



A Crash Course On Unity

A quick-start guide to help you get the ball rolling

Presented by: Austin Law, Henry Wang, Caleb Kim



Installations

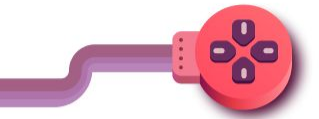


Software Overview

- Download [Unity](#): Latest LTS (long-term support)
- [GitHub Desktop](#)
- An IDE of your choice
 - VS Code, Visual Studio, Rider, etc.,



Basics of Game Design

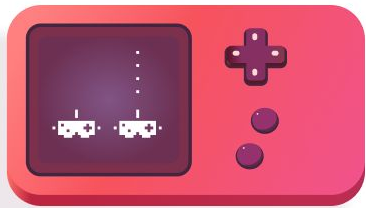


What Makes a Game Fun?

While this is highly genre dependent in general, there are a few universal tips:

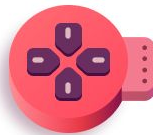
- The player is **tangibly rewarded**
- The player's **time is respected**
- The game **feels good** to play

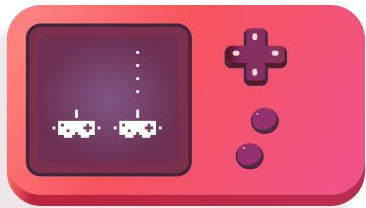




Questions to Consider

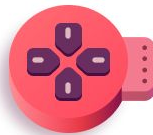
- What **genre** will your game be?
- How do you want the player to **feel**?
- What is the player's **basic objective**?
- How will they achieve this (**core gameplay loop**)?





General Tips

- Stay **scale conscious**—be cognizant of **time**!
- Outline your **ideas** and decide quickly.
 - Create a list of necessary tasks and assets in order of priority.
- Don't be afraid to **iterate** and **cut** ideas.



Unity Editor Interface

- **Hierarchy** Panel
- **Scene / Game** Panel
- **Inspector** Panel
- **Project** Panel



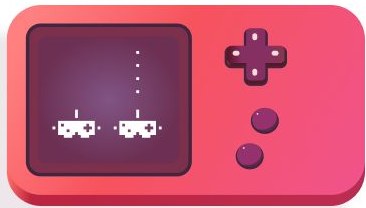
Roll-A-Ball

The subtitle was a pun all along!



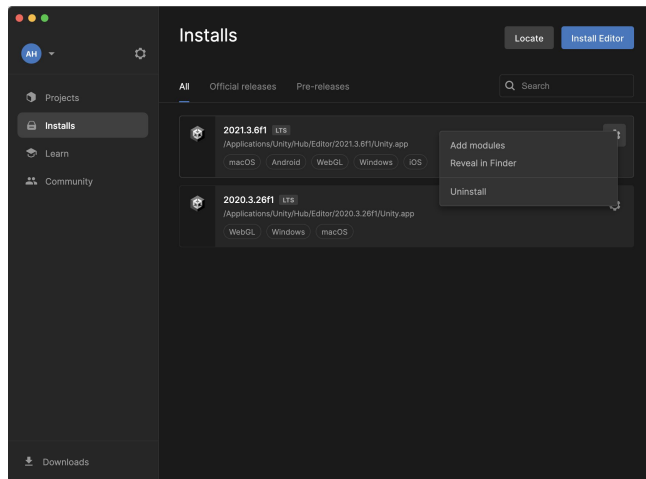
Building the project



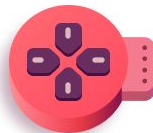


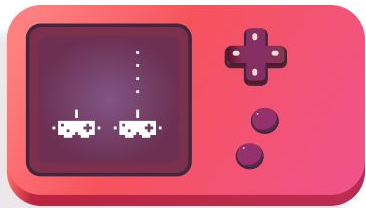
Creating a WebGL Build

- Download WebGL build support for your editor through Unity Hub



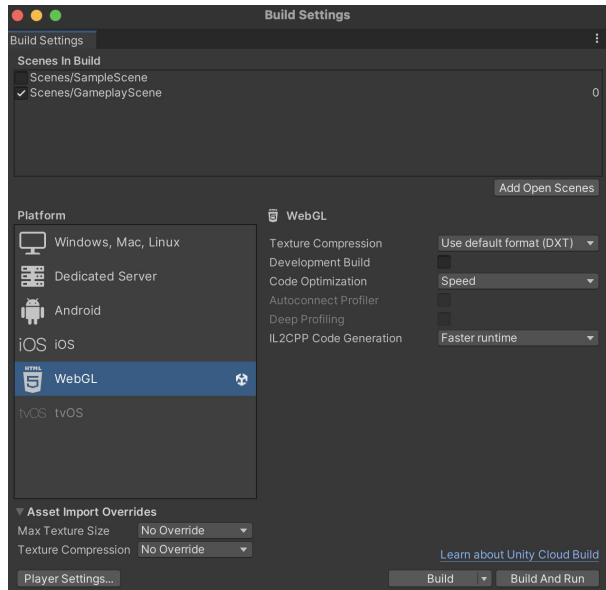
Click on the settings of the relevant Unity Version > Add Modules > WebGL Build Support > Install.





