

# **CSE-411L: INTRO TO GAME DEVELOPMENT LAB**

## **Lab 1: Unity Basics (Part 1)**

### **Objective:**

In this we lab we will learn how to install and setup Unity and explore unity basics like the unity UI/buttons and their functionality, also how to create a project, what 3D models are available to use.

### **Tasks:**

- Install Unity Hub, Editor and Android Support.
- Setup Unity Editor in Unity Hub
- Create a new Unity Project
- Change layout of the project
- Explore Unity windows (scene, game, inspector, project and hierarchy)
- Place all Unity 3D objects in the scene and make the main camera face them
- Try to move the Directional Light.