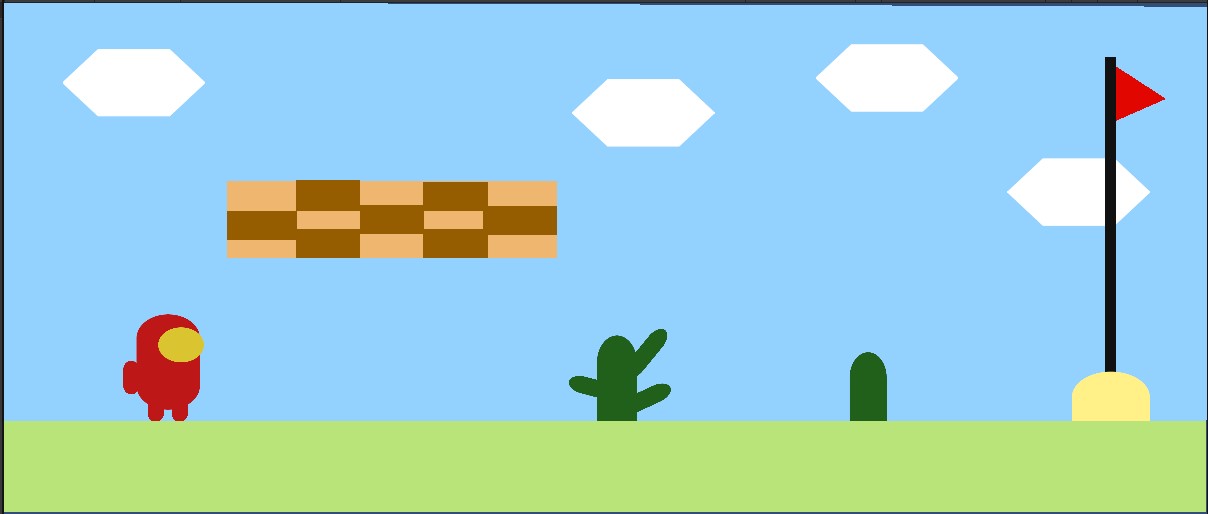
# 2D GAME DEVELOPMENT FULL NOTE

**April 6, 2025**

# Introduction setup

Essential note:

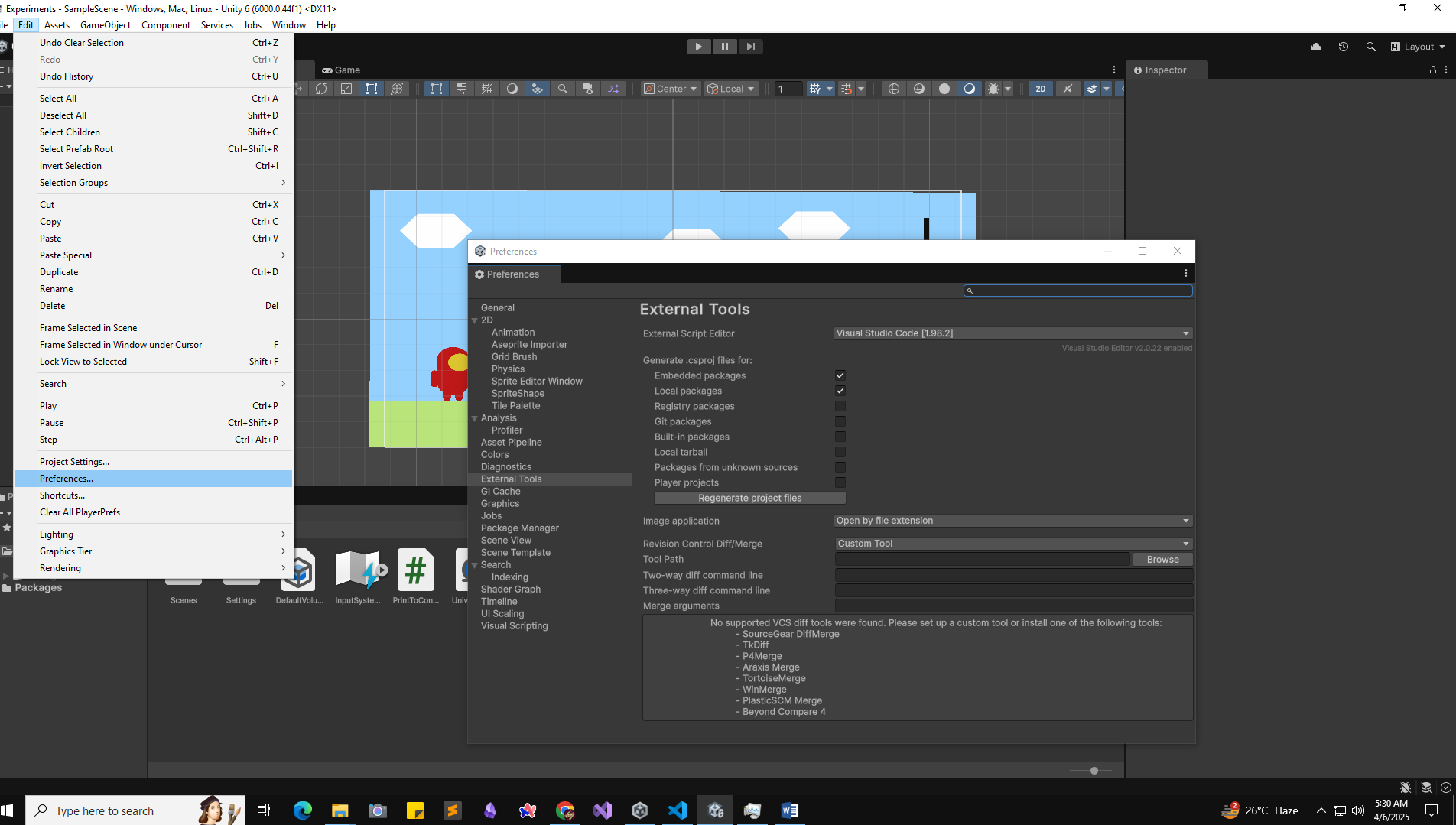
1. In introduction to unity there I have made a pretend platformer using “Sprites all elements”



