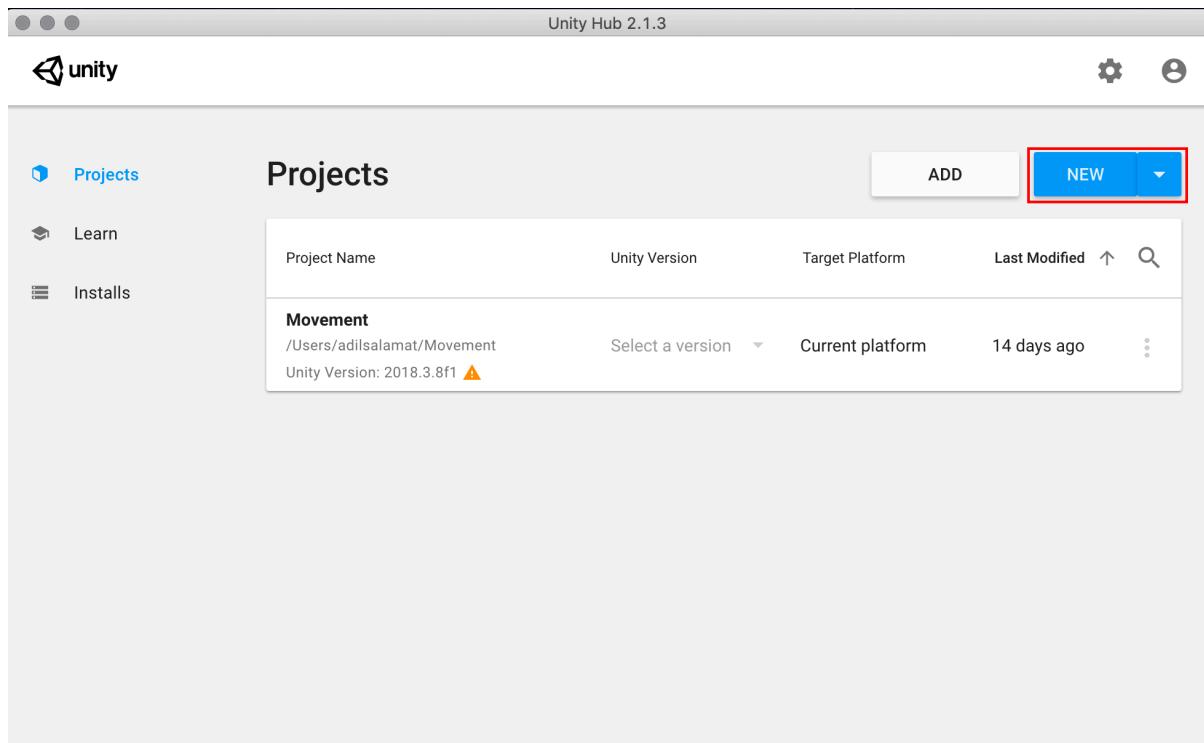


17) Check your launcher, Unity should be installed, and an application should be visible.

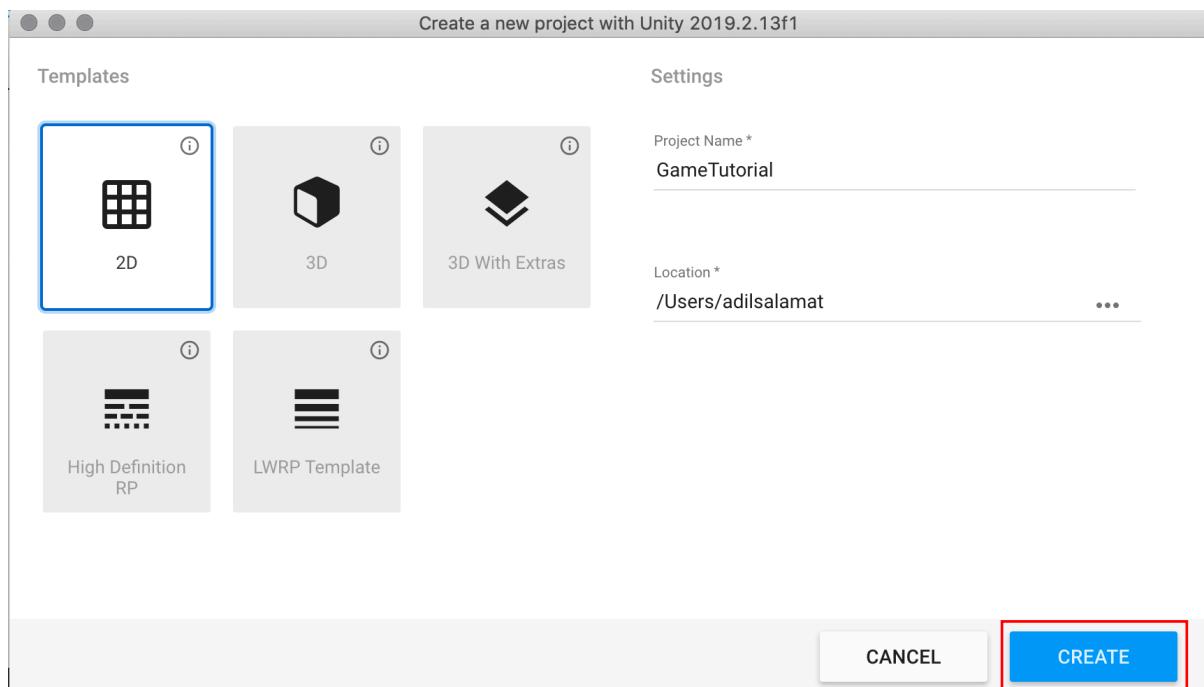


18) Launch Unity, here you can create a new project.

