Game Programming Assignment Part 2 Unity Tutorial Document of Conventions and Syntax!

Conventions and Syntax are about writing code - dot operators, semi-colons, indentation and commenting on unity when programming your game.

Initially, when we talk about coding syntax, we're referring to the language structure that makes certain conventions necessary for understanding and writing code. Take the dot operator, for instance. It's like a full stop or period you place between words in your code, like writing an address. This operator is a powerful tool in Unity, and it's one of the many features that make coding in Unity a breeze.

However, Think of the dot operator as a GPS for your code. In this part of the code, the 'transform' is the country, the 'position' is the city, and 'x' is the street that needs to be located. The dot operator effectively allows us to separate or access elements of a compound item in Unity, much like a GPS pinpoints a specific location on a map.

Furthermore, the transform tool contains position, rotation and scale tools. The dot operator can be utilised to position containing x, y, or z, which x is needed to use the dot operator once again. The other syntax is the semicolon used to terminate statements, which is why you can find it at the end of a line.

Finally, not all parts of the codes are statements since the opening and closing of the class declaration or the opening and closing of the function of if statements. When using anything with a curly brace, it does not need a semicolon at the end of it. Any statement within these, for example, after the opening or even the closing, will end with a semicolon.

Here is one unity Convention and Syntax example of a programming language of hit the ground.

using UnityEngine;

using System.Collections;

public class BasicSyntax : MonoBehaviour

{

void Start ()

{

//this Line is there to tell me the x position of my objects

/\*hi there!

\*this is two lines!

\* \*/

debug. Log (“I’m about to hit the ground!”);

}

}

}