

GAMEPLAY – MÓDULO 1

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CONTENIDOS

1. El proyecto
2. Entorno Unity
3. GameObjects, componentes y prefabs
4. Unity Asset Store
5. Terrain
6. Control de personaje
7. Cámara

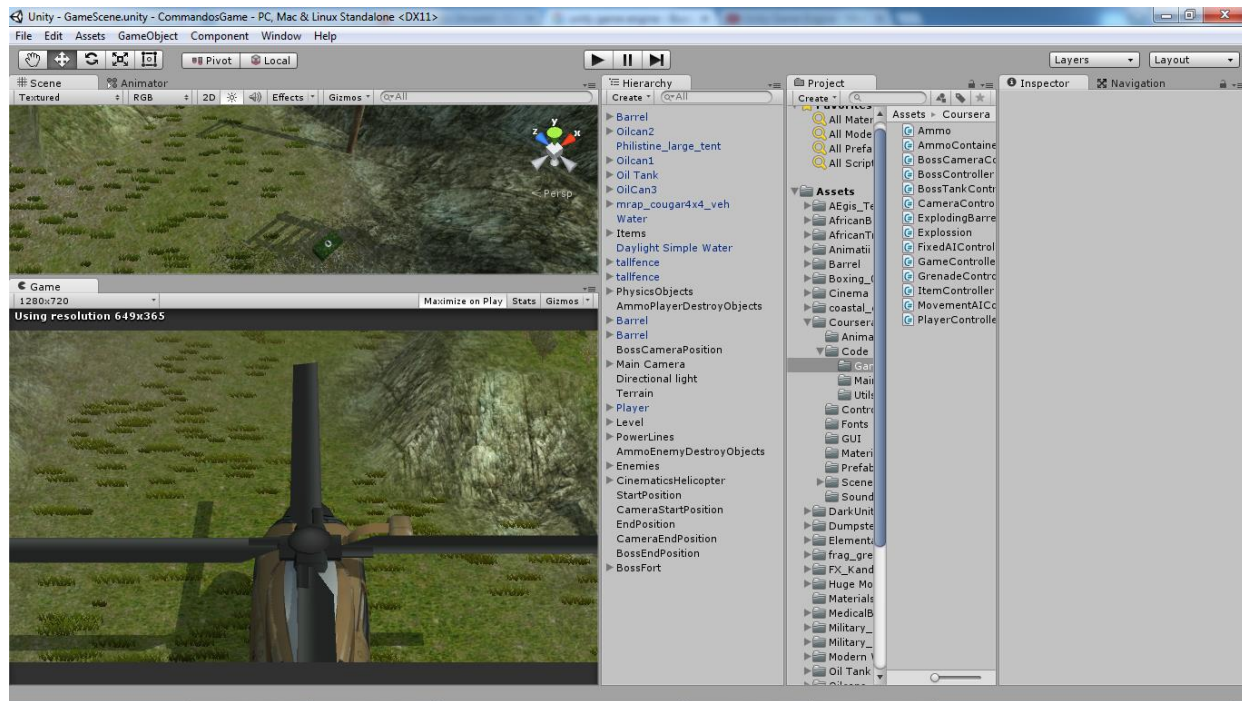
1. EL PROYECTO

Commando, 1985

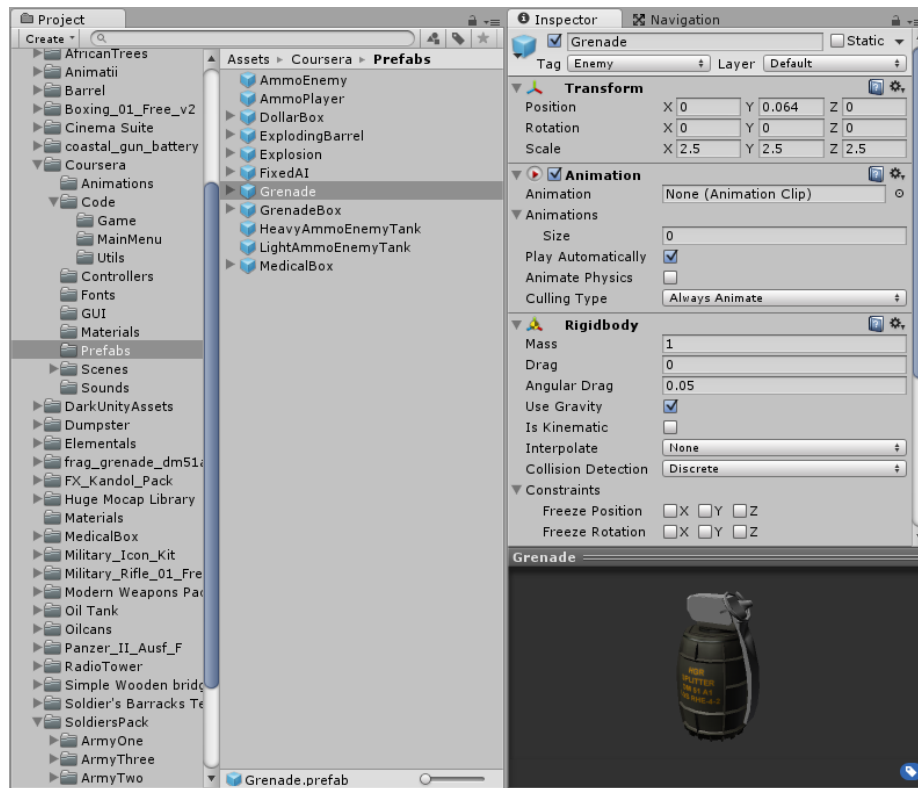
1. EL PROYECTO

Coursera Commando, 2015

2. ENTORNO UNITY



3. GAMEOBJECTS, COMPONENTES Y PREFABS



4. UNITY ASSET STORE

The screenshot displays the Unity Asset Store interface. At the top, the navigation bar includes links for Unity, Services, Made with Unity, Learn, and Community, along with the Asset Store icon and user account options. Below the navigation bar, a search bar and filters are visible. The main content area features the 'Reports4Unity' extension by Virtual Playgrounds. The extension is priced at \$5, down from \$10 (50% off). It requires Unity 4.6.0 or higher and one license per seat. The description highlights that the extension is useful for large builds, projects with many assets, and mobile platforms. The extension's interface is shown, displaying a 'Report Type' dropdown and a list of reports including Asset List, Asset Importer, and Texture Importer. A sidebar on the right lists various categories like 3D Models, Animation, and Audio. At the bottom, there are thumbnails for other assets like 'Behavior Trees for Everyone', 'ICE Creature Control', and 'Low Poly Terrain'.

unity Unity Services Made with Unity Learn Community Asset Store

Sell Assets Blog Service Partners Publisher Login Level 11 Roadmap Help

Search... Filters

Reports4Unity
Category: Editor Extensions/Utilities
Publisher: Virtual Playgrounds
Rating: ★★★★★ (4.6)
Price: \$10 \$5

50% OFF! Before: \$10 Now: \$5

This extension requires one license per seat
Requires Unity 4.6.0 or higher.

- Website
- Documentation
- Support

Your game build is too big and you want to find the big assets causing this problem?

Your projects have lots of assets and game objects and it's hard to keep track of them?

Your textures are blurry on mobile platforms and you have to check all the import settings

Asset List (188 / 189)

Report Type

Asset Importer Report

Report Type

Asset Importer Report

Available Section

Asset Filter - by File Type (3)

Texture Importer Field Filter (1)

Model Importer Field Filter (1)

