

Introducing Text 101



What Text 101 Teaches

Increase our scripting skills (nearly 200 lines!).

The basics of “finite state machines”.

Invite you to create and share your own story.

Build our game to the web.

Share with the world.

More About Creating New Projects

More About Creating New Projects

Recap how to create and save projects

Setup & save your Text 101 project

What gets “carried-over” to new projects

Import your prison image asset

Save your project

Carried-over to a new project

Your current layout (easy to reset)

Unity Preferences (e.g. play mode tint)

In this video...

Recap how to create and save projects

Setup & save your Text 101 project

What gets “carried-over”

Import your prison image asset

Save your project

Adding 2D User Interface Text

Lecture Summary

Adding a UI > Text element to a scene

Setting the camera background colour

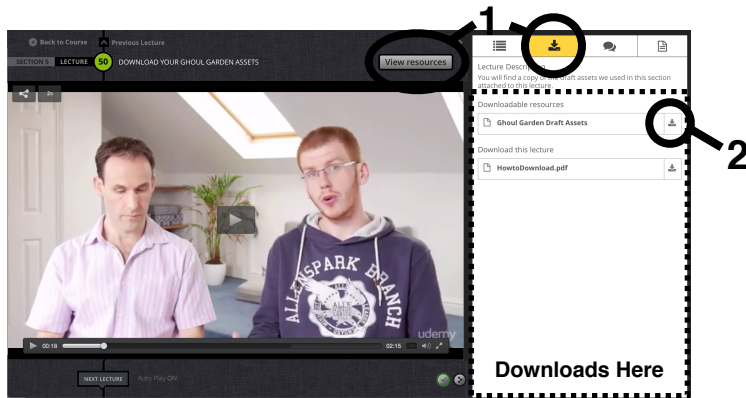
Moving and scaling your text

How to programmatically change text

Challenge: Change text only on key press

Challenge: Add and scale the image

Download your files



Change text on key press

Use an if statement

- Use `Input.GetKeyDown`

Text starts blank when game first runs

Change text to “key pressed” on key press

Adding 2D User Interface Text

Challenge: Add and scale the image

Add an image to the UI canvas

Scale it to around 1/3 height of canvas

Centre it on the canvas

Ensure the background is transparent

Make sure the game runs

Lecture Summary

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Challenge: Change text only on key press

Challenge: Add and scale the image

More Content Coming Soon

More Content Coming Soon

More Content Coming Soon

Why this section isn't finished.

When we will be adding content.

What to do next

More Content Coming Soon

Why this section isn't finished.

Lean production system.

We want your feedback.

Gets the content to you ASAP.

This Section Is In Progress

When we will be adding content

Time Zone	Times
Greenwich Mean Time	Mon 3rd November 11am to 5pm GMT
	Tuesday 5th November 11am to 5pm GMT
Pacific Standard Time	Mon 3rd November 3 am to 9 am PST
	Tuesday 5th November 3 am to 9 am PST

More Content Coming Soon

What to do next

Save your scripts, scene and project.

Move on to the next section.

Come back once the section is finished.

Word Wrapping & Joining Strings

Lecture Summary

How to write long strings in C# code

How word wrapping works on UI Text

Building Your Game Engine

In This Lecture...

The structure of our “engine”

What’s an enum?

Challenge: complete the story

The Structure Of Our “Engine”

- **Update()** keeps game in the right state.

State methods: set text & respond to keys.

One state method per state.

What’s an enum?

*“The **enum** keyword is used to declare an enumeration, a distinct type that consists of a set of named constants called the enumerator list.”*

<http://msdn.microsoft.com/en-us/library/sbbt4032.aspx>

Complete The Story

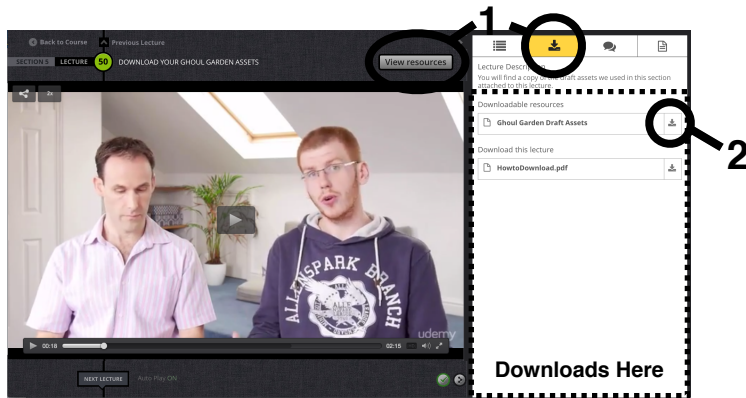
Write all 8 state methods.

Write your story text.

Write the **if** statements to respond to keys.

Test your game flow works.

Download the code



Re-Organising Your Code

Update Your Update() Method

Add the new states to **States** enum.

Add new **if** statements to **Update()**.

Drop **state_** prefix (Search > Replace).

There **is** a better way, but not now.

Rename *freedom* to *corridor_0*

Change the line in **Update()**.

Rename your state methods.

Update your text.

Update key press options.

Anything else?

Extending Your Story

Add New State Methods

Adding at the top may be easier.

Have your GDD visible.

Test your game.

Just Skim This Video

Please create your own story.

Just skim this video.

Useful “code-folding” tips at around 11:20.

Good luck!

Local Play Testing

“4-eyes” principle.

Remember to explore all branches.

In my story: Return to cell => Roam call*.

** Thanks to Bobby, an early access backer.*

Build For Web & Share

In this video...

Encourage you to create your own story.

How to build for the web.

Test your build locally.

Share using GameBucket.io or similar.

Post to the course discussions & Facebook.

Some Ideas For Creation

Tweak our text to make it read better.

Make a whole new game, same structure.

Make a whole new game, different structure.

Translate the game to your native language.

Add images if you want, but we're covering later.

Web Player Build Settings

Player Settings...

Default Screen Width = 800

Default Screen Height = 600

WebPlayer Template = Black Background

If your text doesn't fit, reduce font size

How To Share Your Game

Copy the URL from www.GameBucket.io.

Check in an **anonymous / private** browser.

Post as a discussion against this lecture.

Share on www.Facebook.com/UnityCourse

Unity 5 & Web GL Build (Optional)

In this video...

Upgrade to Unity 5.

Beware of Hierarchy order bug for 2D.

Remove state logging (line 22).

About Web GL builds.

Build for Web GL and share.

Share Web GL Build (Optional)

Check your game in Unity 5 carefully.

Make a Web GL build.

Share on social media for your friends.

Recap & What's Next

Recap & What's Next

Did you write your own story?

Go on, be brave!

Maybe ask a friend to write it?

Build for the web.

Share in the Udemy Discussions, or

www.CompleteUnityDeveloper.com