**Developers Manual**

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Unity Version and download instructions:

Unity Version: **6** more specifically (**6000.0.34f1**)

Steps to download:

1. Visit the unity website <https://unity.com/download> .
2. Click the “download” button this will prompt the download of Unity Engine and Unity Hub.
3. Once this has been completed depending on the platform follow the same steps you would when downloading any other application from the web.
4. You can now open Unity hub and start installing unity engine (In top right corner select installs).
5. Once done you now can open and build unity projects.
   1. You also should have the most updated version of unity which means it should support building and running of games on older versions.

High Level View of Existing Code

Oral Exam Components

How to Create a Prefab

1. In your unity project create a game object in the hierarchy of your needs.
2. Apply all the correct components to the game object (Scripts, colliders, rigid bodies, etc.)
3. Once all components have been added then open your personal folder in the prefab directory.
4. Drag your game object from the hierarchy into your specific prefab folder.
5. You now have made a specific prefab for this game object.

Prefab Notes

* Prefabs are good when you need to create a game object during run time. Use prefabs on objects that are not in the scene upon start.
  + Ex: A bullet is not in the scene until it is called by the shoot function so a bullet should be a prefab.
* Document your prefabs. Make sure there is enough comments in the code attached to prefabs or a document in your folder that defines what the prefab does.
* Try to keep prefabs general and vague so they can be used in a variety of situations.
* Prefabs can be modified when in the hierarchy, so they are good when you want a baseline game object.