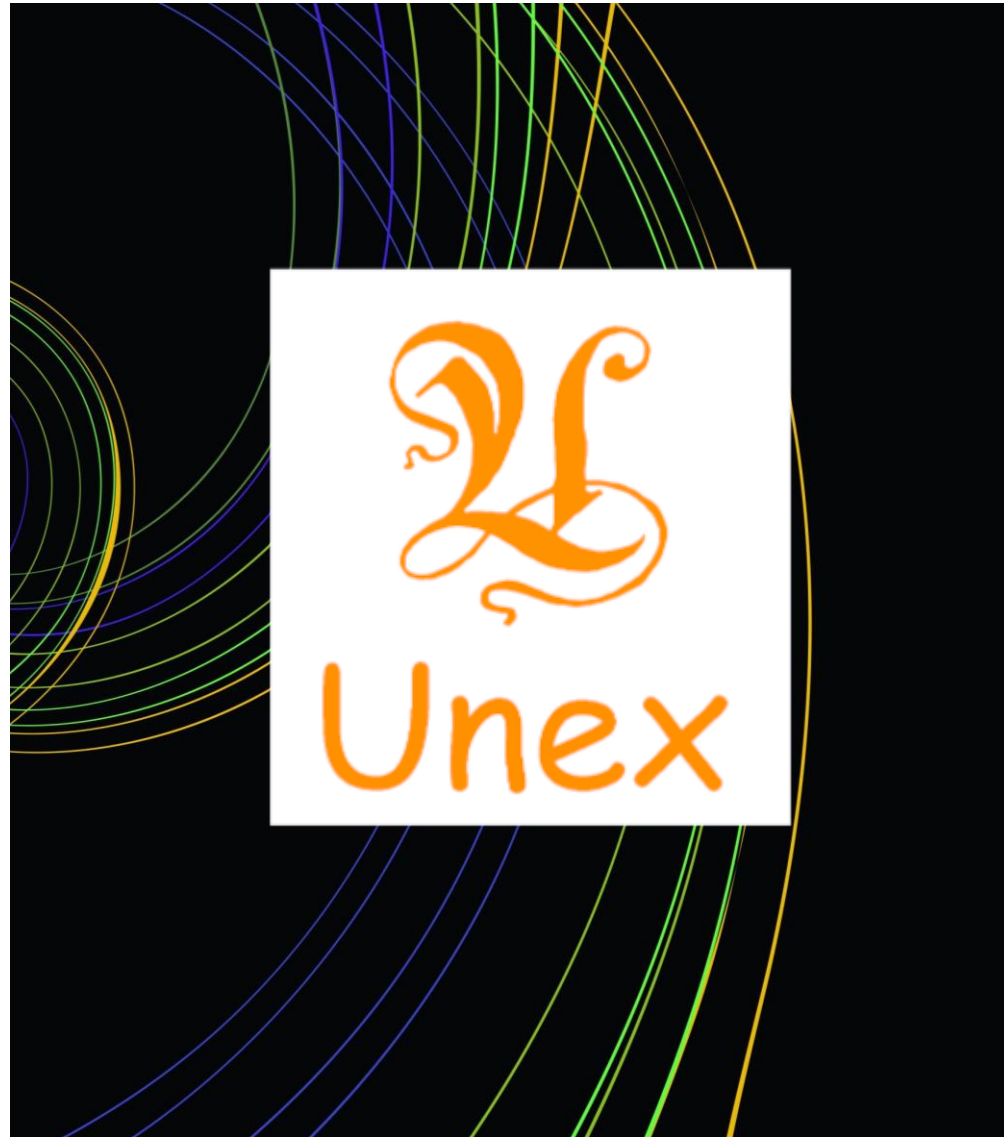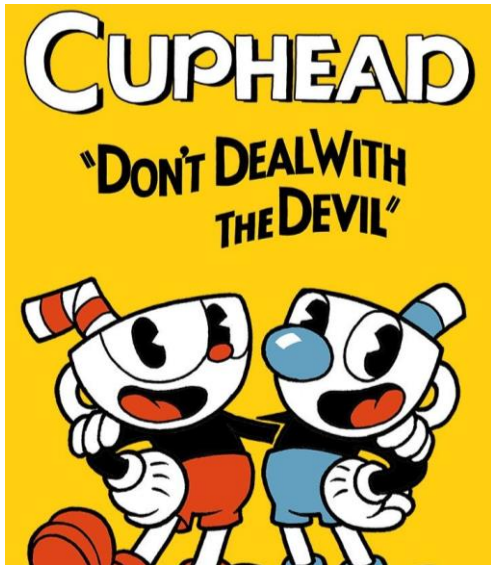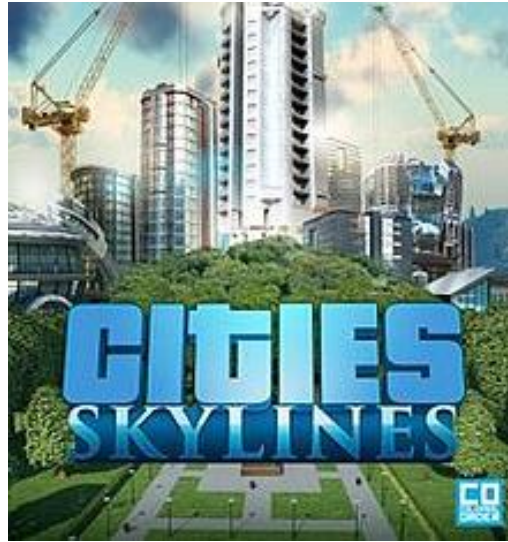# VERSION CONTROL MANAGEMENT

