

Tutorial – Installing Visual Studio

Introduction:

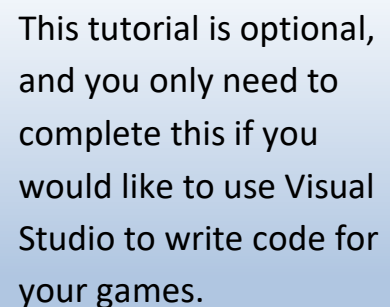
There are many programs that we can use to write code. Unity 3D comes packaged with a program called MonoDevelop that you could use, but many students and professional game developers prefer a program called Visual Studio.

Visual Studio is an *Integrated Development Environment* (IDE) that we can use to write and compile the code that will make up our games. It is a program that we will use in every class, for every tutorial where we write code.

We need to make sure that we have the correct version of Visual Studio installed, with the correct components.

This tutorial will guide you through installing or updating your version of Visual Studio.

Even if you have Visual Studio installed on your computer you should still complete this tutorial. We need to make sure we have the correct version of Visual Studio and all the correct components installed so that we can complete future tutorials.



This tutorial is optional, and you only need to complete this if you would like to use Visual Studio to write code for your games.

Download Visual Studio Community 2017 Installer:

We will be using Visual Studio Community 2017.

If this is not already installed on your computer, download the installer here:

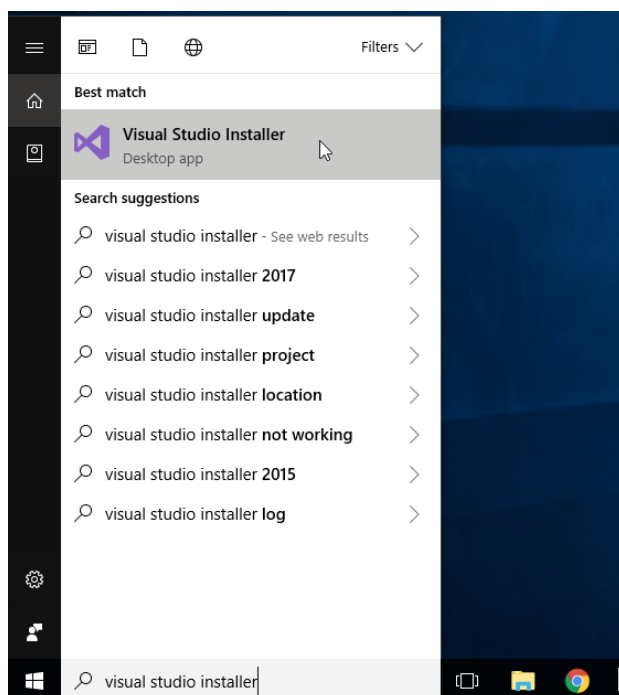
<https://www.visualstudio.com/downloads/>

(If you have the Professional or Enterprise version of 2017, then this can be used also. Note that these versions usually require a paid license. For the projects we will make in this course, the Community version contains all the features we need, and is free to use).

Running the Installer:

