HACK A GAME

Introduction

- Theme proposals
- Unity 3D Engine
- Hands-on programming
- Questions

Themes

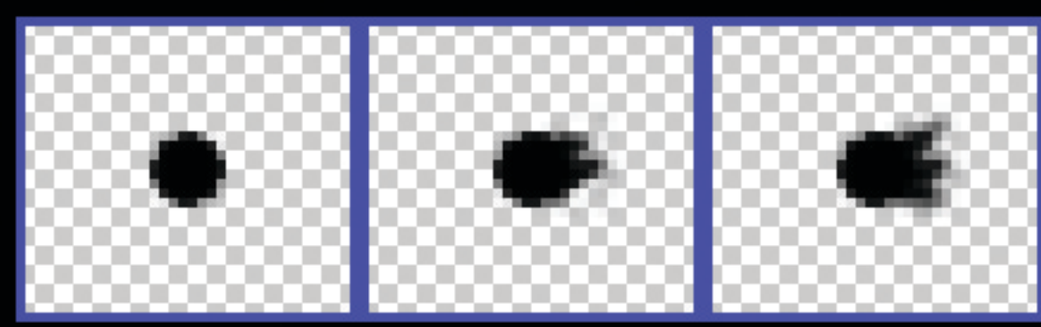
- Brainstorm
- Public proposals
- On previous day, each team chooses
- Models already available

Unity 3D

- Not 3D but 2D
- Sprites + Animations
- UI (User Interface)
- MonoBehaviour
- Colliders

Sprites

Moving Animation

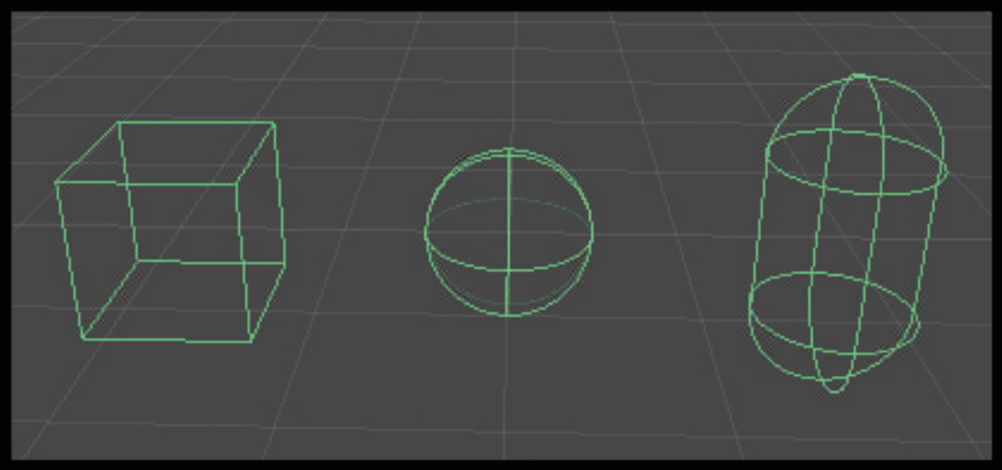


Not Moving

- Auto-Detected
- Auto-Animated

Colliders

+RigidBody!



- Collider: Prevent movement

- Trigger: Custom behaviour

QUESTIONS?