

Unity - Session 4

UI & Data Management

Where we at

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- Session 1: Unity's basics
- Session 2: OOP basics + Unity scripting
- Session 3: Inputs + Physics
- **Session 4: UI + Data management**
- Session 5: Builds + Final project start
- Session 6: Final project development
- (holidays)
- Session 7: Final project presentations

Today's plan

- Physics Triggers
- UI
 - Canvas
 - Sprites, buttons, sliders, text...
- Data
 - ScriptableObject
- Audio
 - AudioSource