

Gaming Development

Terrain :- Right click → 3D object → terrain

→ 2nd option :- paint textures

i) Set height → 150 → flatten all

ii) Raise or lower terrain → Any brush size
hold shift to lower the terrain.

Rever :-

Shift + Click (lower).

→ Textures :- 2nd Options

1) Paint textures → edit terrain layers

↓
Create layer

↓
1st select any diffuse

↓
Click on the new layer

↓
Select same layer normal map

Ground

Ex:- i) Ground 5
diffuse

ii) Ground 5
normal (purple)

←

→ 3D flowers, Grass, Trees :- Select 4th option (Paint details)

↓
Edit details

↓
Add Grass texture

↓
Detail texture select
↓
set height to mini

→ 3rd Person Controller ~~phy~~ mode on assets → Prefabs

↓
Drag & Drop the shadow

→ Water (NUJ013) → Examples → Prefabs → Drag & Drop

→ ~~sky box~~ sky box → cubemaps → Drag & Drop

⊙ Click shadow → main camera

↓
Inspector panel

↓
Clear Flags

↓
Select sky box

Same steps for main camera

Coin Collision

i) 3D object → Create ^{at least} 3 spheres

Click on sphere → In inspector panel go to tag

↓
Add tag (tag name & script name should same)

↓
for each sphere make that name as tag (eg:- Coin)

ii) Open C# script ⇒ type

iii) ~~Click~~ Click on shadow → Down in the inspector panel

↓
Add component

↓
Add C# script

iii) Canvas UI → New scene

↓
Inbuilt
↓

Right click UI → Canvas

↓

Scene panel → Go for ^{Game} ~~Scene~~

↓
Full HD

Scene make it 2D

2) Under Canvas Create UI → Panel

3) Download image → Click image

↓

Inspector panel

↓

texture type

↓

Sprite 2D

↓

Drag & Drop image to
panel inspector
panel in source
image.

4) Under panel UI → TextMesh ^{A → opacity.} import all.

- Alt key and make it center.
- Give width and height. then change text input. → eg (ZOMBIE Attack).

- Diff colours :- click on gradient and choose the colours.

5) Under click on UI and click on
Button textmesh pro. and give height &
width.

→ and go to text mesh under button and write text play.

⑥ Right-click → create ~~an~~ game object.

Inspector panel → Add component:-

→ create C# script & name (UI-manager)
→ Write code.

→ In game object add component → add UI script.

→ Click on button, go to on-click option (down)

- Click on '+' ; drag & drop game object to on click
- In No function. select UI-manager, under select switch scene function

→ Save.

⑦ Go to file → build settings → remove selection
drag demo 0 & demo 1 → ^{Shadow,} ~~Terrain~~ etc.

→ Go to demo 1 ^{UI} and right click → UI → Canvas and
inside canvas TMP

→ select alignment. ~~and~~

→ ~~change~~ coin script → which we did in coin collision.

→ change script & ~~save~~ save,

↓
Drag & Drop text tmp in
shadow script