



This is a graded discussion: 15 points possible

due Mar 13

Discuss - Unity Game Engine

Watch the following video on creating a video game

How to make a Video Game - Getting Started



Watch this next video on using the Unity Game Engine workspace.

How to make a Video Game in Unity - BASICS (E01)



Answer the following (questions 1 and 2 are from the first video. questions 3-6 are on the 2nd video)

1. Name 2 popular games which have been made by Unity.
2. Out of the following 3 game engines which one is strictly for creating 2D games?
Which one is used for higher performing games? Which one is used for creating many mobile games?
 1. Game Maker 2
 2. Unity
 3. Unreal Engine
3. What is the purpose for the Hierarchy View in the Unity workspace?
4. Describe how he created the 'ground plane'.
5. What is the purpose for using a 'material'?
6. What component is added to a game object to give it physics?
7. What type of video game would you like to create and why?
8. Have you used a game engine before? If yes, which one and what do you like about it?

Please post your direct response by October 18 (10 points), and then respond meaningfully to one (or more) colleague's answers to question 7 and 8, by October 22 (5 points).

This topic was locked Mar 17 at 11:59pm.



Replies are only visible to those who have posted at least one reply.