



Lecture 11

Announcements

- [Your Inspiration for the week](#)
 - Every lump you take can be a stepping stone with the right attitude.
- Reminder : Playtesting sessions are not optional. Please email me if you're sick, otherwise you'll receive a penalty for missed sessions later in the course (on top of the points you'll lose for degraded iteration).
- Among Us -- [A game that flopped, until it exploded](#). Similar story with Fortnite and Roblox.
- Potential for Unity <https://youtu.be/0Nqq4B-qLGU>
- Wednesday : First playtesting session. Please check the course schedule to see where you should go and what to bring.

Rich / Deep / Accessible Mechanics

- Hat mechanic : Super Mario Odyssey
 - [Typical gameplay](#)
 - [The hat mechanic, in the hand of an expert, is truly a thing to behold.](#)
- Hammer Mechanic : Getting Over It
 - [Likewise with the hammer from Getting Over It.](#)

Lighting in Unity

- Achieving pitch darkness.
- Directional Lights
- Spotlights
- Point Lights
- Ambient Lighting (skybox, fog, etc).

ProBuilder Basics

- Starting Point (Secret Snail) : <http://bit.ly/2AD3lpN>
- Considering your project 1 was a 2D game, you might consider tackling a 3D game for project 2 (your choice of course– never let us design your game for you).
- 3D level design can be tricky with simple basic primitives, and 3D modeling software packages are typically complex enough to be their own dedicated course.
- Geometry
 - [Vertices, edges, and faces.](#)
- [Texture gathering](#)
- [Model gathering](#)
- Exercise
 - Adding a hallway / detailed interior office to *Secret Snail*
 - Material Creation
 - Model Importing
 - Vertex, Edge, and Face manipulation.
 - Normal flipping (for interiors)
 - Edge-loops (alt-u)

Intro : Juice

- [Video : Juice it or Lose it](#)

(non-covid sem) Input System + Controller Check Out

- Unity's default "InputManager" approach (Input.GetAxis, etc) works well for mouse and keyboard, but poorly for multiplayer with controllers. A new "Input System" was developed by Unity to address this issue.
- [Guide](#)
- [Most modern controllers share the same](#) basic layout.