

# Creating Game with Unity

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**Subject:**

Computer Graphics

**Submitted To:**

Mam Sabina

# Unity Engine

6000.1.5f1

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Artwork made with Unity by Keijiro Takahashi.

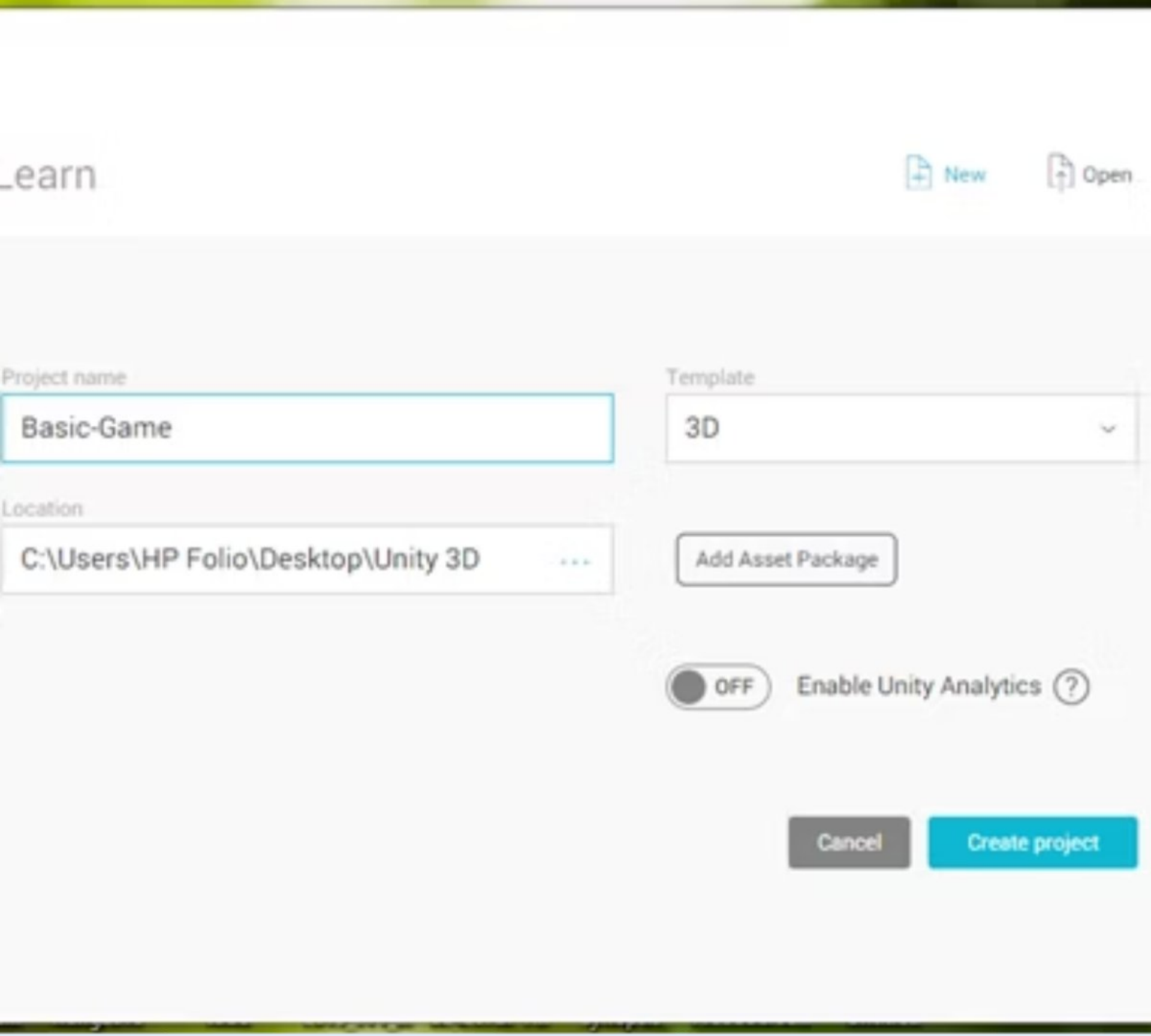
Basic3DScene

Unity Package Manager: Installing packages (34/56)



# The Game Development Process in Unity





## Step 1:

Open Unity and create a new project. The Following screen will appear.

