Dev Class Intro

- Unity, C#

- Focus on 2D, then 3D

- Github, Discord

HOGESCHOOL ROTTERDAM

Part 1

- Github MGDD
- Github Documentation
- Unity Startproject
- Unity Package Manager
- Assignment (StartProject)
- Rigidbody2D - Component
- Rigidbody2D - Scripting
- Unity Documentation
- Unity Learn
- Unity's Script Lifecycle