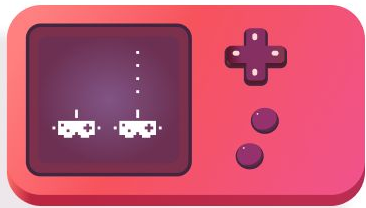
Creating a WebGL Build

- In your game, go to the Build Settings (File > Build Settings). Under “Platform”, select WebGL.



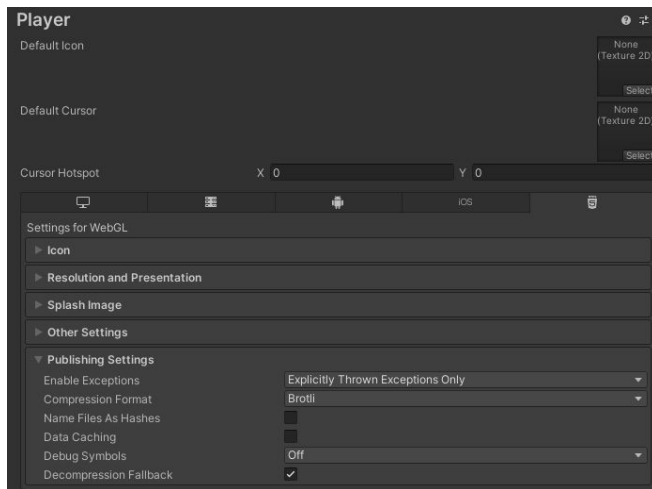
Make sure to check all the scenes you want in your final build!



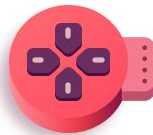


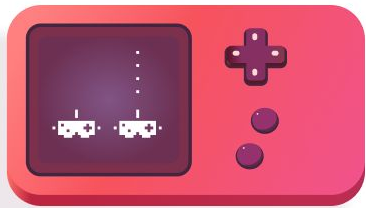
Creating a WebGL Build

- Open “Player Settings”. Under “Player > Publishing Settings,” make sure that “Decompression Fallback” is checked.



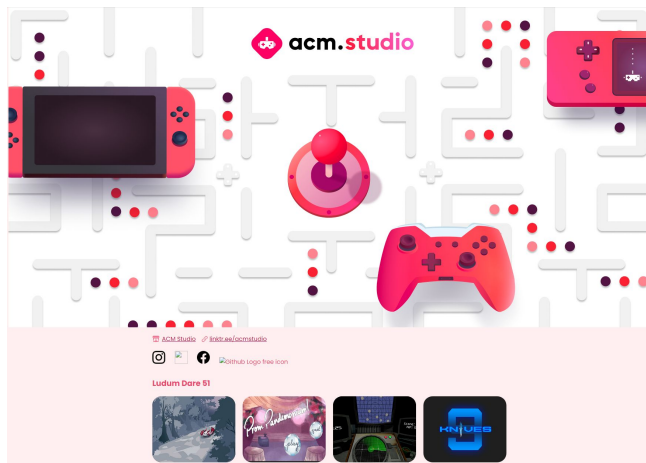
Compression format shouldn't matter, but the default is Brotli





Creating a WebGL Build

- After these steps, you should have a zip file of your game, which we usually upload to itch.io so people can play it!



Some Resources

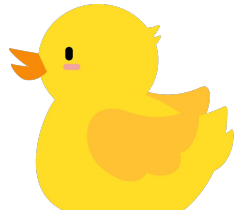
- Unity Tutorials: <https://learn.unity.com/tutorials>
- Unity Docs: <https://docs.unity3d.com/Manual/index.html>
- ACM Studio Workshops:
<https://github.com/uclaacm/studio-intro-tutorials>
<https://github.com/uclaacm/studio-special-topics-tutorials>
<https://github.com/uclaacm/studio-creative-tutorials>
- And of course, the internet!



Attendance!

Best attendance will receive a prize
during the closing ceremony!

<https://tinyurl.com/lahacks23attendance>





Thank you!

The plug: <https://acmstudio.carrd.co/>