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Name the project “Basic-Game”  
Make sure that the Template is 3D and leave all other setting as is.  
Click the Create Project Button and the following screen will appear.  
Wait for this window to finish installation.

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# Main Panels of Unity

## Scene View

Visualize and edit your game scene in 3D or 2D. Allows object placement and transformation.

## Hierarchy

Lists all game objects in the current scene. Organize and parent objects easily.

## Inspector

View and modify components and properties of selected game objects. Essential for tweaking behaviors.

## Asset Panel

Manage and organize all imported assets like models, textures, and audio for your project.

# Our Game Journey



## Main Menu

Designed an intuitive main menu to navigate game options and start play.



## Level 1

Built a challenging first level introducing game mechanics and controls.



## Level 2

Developed a more advanced level with increased difficulty and new obstacles.



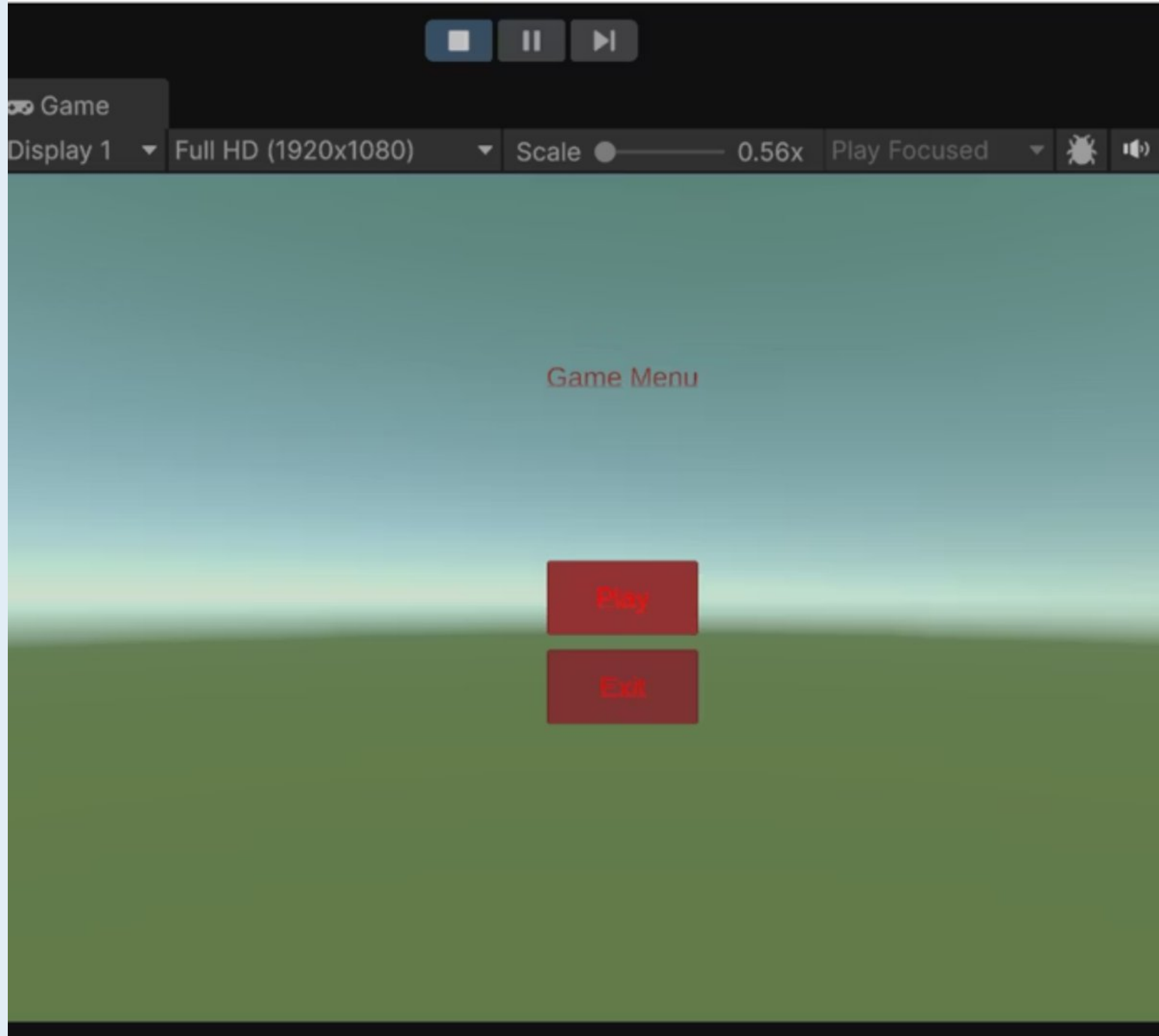
## Next Steps

Plan to expand with more levels and enhance gameplay features.