Added it in Gamedev.tv website:

<https://community.gamedev.tv/t/show-your-pretend-platformer-screenshot/168220?u=md_rakib>

1. Setup VS code: install vs code and check which compiler is active



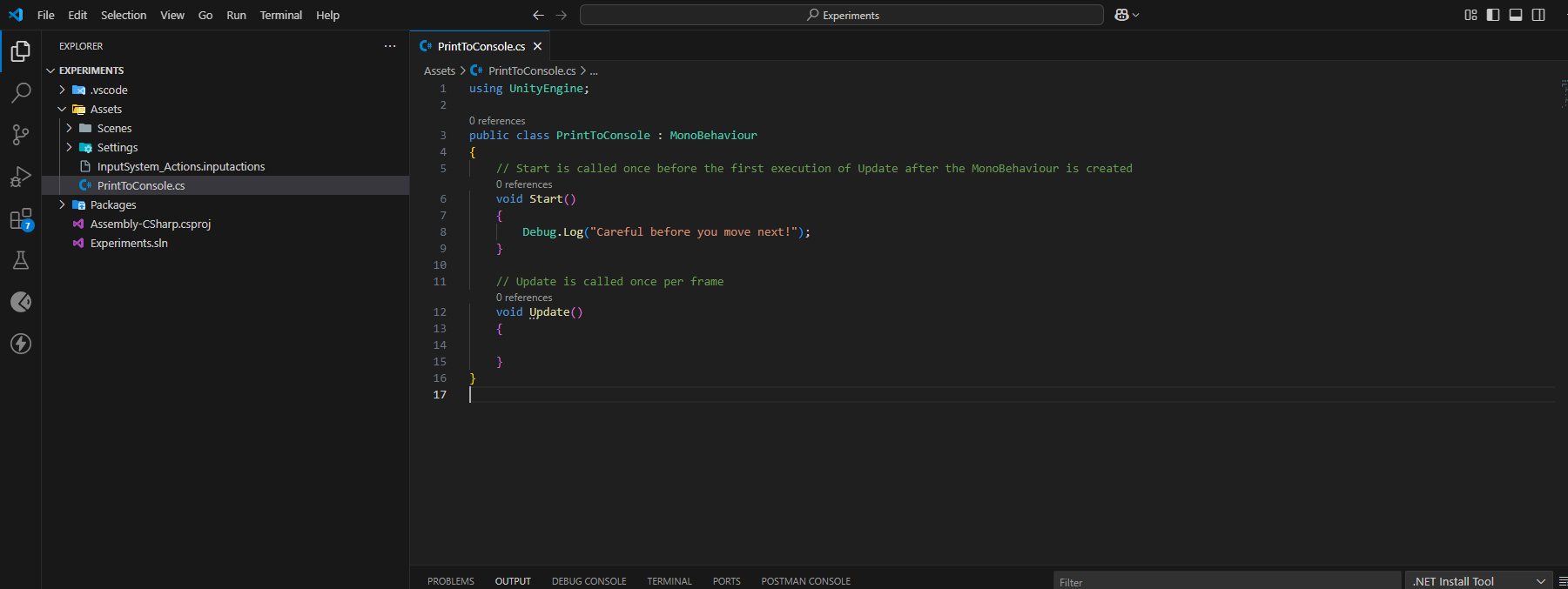
Just check and then add a empty script of C# and double click in file it will open in vscode.

