

Starting Your First Unity Project

This guide aims to help beginners to Unity and game development get started with their first project. It will cover downloading and setting up Unity, as well as setting up your first project. Once finished you will have a project template that you can alter as you like and turn into your dream game.

Materials/Tools Required:

- Laptop/Computer (A great thing about Unity and game design is that the only resource you need is the laptop or computer you're probably reading this on.)

Warnings and Hazards:

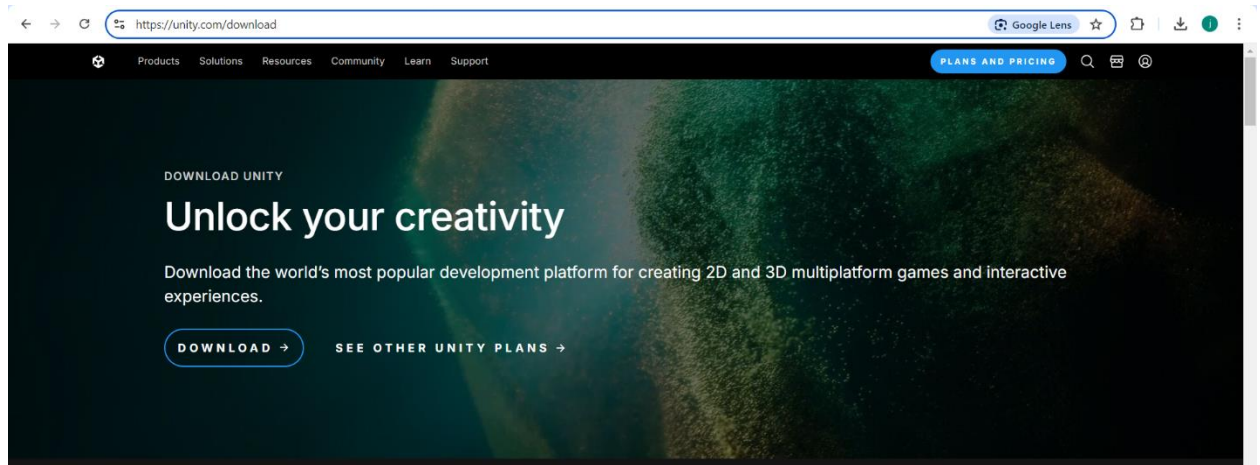
- Make sure to be careful when downloading Unity. If you aren't using the links provided here, make sure that the links you do use are official and from Unity
- The Unity interface and game design can be very overwhelming and confusing especially when starting; so, remember, try to be patient, it will all come with time

Quick Start Guide:

1. Download Unity at <https://unity.com/download>
2. Set up and complete the Unity Hub download
3. Sign into Unity Hub or create an account
4. Create a new 2D project in the Unity Hub

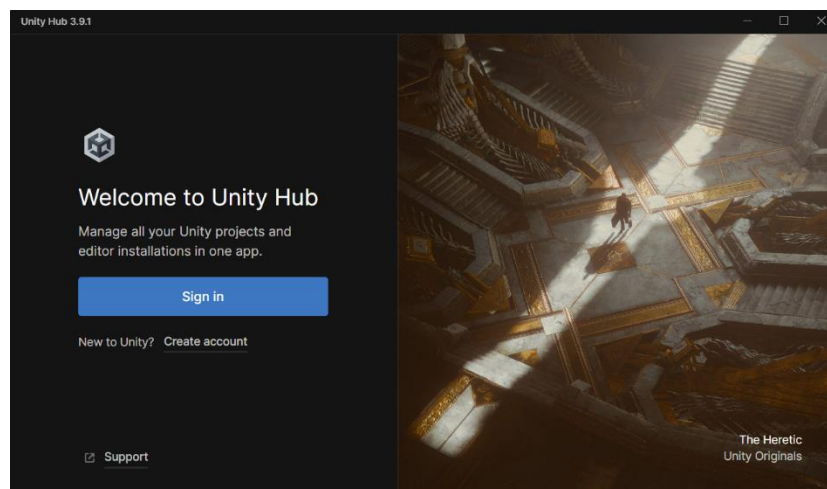
Downloading Unity:

1. The first step in setting up your project is to download your game engine. We will be using Unity, you can find the download at: <https://unity.com/download>
2. From there you will see this screen:



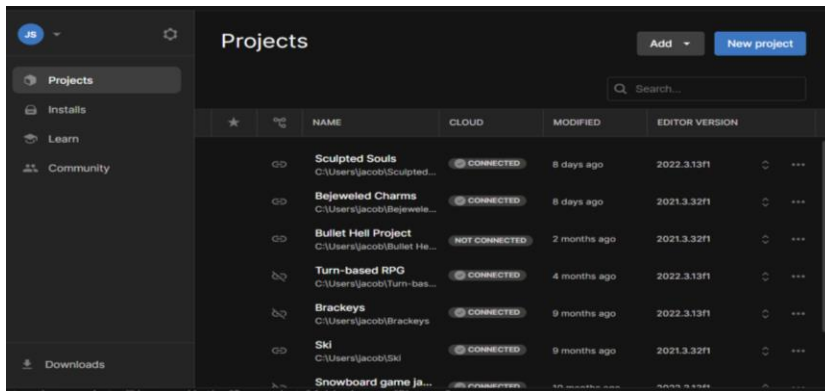
Click the download button

3. Once the download completes, open it. From there you will get some prompts to allow the app to make changes to your device, select “yes” and agree to the terms of service. From there choose a download location, anywhere will do. When the download completes click finish and run Unity Hub
4. From there Unity Hub will open and you should see this:



Sign in if you have an account, if not, make one

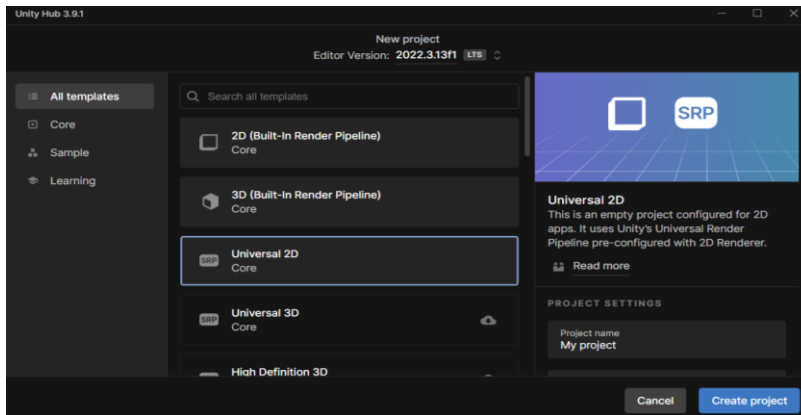
5. After signing in or creating an account your Unity Hub should look like this:



(minus the projects I've already created)

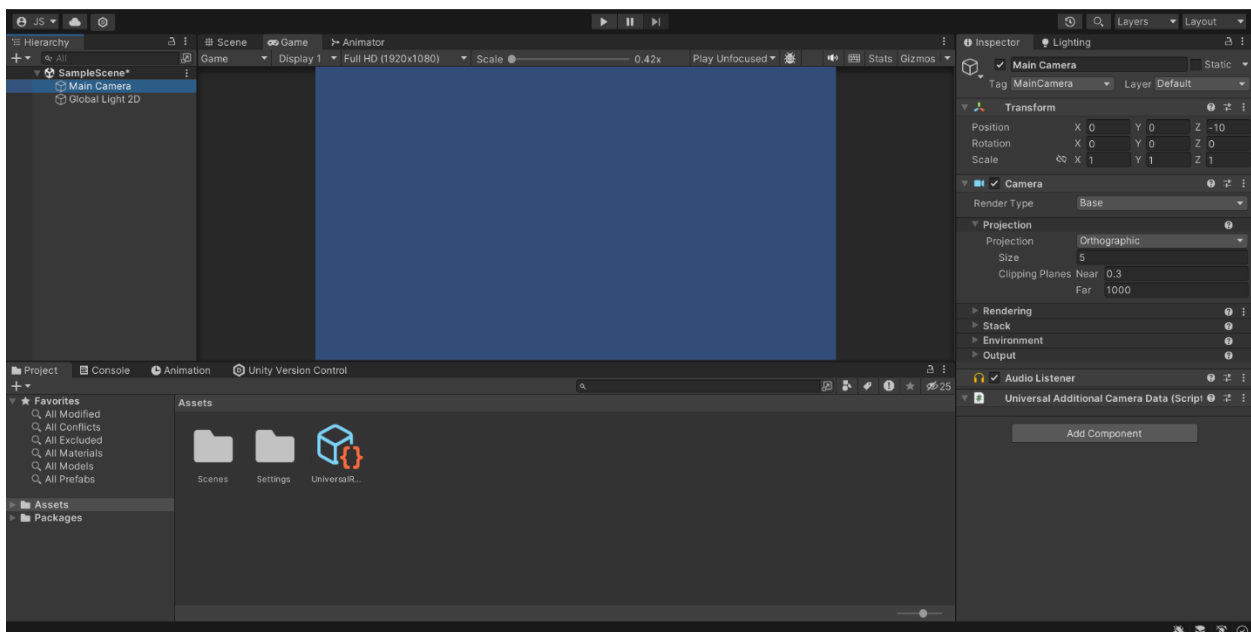
Starting Your First Project

1. Now that your Unity Hub is set up you are ready to begin your first project. Do that by clicking the blue “New Project” button in the top left corner of the Hub.
2. From there you will be prompted with a screen that looks like this:



From this screen, select Universal 2D as your template and name your project. Once that's done, create your project (it will take some time as Unity loads your project)

3. Once your project is created and open it should look like this:



4. If you've followed all the steps and your project looks like this congrats! You have created your first Unity project

Conclusion

Now that you have created your first Unity project the possibilities are endless. No matter what kind of game you desire to create, there are tons of resources you can find to aid you in your creation. A great resource is YouTube, some videos I recommend are: [RPG game tutorial](#) (this series of videos discusses how to develop your project into an RPG), or if you want to make a top down shooter there's this video, [top down tutorial](#) which goes over the process of making that kind of game. These are just two of many videos on YouTube that can aid in creating your dream game and it's a great resource to have. Outside of YouTube I also recommend a website called [Stack Overflow](#), this website is great for debugging your code and you can find forums with other coders that have ran into the same issues. Goodluck moving forward in your game development journey, and I hope you turn your project into something special.

Glossary:

2D – 2D stands for a two-dimensional game where the game operates on only an x and y axis

Unity Hub – Unity hub is the unity application you use to access and create projects

Unity – A game engine designed with built in tools to help players make all kinds of games

Game Engine - A software development environment that helps create video games, graphics, and visualizations.