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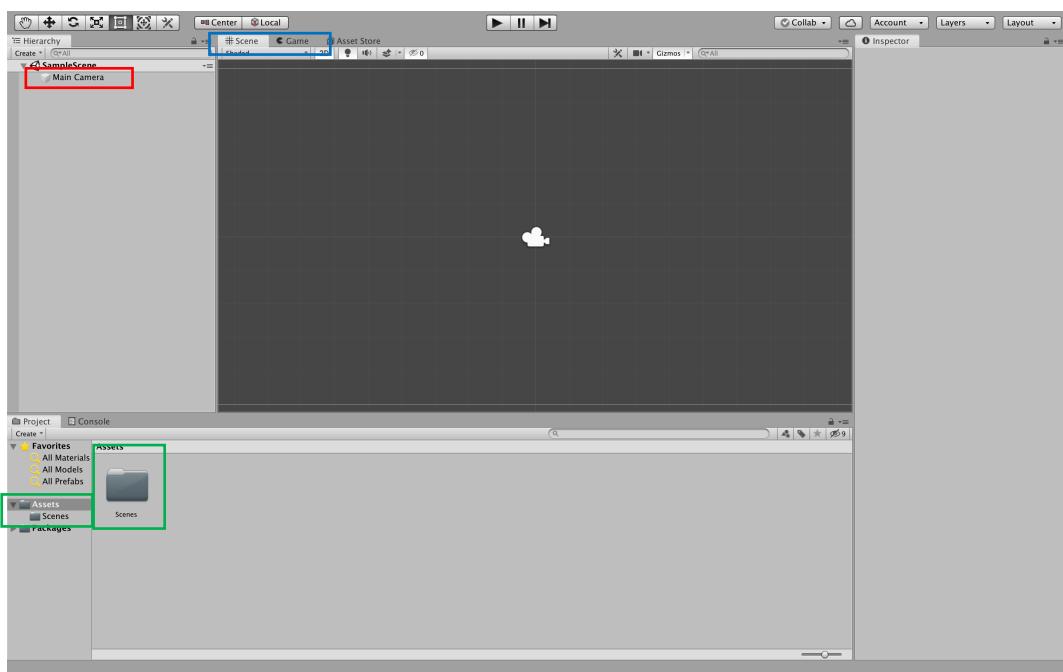
19) Select 2D template, chose the name of the game and where the location of the project is saved, then press create.



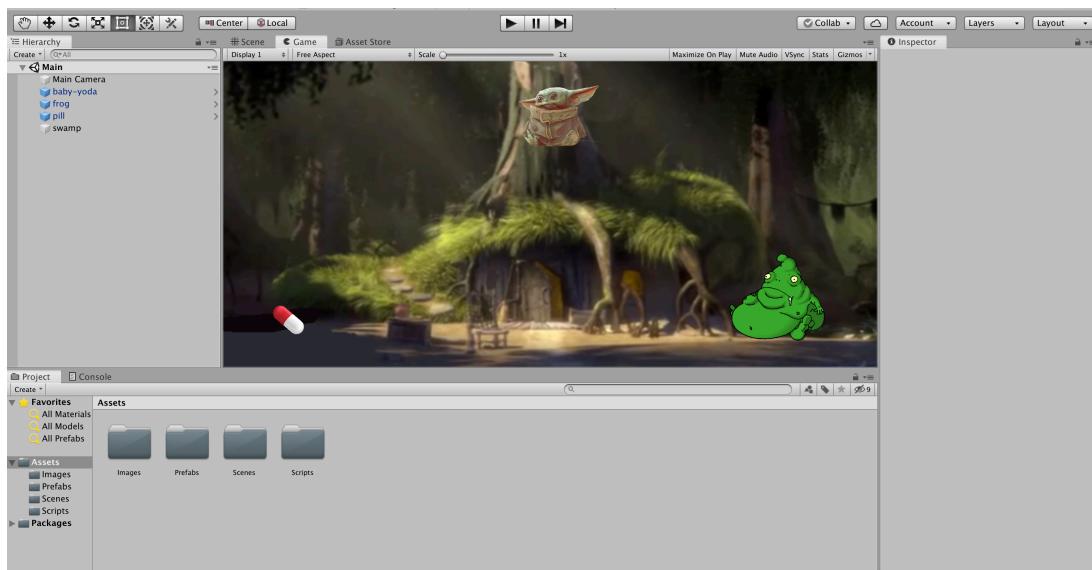
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Making a Game

20) This is the canvas. The **main camera** is what the POV will be, the **scene tab** is where you place objects or sprites you created, the **game tab** is where the game plays and you can interact with the final product. There is an **Assets tab** where inside there is a scenes folder, you can make additional folders here, like a folder for scripts, prefabs, animations, sprites, etc.



21) This is an example of what the final product might look like using the tools described above.



Conclusion

In summary, we have discussed how to successfully install Unity onto a system running MacOS. The capabilities of Unity have also been briefly outlined as to how a game can be made using the game engine.

Bibliography

This source was used to download Unity as well as find out more information about the download process

Technologies, U. (2019). *Unity - Unity*. [online] Unity. Available at: <https://unity.com> [Accessed 27 Nov. 2019].

This source was used to help create the game above. The API was used if I needed help to implement a feature for my game but I didn't know how or if I didn't know if it was possible. Since Unity uses C#, it has a different syntax. The use of the API made it easier to create the program

Technologies, U. (2019). *Unity - Scripting API*:. [online] Docs.unity3d.com. Available at: <https://docs.unity3d.com/ScriptReference/> [Accessed 29 Nov. 2019].