



Introduction to Unity

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- ▶ Two parts:
 - ▶ **Editor**: used by developers to create the game
 - ▶ **Player**: packages the game to run on the customer's machine

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- ▶ It's relatively (!) **easy to use**
- ▶ Very flexible, can be **programmed** using C#
- ▶ Has **asset pipelines** for artists, animators, musicians etc.

Made with Unity

<https://madewith.unity.com/>

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- ▶ Each game object has several **components** which affect how it looks, moves and behaves
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- ▶ NB: behaviours can create or delete game objects, or change scenes...
- ▶ No main loop, but behaviours have an `Update` method which is called each frame

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- ▶ Think about your **unique selling points (USPs)** — what will make your game different from all the others?
- ▶ Aim for a **minimum viable product** — don't worry about polishing yet

Unity tutorial

http://bit.ly/unity_roll_a_ball