**Section 1 Plan**

1. **Introduction – Couple of Words from the Author.**

Hello and Welcome to this course about creating a 2048 game.

First, I would like to say a couple of words about myself.

My name is Vladimir Limarchenko, I am a Unity developer from Ukraine with about 2 years of experience.

I would like to tell you a story about how I decided to become a game developer and share some tips that I`d give to novice Unity developers.

About 2 years ago I was a young scientist, with a Candidate`s Degree in Theoretical Mechanics (Candidate`s degree in Ukraine is somewhat similar to international Ph.D Degree). Back in the day I was solving mathematical problems about pipelines and I had this HUGE program written in Fortran (an old coding language) that I would use to obtain results for my research. Science can get too boring too fast so I was already thinking that I should turn my head into doing something else.

Then unexpected happened. My wife had an accident that resulted in major issues with her health, so I had to stay with her and help her recover from this. The recovery is going great by the way. First months were really intense and I had almost no time. After some time into recovery I`ve discovered that I started to have more free time to do something on my own and to learn something new.

I decided to pursue my lifelong dream of becoming a game developer. Some of my friends were already working in game dev. One of them (he currently resides in Sweden and works for King.com) has pointed me in the direction of Unity. And it was love at first sight))

In a couple of months I teamed up with my wife`s friend (who received her education as an architect, but now she also works in game dev as a 2d artist) to make my first game. It was an Egypt-themed puzzle platformer that was primarily intended for tablets and mobile phones, but then I decided to redesign it for PC. And, boy, I have learned a lot while working on it.

Bad thing is that it is still unfinished, but I can show you some screenshots and some footage from the prototype that I have been working on.

I still like this game a lot and I will finish it when I have more free time.

If there was a single piece of advice that I would give to novice game developers:

**Go For It!** Just pick any idea that you like and start implementing it. It will be a great journey and you will learn a lot along the way.

If I would get a chance for a second advice:

Try to pick **simple** games for your first projects. Obviously, making a new MMORPG or a GTA clone is not a good idea for a first game because it is too hard if not impossible to finish singlehandedly.

So, make something simple and have fun! Even a small game made from start to finish can tech you a lot and will boost your confidence when you complete it.

One of such good choice simple games is 2048 that we will be making in this course.

Thank you for listening to my story. I encourage you to write your own story about how you decided to become a game developer in the discussion thread for this lecture or in the discussion thread for the whole course.

I hope you find something useful for you in this tutorial. In the next video I`ll be talking about how this course is organized and what you can learn by taking this course.

1. **Goals and Structure of This Course**

In this course I am going to recreate a very popular game called 2048. For those of you who have never heard of it – 2048 is a very simple but surprisingly fun game where you have this 4 by 4 field and numbered tiles on it. Each turn a new tile appears. You can move all the tiles on the field so that they all stick to one side. When two tiles collide they merge into a bigger tile. The point of the game is to get to the 2048 tile. And it is super hard to do. I have to confess, I have only got to 1024 so far.

This Section, **Section 1**, is an introduction to this course. In the end of this section you will be able to download Assets for this course. In the Assets folder you will find everything you need to start developing this game and follow along with the course.

In **Section 2** of this course I will show you how to build the screen layout for the game and explain the core concepts of working with Unity UI. You will learn tricks that I use all the time while assembling UI for my games. I will also make sure that the game that we make looks good on different screen resolutions.

In the end of Section 2 you will have a complete layout for the 2048 game. You will be well familiar with Unity UI and you`ll learn tricks that help design UI for multiple resolutions.

In **Section 3** of this course I will be writing code for the game, adding new functionality in layers and testing new features so we don`t get any bugs in our game. We might squash a couple of bugs on our way. In the end of this section we will have the main game mechanic fully functional so that the game is playable.

In **Section 4** I will make minor improvements to the game – like, improving visual appearance and saving game state between game launches, adding delays between moves and animations when new tiles appear. The material in this Section is far more advanced than all previous material, so you should proceed with caution, if you`d like to really dive into the depths of Unity and writing code with C#. In the end of this Section you will get a brilliant polished product ready to be published on AppStore or PlayMarket.

This course requires you to be at least a little familiar with Unity3d. I will use C# to write all the scripts in this course, so previous experience with C# is highly appreciated.

I`ll try as hard as I can to explain everything I do in this course, but if you have some questions after taking any of the Lectures in this course, feel free to ask them in the discussion for this course and I will answer ASAP.

Please download the Assets provided after this lecture. And let`s get started!!!

(Full game project will be provided in the end of this course)