Samuel Frederickson

POPULAR UNITY ENGINE GAMES:

- Cities Skyline – Windows, Xbox, Nintendo Switch, Mac, Linux

- Rust – Windows (Soon to be Xbox and PS4)

- Hearthstone – Android, IOS, Windows, Mac

- Cuphead – PlayStation, Nintendo Switch, Xbox, Windows, Mac

UNITY PLATFORM TYPES

- Unity has many different build options:
  - PC, Mac & Linux Standalone
  - WebGL
  - Universal Windows Platform
  - Virtual Reality and Augmented Reality
  - PlayStation
  - IOS
  - Xbox
  - Android and more.
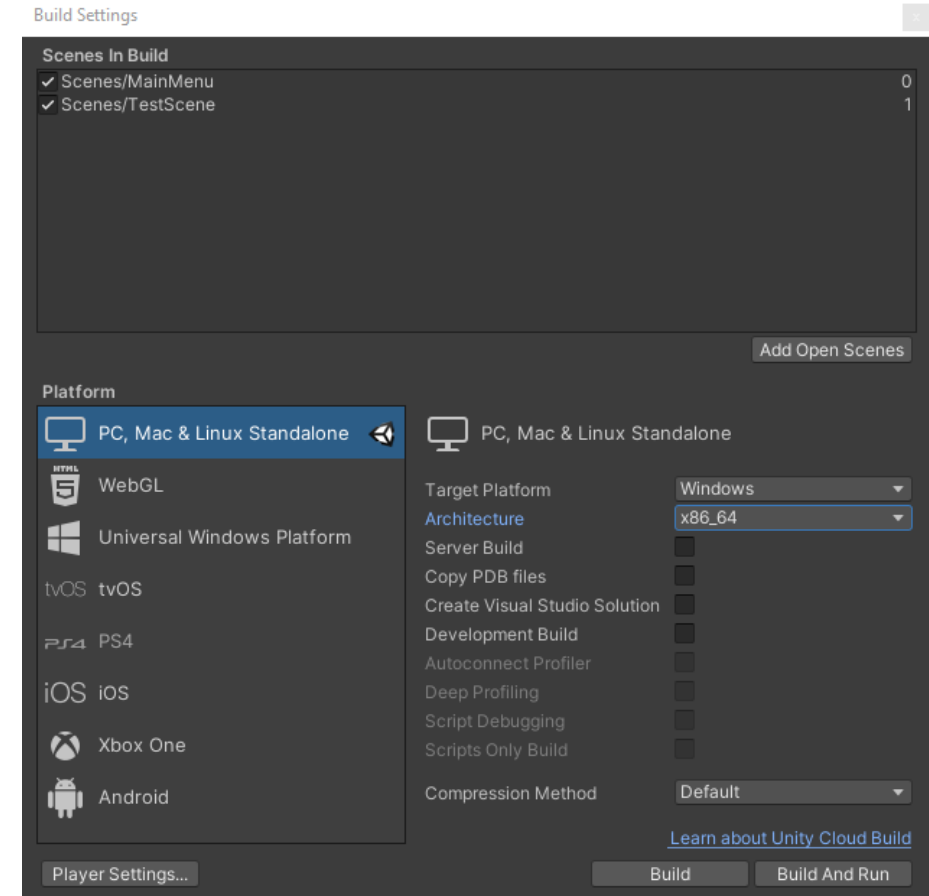
BUILD SETTINGS