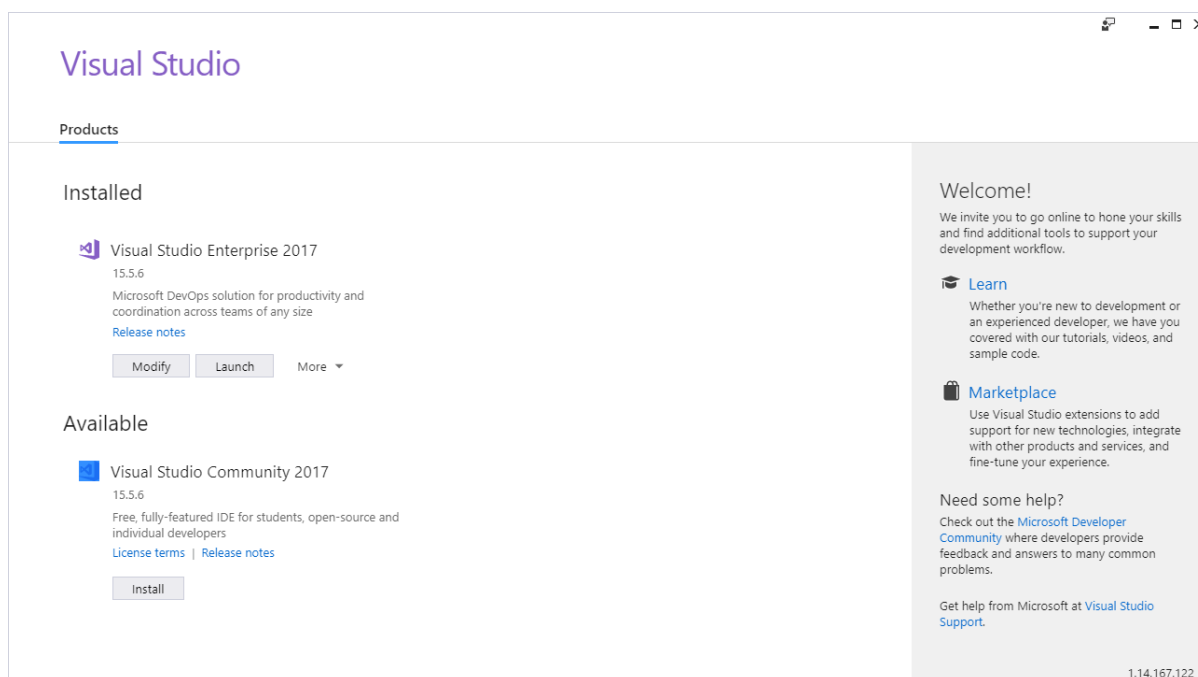
Even if you have Visual Studio installed, you will need to complete this section to ensure you have all the necessary components installed.

Open the downloaded installer or, if you already have Visual Studio installed, from the *Start* menu search for *Visual Studio Installer*. (The installer can be run at any time to update Visual Studio, or add new components)