# Menu

The main menu provides players with two primary options to choose from. The **Play** button starts the game, allowing the player to begin their adventure. The **Exit** button allows the player to quit the game and close the application.

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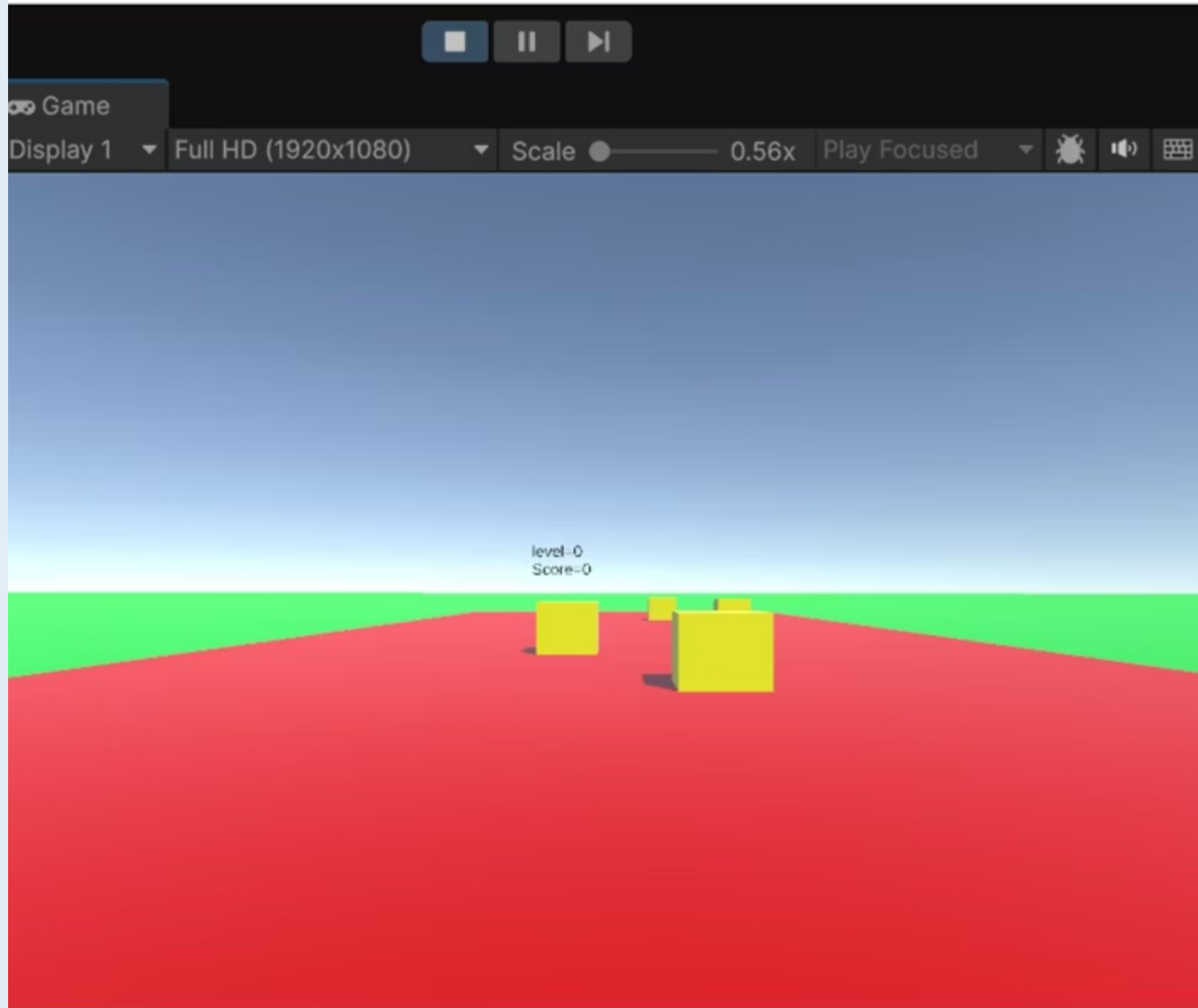
# Level 1

