Github Documentation

Resources

Tutorials

Project Files

Unity Tips & Best Practices

Code Snippets

Basics 1

Presentation - Project Files - Resources - Tutorials - Assignment

Presentation

This week's presentation can be found here

Resources

- Our own tips, tricks and best practices for working with Unity, with a bunch of gifs
- A list of external tutorials to help you with specific topics, from learning the basics to creating a certain effect.
- Get graphics, sounds, code and other free stuff from the resources page

Assignment

1. Download and open Unity
2. Create a new 2D project

Unity Startproject

UnityPackage file [Github link]   basics1.unitypackage