- Scenes in build
  - Put all scenes that will be in use into your build settings

- Platform select
  - Install platform module (if not installed)
  - Switch platform

- Building
  - Build will build the game
  - Build and Run will build and once it has finished, run the game

PLAYER SETTINGS

- Player Settings will be where you can change information about the build.
    - Company Name
    - Product Name
    - Version number
    - Icon (2d Image)
    - Resolution (Presentation Details)
    - Splash Image (Image while game launches)
    - XR Settings (VR and AR applications)

QUALITY SETTINGS

- Quality Settings allow you to change the graphical quality it attempts to render
  - Add and remove presets to overall graphics settings
  - Set defaults to presets
  - Change overall graphics settings for the game

LICENSING AND COMPLICATIONS

- Unity:
    - Unity Personal is for individuals, hobbyists, and small organizations with less than $100K of revenue or funds raised in the last 12 months (free)
    - Unity Plus is for revenue or funding less than 200k in the last 12 months ($40/month)
    - Unity Pro for revenue or funding greater than $200k ($150/month)

- Playstation:
    - You do need to be a PlayStation Developer to test and publish. (PS4 Dev Kit is $2500)

- Xbox
    - If you are not listed as a registered Xbox developer, you cannot download the Xbox module of the Unity Editor. (Creator Program - $19, ID@Xbox - application)

LICENSING AND COMPLICATIONS CONT.

- IOS
  - To develop iOS apps, you must be a member of the iOS Developer Program. The cost is currently $99 per year, and allows you to build, test, and eventually release your apps in the Apple App Store.

- Android (Alex)
  - Free unity development module. Requires android device to test on.

- VR/AR
  - Must turn on developer mode for VR headset. Only available for Oculus Rift, Steam VR/**Vive**, PlayStation VR, Gear VR, Microsoft HoloLens, and Google's Daydream View.

DISTRIBUTION FOR GAMES

- ReadMe file
  - Contains info on how to download, build and run the code.

Cyberjunk2020 README.md

Main Repo for Cyberjunk2020, an upcoming 2D top-down Bullet Hell game

Quick Launch from Files

1. Download the zipped Cyberjunk2020 files from GITHUB.
2. Extract zipped file folder to access original files and set up game components.
3. Double Click Cyberjunk2020.exe application if there, if not follow the instructions

Using Unity

1. Open Unity or download it at https://store.unity.com/download-nuo a. Follow ins
2. Select the open file option in the top left corner of unity
3. Select the extracted folder from the zip file.
4. This will open unity and have Cyberjunk2020 loaded into it.
5. Select File -> Build Settings
6. Select PC, Mac and Linux Standalone
7. Select Platform and Architecture type.
8. Build and Run

DISTRIBUTION FOR GAMES CONT.

- User Manual
  - Brief description of the game as well as basic commands, whether they are in the game or not.

Introduction:

John Wick, an avid dog lover, is forced on an unexpected mission when a devious gunman kills his dog Andy. He will soon learn that even the simplest of businesses can be a front for an even more devious operation. John will battle through enemies in order to avenge the death of his best friend and becomes involved in something so much greater than himself.

Controls:

W:	Move Up
A:	Move Left
S:	Move Down
D:	Move Right
E:	Interact
MouseWheelUp:	Change Weapon
Space:	Dash
LeftClick:	Shoot

Unex

ANY QUESTIONS?