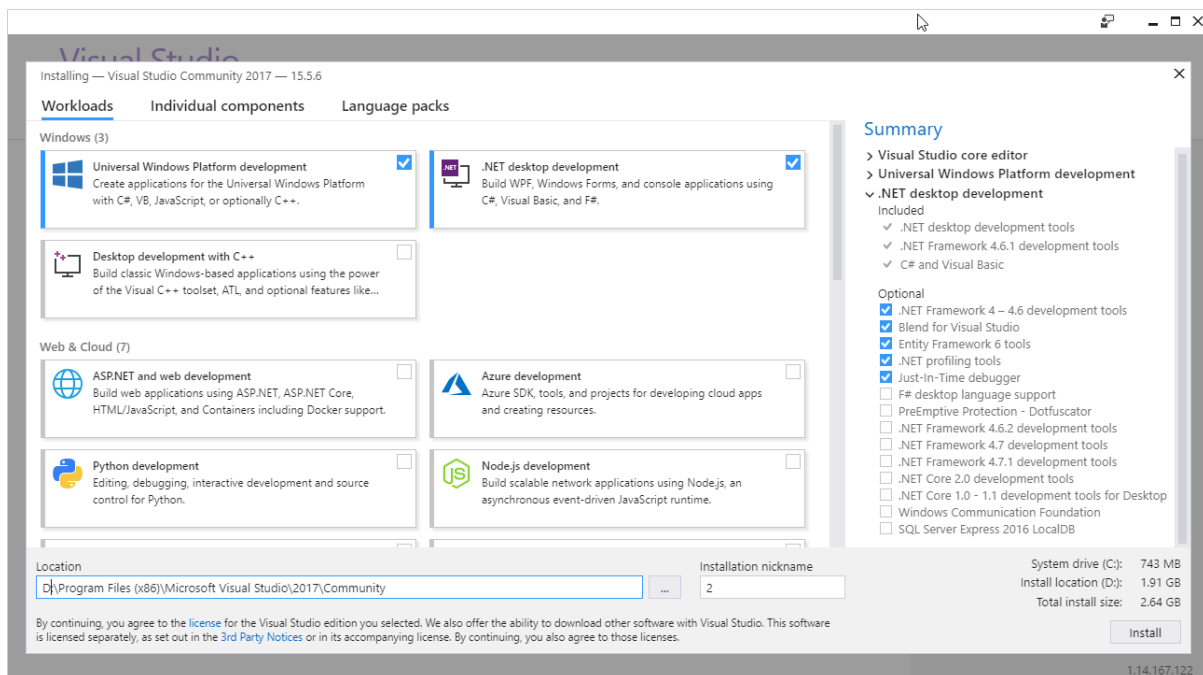


Run the Visual Studio Installer.

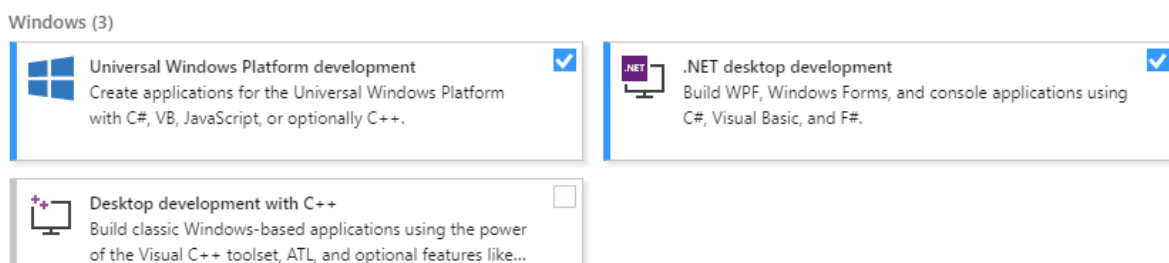
If you already have Visual Studio installed, you will see the *Modify* button. (You may need to *Update* before *Modify* will appear). Press the modify to install the components we'll need when making games in this course.



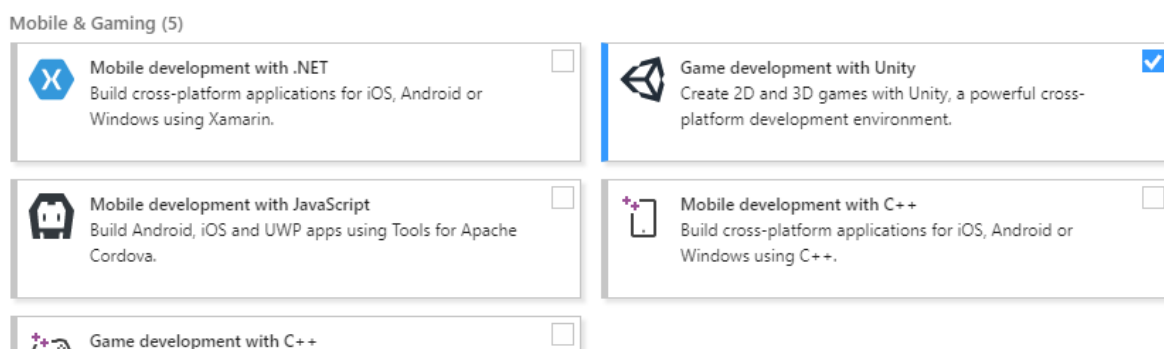
If you don't have Visual Studio installed, you will jump straight to the component selection screen:



You need to make sure you have both the *Universal Windows Platform development* and *.NET desktop development* components ticked.



Scroll down until you get to the section titled *Mobile & Gaming*. Select the component called *Game development with Unity*.



If these components are already installed, you do not need to do anything and can exit the installer.

If you don't have these components, or if this is a clean installation, press the *Install* button. The components will be downloaded and installed. (This might take some time depending on the speed of your Internet connection).

Once Visual Studio has finished installing, you are ready to install Unity 3D, the game engine we'll be using to program our games in this course.