



# Introducing... Me!



Professional Indie game developer



Blackheart



Founder -Hyporeal Ltd.



Runaway

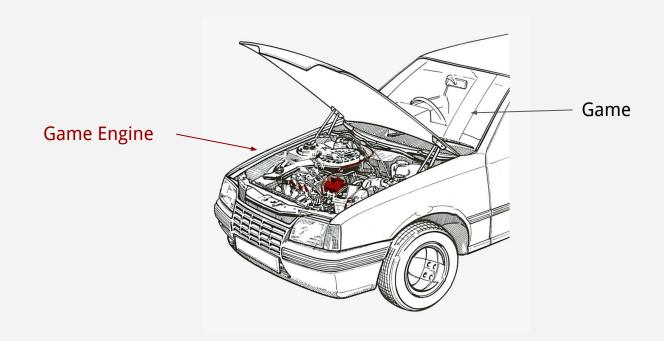
**Josiah Hunt** 



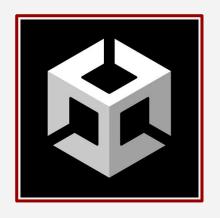


# **Game Engines**

If a video game is a car, a game engine is everything under the hood.



## **Industry Standard**







#### Why Unity?

- Unity is free, popular, and powerful!
- It's also pretty good (most of the time)

## People make real games with Unity

You can make some **really cool shit**, such as:



## **Algorithms**

Developers write sets of **instructions** to the computer, called **algorithms**, to bring **interactivity** into a game.

These instructions are written in **code**, most commonly a **programming** language.

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```

#### **Game Objects**

Everything in Unity that the player sees and interacts with is a **Game Object.** 

- Mario? Game Object
- Dark Souls boss? Also Game Object
- Hades dialogue screen? Lots of Game
   Objects.



## **Scripts**

A **script** is a **short piece of code** that can be attached to a **Game Object** in **Unity**.

Your script may contain multiple algorithms.

#### Scripts can:

- Hold variables to be changed later
- Detect player input and react to it
- Use physics
- Change values over time
- Play sound effects
- Solve world hunger? (maybe one day)



They can also be used to cheat in League of Legends

## **Learning the Ropes**

By the end of this course, you will be able to code your own games in Unity.



#### **Today's Plan:**

**30 min -** Demonstration

15 min - Collaborative problem solving

**45 min -** Writing code