Join the Canvas!

Do Attendance survey in canvas!

DevLUp FSU GBM #2

Intro to Unity

11 September, 2025

Our Meeting Schedule:

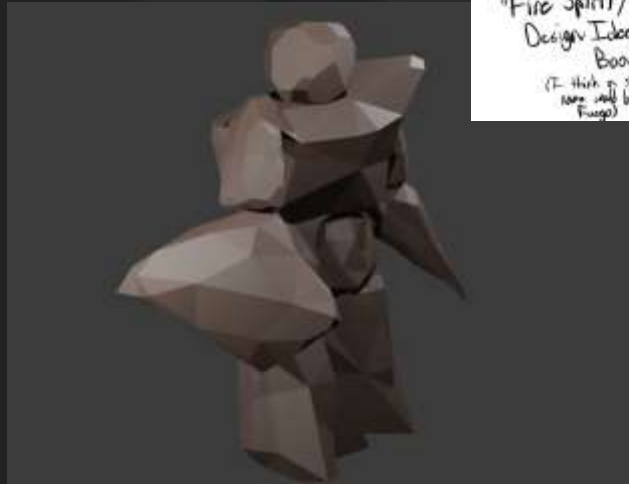| Date	GBM	GBM Title	Secondary Event	Presenter
28 Aug		(No Meeting)	(Involvement fair?)	
4 Sep		Hello! Introduction and Icebreakers		Everyone
11 Sep		Intro to Unity		Jake & Ares
18 Sep		Art on a Budget (or How to Use Free Assets)		Calvin
25 Sep		Intro to Git and How to Work Together		Jackson & Hailie
2 Oct		PlayStation Recruiter Talk		Milan Sewell
9 Oct		Materialising Game Design: Planning and Prototyping		Marsh
16 Oct		1-Hour Design Jam		David
23 Oct		Intro to Blender Modelling	DevilUp Horror Jam (24-26)	Jake & Ares
30 Oct		Mechanics vs. Narrative: an Exploration	DevilUp Horror Jam Showoff	Calvin
6 Nov		Linear Narratives and the Almighty Flowchart		Calvin
13 Nov		3D Animation		Jake & Ares
20 Nov		Puzzle Design		Marsh
27 Nov		Thanksgiving		Squanto
4 Dec		What Have We Learned? A Discussion	Project milestone	Everyone
11 Dec		Finals Week!		No one?

our sponsor

Lesson Plan

➜ Announcements: What's coming up with DevLUp???
➜ What is Unity, what do we use it for?
➜ How do we use git with Unity?
➜ Editor
➜ Importing assets
➜ Doing a bit of code
➜ Making cool junk 😎😎😎

Get Involved in this years club project!

- 3D First Person Platformer
- Elemental Magic Theme
- We need:
  - Writers
  - Designers
  - Programmers
  - Artists
  - And more!

DEVILUP HORROR JAM

- It's a game jam
- Around Halloween
- Loads of Florida schools (and beyond?)
  - (we hope)
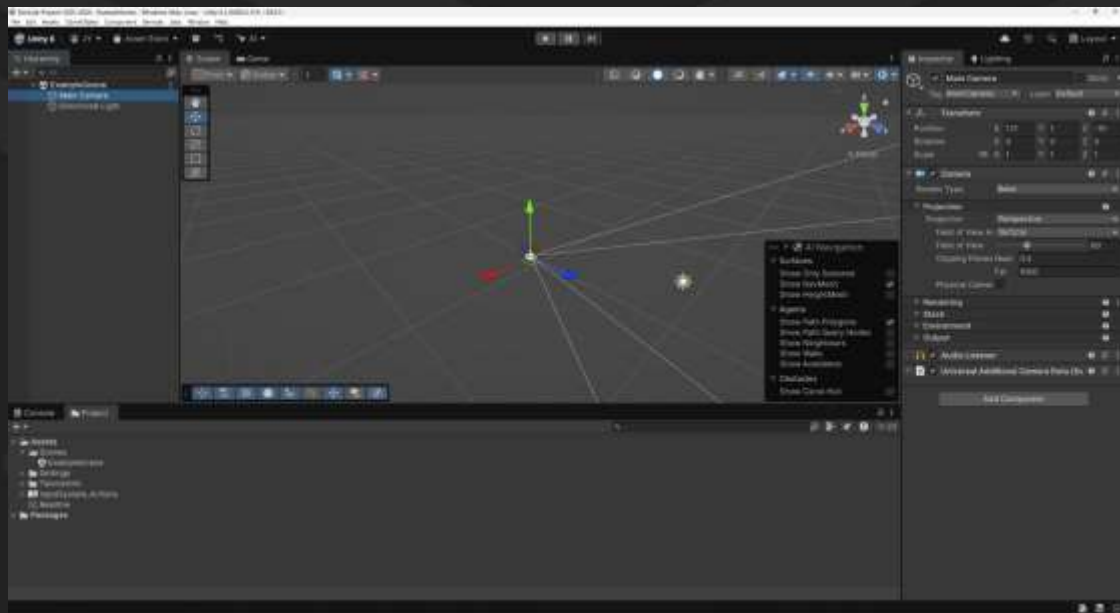- Shown off in-workshop Oct 30th

OCTOBER 24-26

Competition is
October 1st through the 15th.

- Teams of 2 to 5 students.
- We can form however many teams as we want.
- You will have access to my support and the Hub's computers and devices.
- No previous experience in development required.

What is Unity?

- Popular Game Engine used in personal and professional environments
- Supports the C# scripting language
- 2D and 3D

757 144 2010