Movie Importer

Home

3D Models

Animation

Applications

Audio

Complete Projects

Editor Extensions

Particle Systems

Scripting

Services

Shaders

Textures & Materials

Unity Essentials

Reports4Unity

\$5 \$10

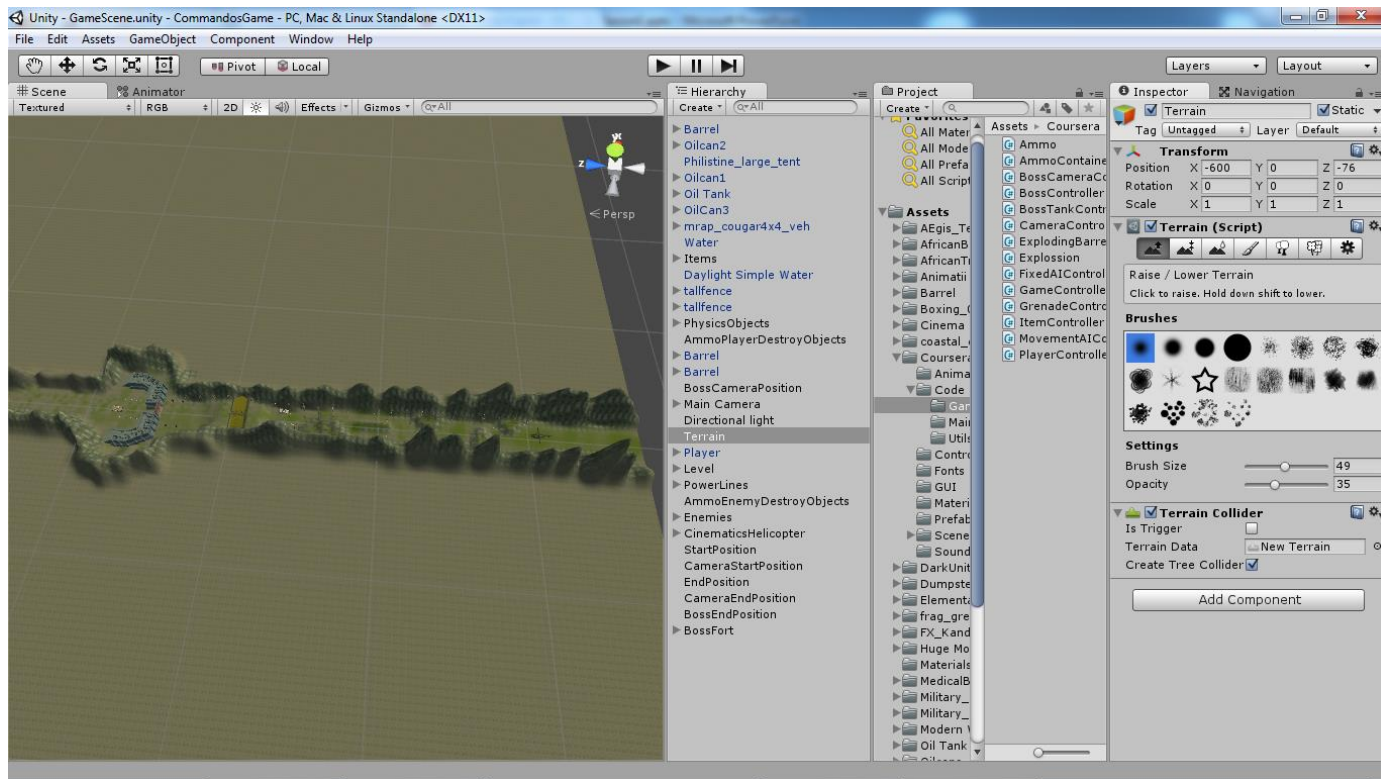
level eleven

Behavior Trees for Everyone

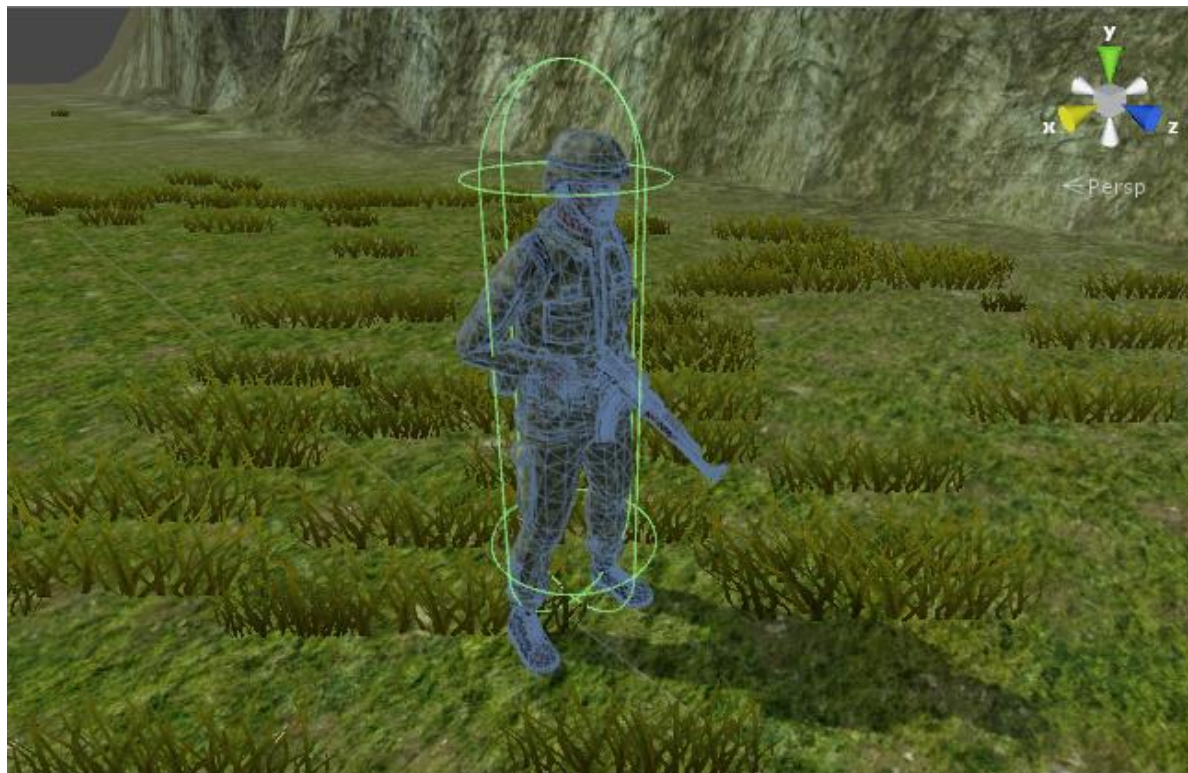
ICE CREATURE CONTROL

LOW POLY TERRAIN

5. TERRAIN



6. CONTROL DE PERSONAJE



7. CÁMARA



En resumen...

En esta sesión hemos empezado a implementar un pequeño videojuego de tipo arcade de disparos.

Hemos conocido los paneles principales de Unity.

Hemos aprendido a crear un terrain en Unity.

Hemos aprendido a crear un character controller en Unity y darle movimiento mediante código scripting.

Citas

Diapositiva 3: [https://en.wikipedia.org/wiki/Commando_\(video_game\)](https://en.wikipedia.org/wiki/Commando_(video_game))

Diapositiva 3: https://www.youtube.com/watch?v=1qctKI_t5eY