

2023 U & Ity (Unity) @ VCNL
You and I will learn Unity

Reference: <https://learn.unity.com/project/unit-5-user-interface?uv=2019.4&courseId=5cf96c41edbc2a2ca6e8810f>

Requirement: Laptop with Unity installed

Week	Main Topic	Video
Week 1	<ul style="list-style-type: none">- Basic manipulations in editor scene & basic C# syntax- Unique Unity API(Focusing on physical transformation and movements)	<ul style="list-style-type: none">- Getting Started- Unit 1 – Player Control
Week 2	<ul style="list-style-type: none">- What is OOP(Object Oriented Programming)? Keyword “new”- Not a collision, but “various” collisions can we implement.	<ul style="list-style-type: none">- Unit 2 – Basic Gameplay
Week 3	<ul style="list-style-type: none">- Make a game that looks like a game- Scripting technique* Release: Making a software package (If time allows)	<ul style="list-style-type: none">- Unit 4 – Gameplay Mechanics

- Because our time matters, basic codes or prefabs could be shared as compressed file(.zip) before weekly meeting if needed.

- Any candid suggestions to get our sharing-knowledge meeting improved are welcomed!

- As far as I experienced, there is no such answer in code as we all know. If you have better/clean code idea, we'll appreciate it when shared.