Unity Piscine: Quick presentation

Made with Unity version `2021.3.11f1`

Summary: This document is a quick presentation of the Unity piscine.

Version: 2

Contents

Chapter I

What is a Piscine?

Much like the selection piscine, this program is divided into multiple small projects (modules).
Each day introduces a new concept related to the language, paradigm, or technology you've chosen to work with.

Validating a piscine requires more than just a day or two of effort.
To complete this piscine successfully, we strongly recommend keeping the following in mind:

- You cannot validate the piscine by working on only one or two projects.

- Submit your work daily: even if a project is unfinished, it's better to try and turn it in.

- Commit at least two weeks: approaching the piscine lightly is not advisable.

- Each initialized repository will automatically close after one day.

- You have two days to complete the required peer evaluations for each module.

- You can retry modules without any waiting period.

> ⚠️ It's important not to go through these modules alone. For that reason, it is **strongly** recommended to work with fellow students during the piscine.

Chapter II

What is Unity piscine?

In this piscine, you'll have the opportunity to develop your game development skills using Unity, a widely used and powerful game engine that supports the creation of video games, simulations, virtual and augmented reality experiences, and other interactive applications.

You'll learn to create 3D scenes, design characters and objects, configure interactions and game mechanics, and write scripts and programs to bring your ideas to life.

This piscine is designed to help you strengthen your skills in programming, game design, 3D modeling, and animation.

We can't wait to see what you build!

Chapter III

Instruction

To validate this piscine, you must complete the following projects in order:

Unity - 0 - The basics unity tools
Unity - 1 - 3D physics, Tags, Layers and Scene
Unity - 2 - 2D environment, tiles and sprites
Unity - 3 - Advanced inputs and 2D GUI
Unity - 4 - Animations and Sound
Unity - 5 - Singleton, playerPrefs and coroutines
Unity - 6 - Navmesh, light, sound and camera

You must validate each project in sequence.
Registration for a project is only possible if the previous one has been successfully validated.

> You must be registered for this project.

> Make sure to refer to this document to access your modules. You can click on each module listed here or use the project list available on your intra.