

How is Unity flexible? Why is this important?

So the flexibility of Unity for me is the way that it's split up into components that can be used in any way you like. You often hear it compared to something like LEGO. As a kid I was playing with LEGO a lot, and I see Unity in the same way.

The real beauty about it is that you can create your game once and then spit it out to Xbox or mobile phone or wherever else you want it to go to. So you're not handling a whole bunch of different projects at all different stages, you've just got the one thing.

Using Unity is a great way to learn programming, learn design and you can incorporate all of those different learnings into one app that you can then share across multiple different platforms.

Sometimes team sizes are small, sometimes they're large and sometimes the surrounding tech that you use for your production is different, so Unity has to be flexible in order to work with all different types of teams.

Unity is flexible and it can support all of these different use cases, because fundamentally scripting is flexible. You can build the thing that you need to build to solve your problem, and you can have fun with it too.

There aren't many engines out there that you could make a match 3 game for a really low-end mobile device through to a Triple-A open-world shooter on console. But also that flexibility pays dividends when you're coming out of prototyping and into full production. You can easily go from a hacked-up prototype into a full production with little difficulty. That, for me, is what really works with Unity.