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[Title]: “Unity Game Development Workshop: How to use Unity, code with C#, and create a Game.”

[Prerequisites]:

* Unity Studio
* Laptop

[Introduction]:

*Legend:* Patrick, David

Hello everyone! Welcome to the Unity Game Development workshop. My name is Patrick, and my name is David.

Who here has used Unity before or programmed before?

Today, we will cover the essentials of Unity game development, including navigating the engine, basic C# skills, and creating a simple game.

By the end of this workshop, you’ll create your own game in Unity.

Material:

1. Unity Engine Layout
   1. Unity’s Layout
      1. Scene, Game, Inspector, Project, etc.
   2. Scene view, Game view, and the Inspector
      1. Show how to move the game window around.
      2. What is the game window?
         1. Game view: Preview of the game within a custom camera.
   3. GameObjects and Components
      1. Show how to manipulate GameObject properties.
      2. GameObjects are the main parts of the game.
      3. Components
         1. How they affect GameObjects.
2. Learning C# Programming
   1. Script a GameObject’s behaviour using C#.
      1. Explain how to create and attach scripts to GameObjects.
      2. Explain how to modify GameObject properties through scripts.
   2. Variables and data types
      1. Review int, float, string, etc.
      2. Explain how to declare and initialize variables.
   3. Functions and Methods
      1. Review how functions and methods are used in C#.
3. Creating a Demo Game
   1. Brainstorm a game concept with attendees.
      1. Explain how to plan games (game planning process).
   2. Scene Set Up
      1. Explain how to create a scene in Unity.
      2. Explain how to create and move objects.
   3. Creating scripts in the game using C#.
      1. Creating a player object that is affected by player input.

[Conclusion]:

Review:

* Unity Studio Layout
* Basic C# terms and the use of methods + functions.
* Create and manipulate game objects.