The first level introduces the core mechanics of the game

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It contains few obstacles, and hence it will become easy for the user to understand what its about

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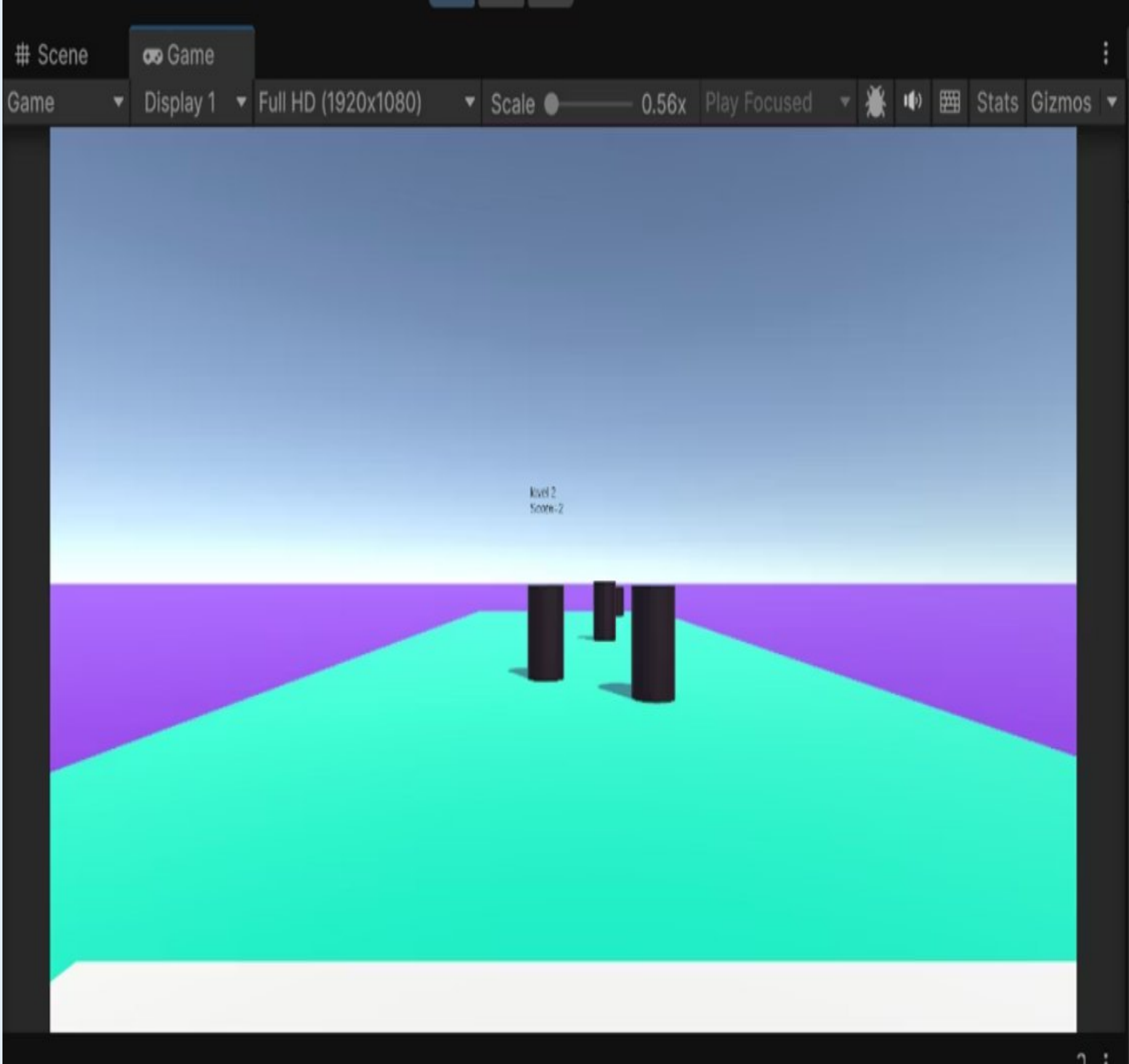
# Level 2

It contains more numbers of obstacles, and hence it increasing Difficulty.

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Our game contains only 2 levels and hence this is also the final Level of our game.

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# Quick Glimpse of game

