Scene Setting Tutorial

***This tutorial shows how to install Unity and select the versions and modules in order for there to be a well set-up scene where a 2D platformer game can be constructed.***

1. Depending on your system, download the correct Unity Hub from *unity.com/download*
2. After doing so, select the most up to date Unity Editor version in the *installs* section of the Unity Hub whilst also adding the Microsoft Visual Studio developer tool as that’s the system that will be necessary for the scripting within the game.Unity Editor Screenshot
   
3. Select *Projects* after installation completion and choose the 2D template: A screenshot of a computer

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4. After its loaded, visit the *hierarchy* which containes all the viewable items in the current level and change the colour of the background to your preference: A computer screen shot of a blue screen

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5. The main character is to be created by adding a sprite by going right-clicking the hierarchy, adding a 2D object sprite. After switching over to the scene window from the game window, transform the newly added ‘player’ component to the shape of your desire, then you’re good to start creating the game!

A screen shot of a computer

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