Introducing Text 101

What Text 101 Teaches

- Increase our scripting skills (nearly 200 lines!).
- The basics of "finite state machines".
- Invite you to create and share your own story.
- Build our game to the web.
- Share with the world.

More About Creating New Projects

More About Creating New Projects

- Recap how to create and save projects
- Setup & save your Text 101 project
- What gets "carried-over" to new projects
- Import your prison image asset
- Save your project

Carried-over to a new project

· **Your current layout (easy to reset)**

· **Unity Preferences (e.g. play mode tint)**

In this video…

· **Recap how to create and save projects**

· **Setup & save your Text 101 project**

· **What gets "carried-over"**

· **Import your prison image asset**

· **Save your project**

Adding 2D User Interface Text

Lecture Summary

· **Adding a UI > Text element to a scene**

· **Setting the camera background colour**

· **Moving and scaling your text**

· **How to programatically change text**

· **Challenge: Change text only on key press**

· **Challenge: Add and scale the image**

Download your files

Downloads Here
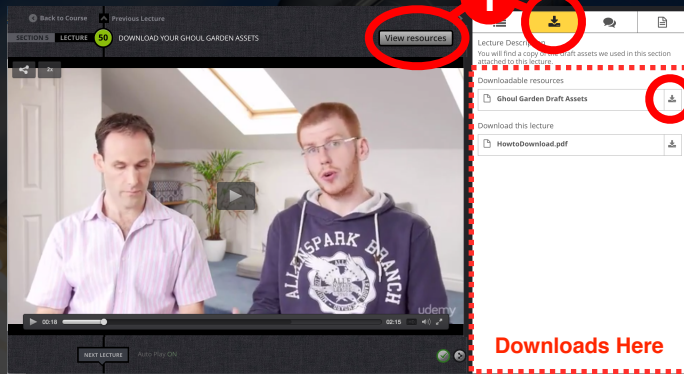
Change text on key press

- Use an `if` statement
- Use `Input.GetKeyDown`
- Text starts blank when game first runs
- Change text to "key pressed" on key press

Challenge: Add and scale the image

- Add an image to the UI canvas
- Scale it to around 1/3 height of canvas
- Centre it on the canvas
- Ensure the background is transparent
- Make sure the game runs

Lecture Summary

- Adding a UI > Text element to a scene
- Setting the camera background colour
- Moving and scaling your text
- How to programatically change text
- Challenge: Change text only on key press
- Challenge: Add and scale the image

More Content Coming Soon

More Content Coming Soon

- Why this section isn't finished.
- When we will be adding content.
- What to do next

Why this section isn't finished.

- Lean production system.
- We want your feedback.
- Gets the content to you ASAP.

When we will be adding content

Time Zone	Times
Greenwich Mean Time	Mon 3rd November 11am to 5pm GMT Tuesday 5th November 11am to 5pm GMT
Pacific Standard Time	Mon 3rd November 3 am to 9 am PST Tuesday 5th November 3 am to 9 am PST

What to do next

- Save your scripts, scene and project.
- Move on to the next section.
- Come back once the section is finished.

Word Wrapping & Joining Strings

Lecture Summary

- How to write long strings in C# code
- How word wrapping works on UI Text

Building Your Game Engine

In This Lecture…

- **The structure of our "engine"**
- **What's an enum?**
- **Challenge: complete the story**

The Structure Of Our "Engine"

- **Update()** keeps game in the right state.
- State methods: set text & respond to keys.
- One state method per state.

What's an enum?

*"The **enum** keyword is used to declare an enumeration, a distinct type that consists of a set of named constants called the enumerator list."*

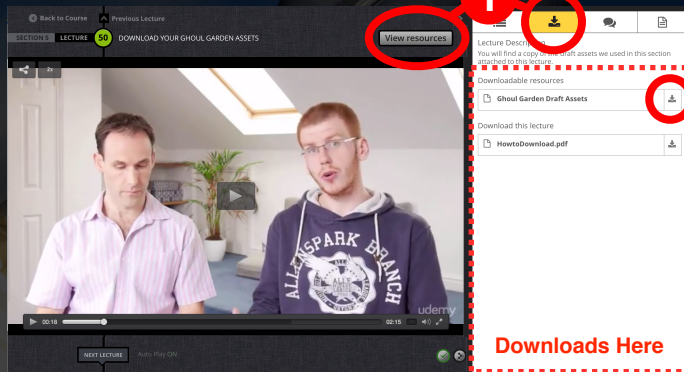*http://msdn.microsoft.com/en-us/library/sbbt4032.aspx*

Complete The Story

- Write all 8 state methods.
- Write your story text.
- Write the **if** statements to respond to keys.
- Test your game flow works.

Download the code

Downloads Here

Re-Organising Your Code

Update Your Update() Method

- Add the new states to **States** enum.

- Add new **if** statements to **Update()**.

- Drop **state_** prefix (Search > Replace).

- There **is** a better way, but not now.

Rename *freedom* to *corridor_0*

- Change the line in **Update()**.

- Rename your state methods.

- Update your text.

- Update key press options.

- Anything else?

Extending Your Story

Add New State Methods

- Adding at the top may be easier.
- Have your GDD visible.
- Test your game.

Just Skim This Video

- Please create your own story.
- Just skim this video.
- Useful "code-folding" tips at around 11:20.
- Good luck!

Local Play Testing

- "4-eyes" principle.
- Remember to explore all branches.
- In my story: Return to cell => Roam call*.

Thanks to Bobby, an early access backer.

Build For Web & Share

In this video…

- Encourage you to create your own story.
- How to build for the web.
- Test your build locally.
- Share using GameBucket.io or similar.
- Post to the course discussions & Facebook.

Some Ideas For Creation

- Tweak our text to make it read better.
- Make a whole new game, same structure.
- Make a whole new game, different structure.
- **Translate** the game to your native language.
- Add images if you want, but we're covering later.

Web Player Build Settings

Player Settings…

- Default Screen Width = 800
- Default Screen Height = 600
- WebPlayer Template = Black Background
- If your text doesn't fit, reduce font size

How To Share Your Game

- Copy the URL from www.GameBucket.io.
- Check in an **anonymous / private** browser.
- Post as a discussion against this lecture.
- Share on www.Facebook.com/UnityCourse

Unity 5 & Tweaks

In this video…

- Remove state logging (line 22).

Recap & What's Next

Recap & What's Next

- Did you write your own story?

- Go on, be brave!

- Maybe ask a friend to write it?

- Build for the web.

- Share in the Udemy Discussions, or

  www.CompleteUnityDeveloper.com