

Our game — Steredenn — is available on PC/Mac/Linux!

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Creating a 2D game with Unity

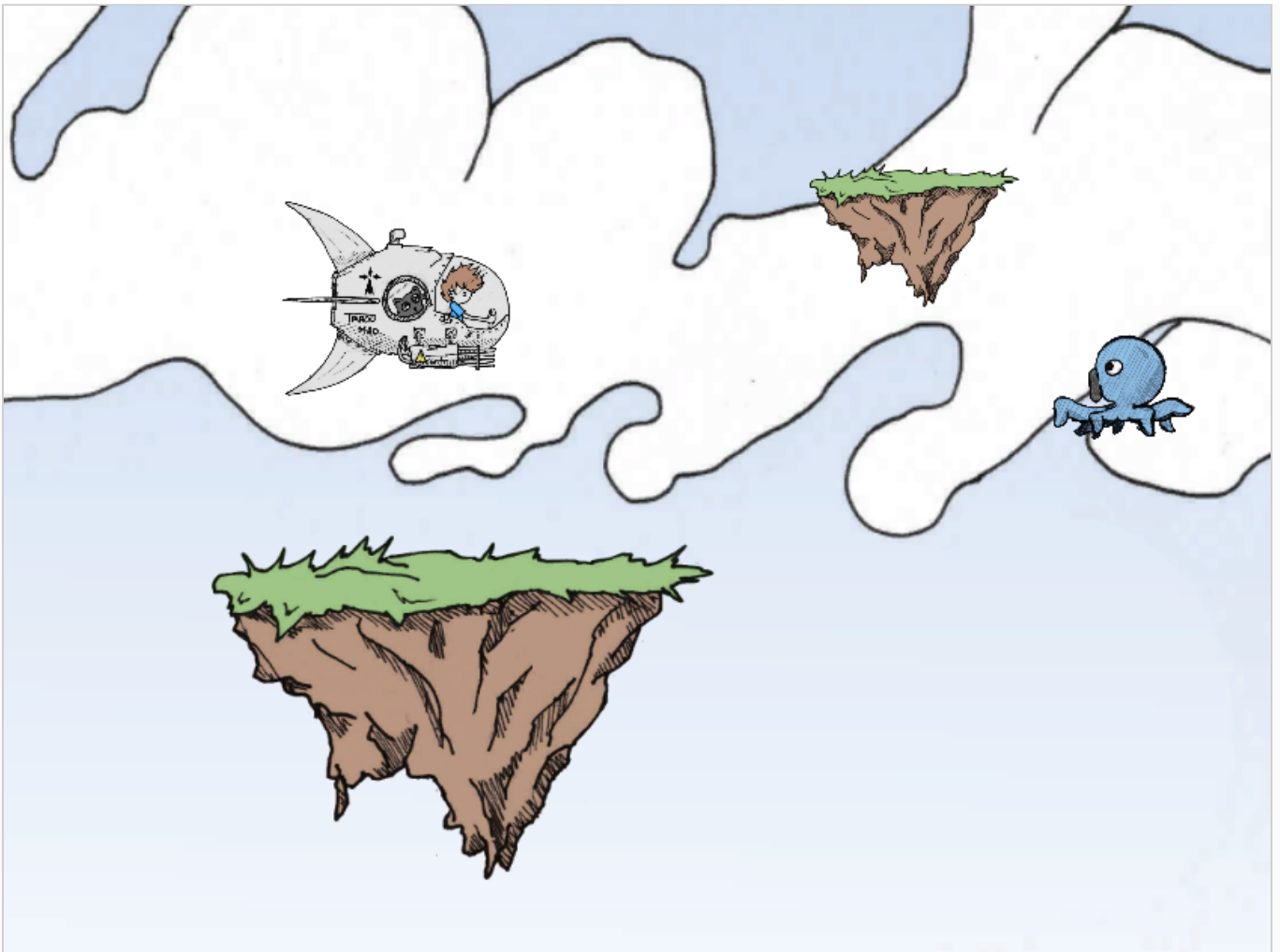


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Using the brand new **Unity** native 2D tools, you will learn how to make a small "Shoot'Em Up" (abbreviated to *shmup* thereafter) with this tutorial.

The result will be a lot like this demo:



(Click on the image to play)

With time and work you can make a game like [Steredenn](#). We actually use the code of the tutorial in our game!

We will focus on a *shmup* with an horizontal scrolling. However, if this tutorial does its job correctly, you'll understand how to extend the code to many other genres.

The assets, gameplay and original idea come from the game [The Great Paper Adventure](#). Damien created this game a few years ago using [XNA](#). When we started this tutorial, we thought it was a perfect material to explain Unity.

Unity

Unity3D is a popular and complete solution to create multiplatform video games. This tutorial assumes that you are *at least a bit familiar* with a programming language. Knowing the tools and the engine is a *plus*, but is not necessary.



This tutorial is made with the Unity 4.3 **FREE** version.

If you are using Unity 5, please note that this tutorial has NOT been updated yet. But the [source code repository](#) has been updated for Unity 5 and the new Unity UI system.

Video version

If you'd rather **watch** this tutorial than **read** it, then have a look at [Jay Jennings's work from Game Dev Nation](#).

Notice : The "Making animations with Unity 2D" chapters have not been converted yet.

Translations

- [Chinese version](#) by Zhang Qianying from LITPO

Licensing

- The assets and arts are licensed under a [CC-BY-NC](#) attribution. They have been made by [Thibault Person](#) for the game [The Great Paper Adventure](#).
- The source code belongs to Pixelnest Studio and is released under a [MIT license](#).

Get more information about our [licenses on GitHub](#).

The source code is available on our [GitHub repository](#).

Contact

If you find a typo, a mistake or a misspelling, let us know on [our twitter](#). You can also contact us by [mail](#).

If you want further informations about a specific topic, or a clarification on a chapter, we would be happy to hear you.

Finally, you can follow us on [twitter](#) if you like what we do.
:)

This tutorial is mainly redacted by [Damien](#), and edited by

Matthieu. We hope you will enjoy it.

So, are you ready? Let's dive into Unity!

Next →



[click to get more information about our roguelike/shmup!](#)

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