2D game via Playground

# Creating A New Project

* Let’s begin by opening up the latest version of Unity Hub, which can be downloaded from here: https://unity3d.com/get-unity/download
* Select the Projects tab and click on ‘New’.

A screenshot of a project

Description automatically generated with medium confidence

* Select 2D for the template and click on ‘Create’.

A screenshot of a computer

Description automatically generated with medium confidence

* This will open up the Unity Editor.
* Installing Unity Playground
* To download Unity Playground, go to Window > Asset Store.

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A screenshot of a video game

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# Opening Up A Scene

* In the Project window, we can navigate to the ‘Assets/Examples/Adventure’ folder.

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* When we double-click on it, the game will appear in the Scene view. You can use this view to select and position environments, the player, the camera, enemies, and all other GameObjects.

A screenshot of a video game

Description automatically generated

* The Game view allows you to see what the player actually sees when they are playing your game.
* To play the game, press Play button and use W,A,S,D to move around.

# Challenge: Play all the sample games in the Examples folder!