Ensure 2 extension is important:

1. C# by Microsoft and

2. Unity Code Snippets by Kleber Silva

Update code in vs code:



**Community support:**

* Community.Gamedev.tv
* GameDev.tv discord

# Delivery Driver

Complete the Fundamental concepts of c# such as:

* Variables
* If statements
* Methods
* Triggers
* Colliders
* References (getting components and accessing those properties)

Game Design:

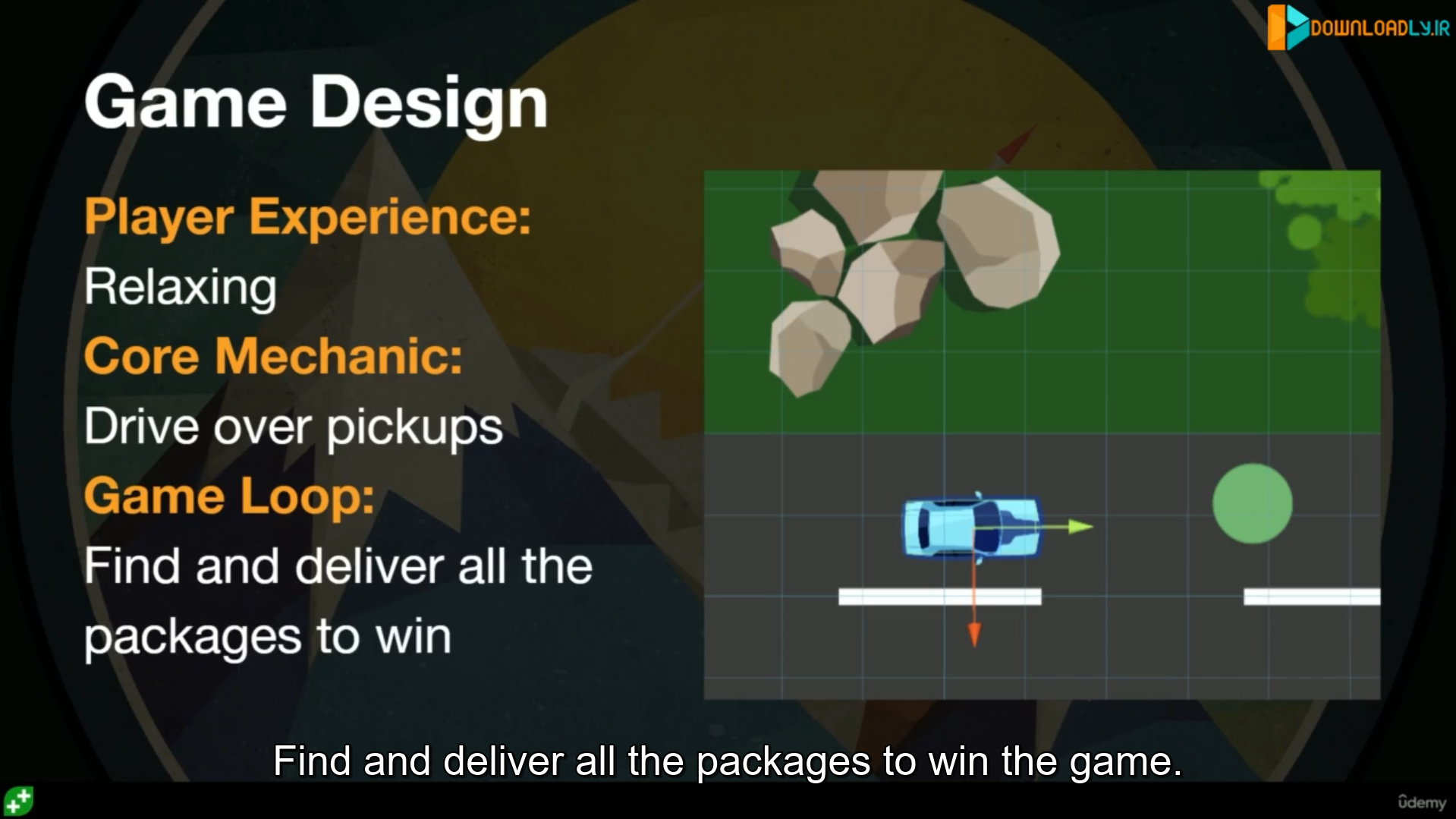
Make a rough mockup if possible where just mark down all the elements:

# 

Now just think about what we have to program or what we have to make:

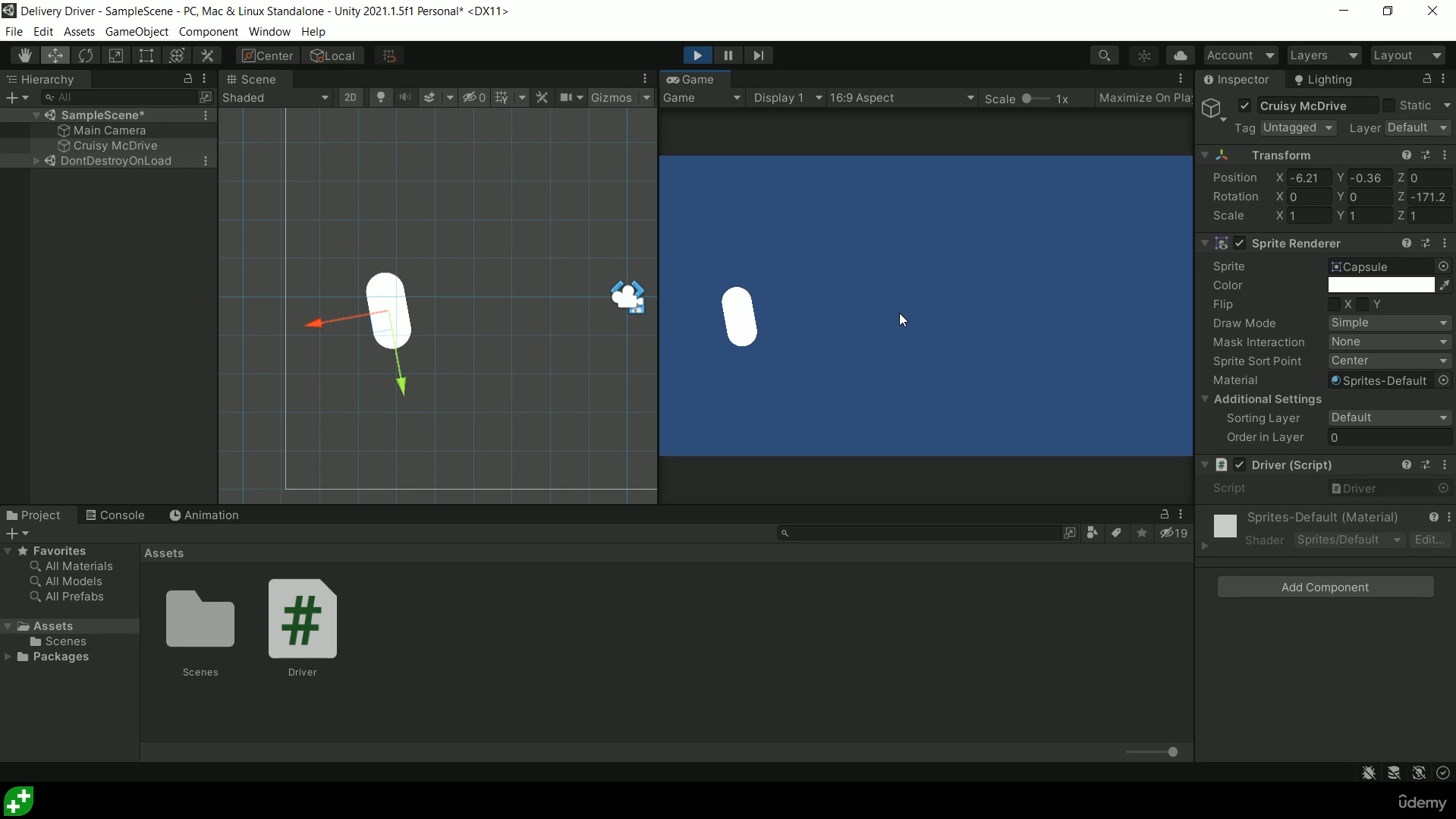
# 

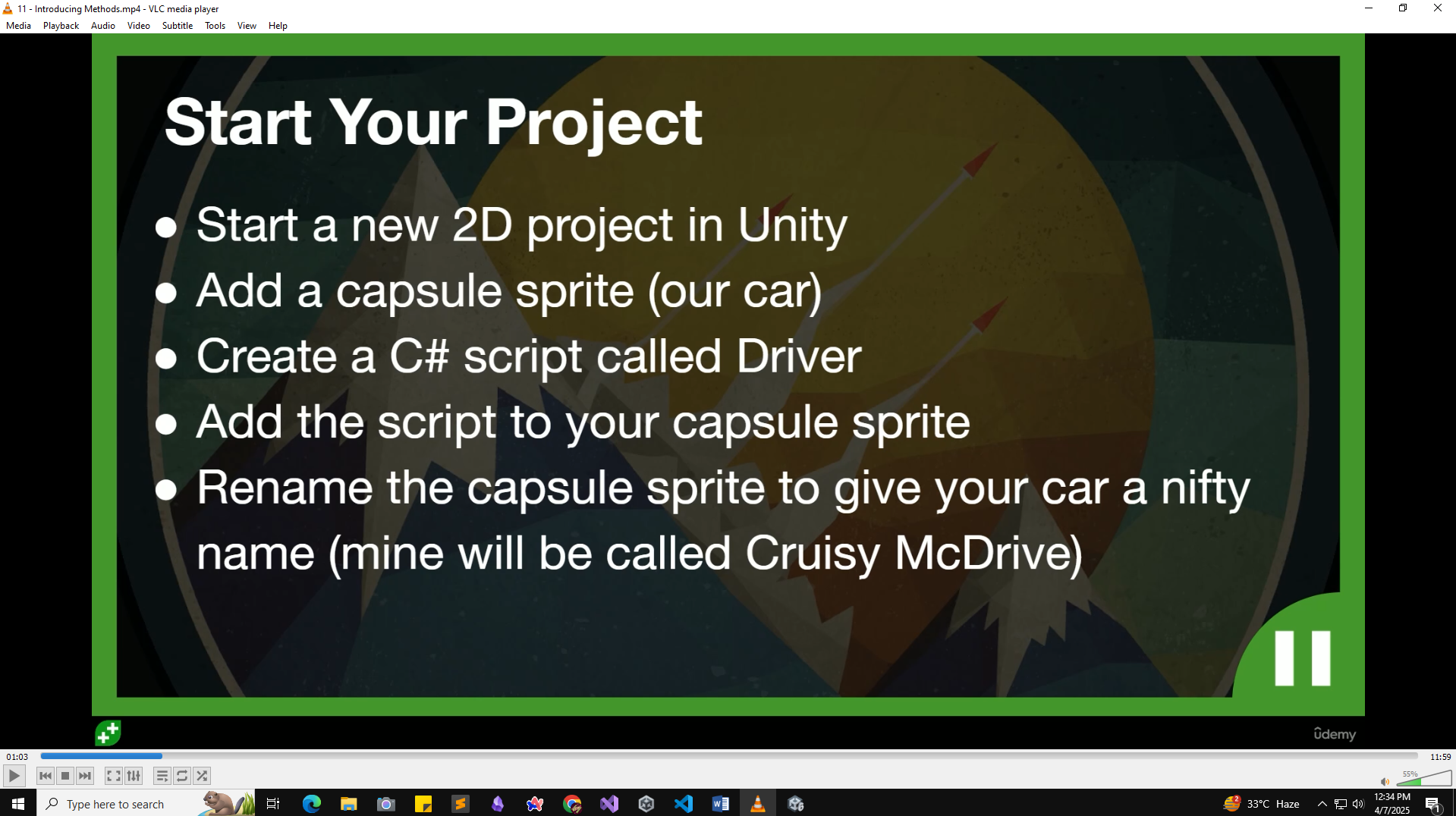
3 main things:



Introducing Method:

Capsule spinning using rotate method





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