大概介紹Unity

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New project

Introduction of Unity UI

Add a new 3D Object Cube named Ground (scale : 15, 1, 100)

Introduce Transform

Add a new 3D Object Cube named Player

Introduce Material, Mesh, Collider and Rigid body

Move Camera

Change Background (Solid Color)

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Add a new Script named PlayerController on Player object

Introduce the basic format of initial code Unity provides

(Start, Update)

Debug in Start to show everyone // Debug.Log(“LA”);

Public v.s. private

Rigidbody

Update v.s. FixedUpdate

AddForce(vector3\*Time.deltaTime);

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