Course Exercise: Unity Project

Game engines. They do incredible things.

Tom Clancy's The Division

(Snowdrop Engine, 2016)

Battleborn

(Unreal Engine 3, 2016)

You made (or attempted to make) an actual game...congratulations! What did you think? Is it harder or easier than you thought? Can you even imagine what goes into AAA titles like the two above? Working in a game engine, even one as user friendly as Unity, isn't easy. But the more you practice, the easier it'll get! Unity.com has many other tutorials to get you started in different genres, including shooters, 2D adventures, and even procedural generation. Give them a try someday!

Assignment: 50%+ Completion (Screenshot)

To get full credit for this exercise, you need to make it through video 05, "Setting Up the Play Area."

Please upload a full screenshot of your Unity scene.

In the 'Submission comments' section below, please include your final whereabouts in the tutorial. For example: "Setting Up the Game," or "Creating Collectable Objects."

Extra Credit: 100% Completion (.App or .Exe)

To get the "United in Unity" bronze trophy and its extra credit (+1 pt), upload your standalone Application as such:

Mac Users: Please compress your .app bundle and upload the zip file.

Roll-A-Ball Mac Guidelines

Windows Users: Please compress your .exe file AND all of your .pbd items (if any) and data folder, and then upload the zip file.

Roll-A-Ball Windows Guidelines