.NET Conf

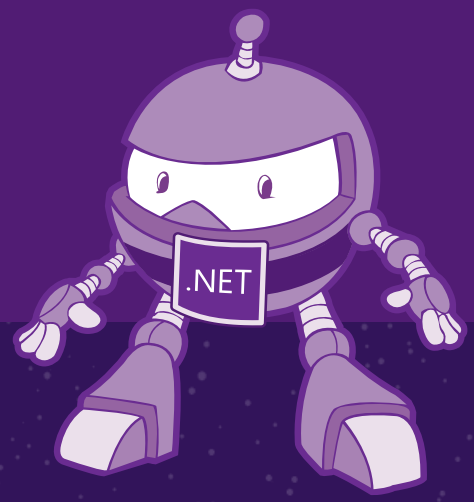
探索 .NET 新世界

Host by

STUDY4

.NET / Visual Studio / Unity
精湛遊戲的墊腳石

Money Yu



Agenda

- What is Unity?
- Getting Started
- Why Visual Studio or Visual Studio for Mac?
- Demos

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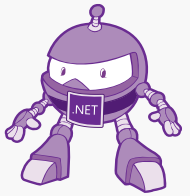

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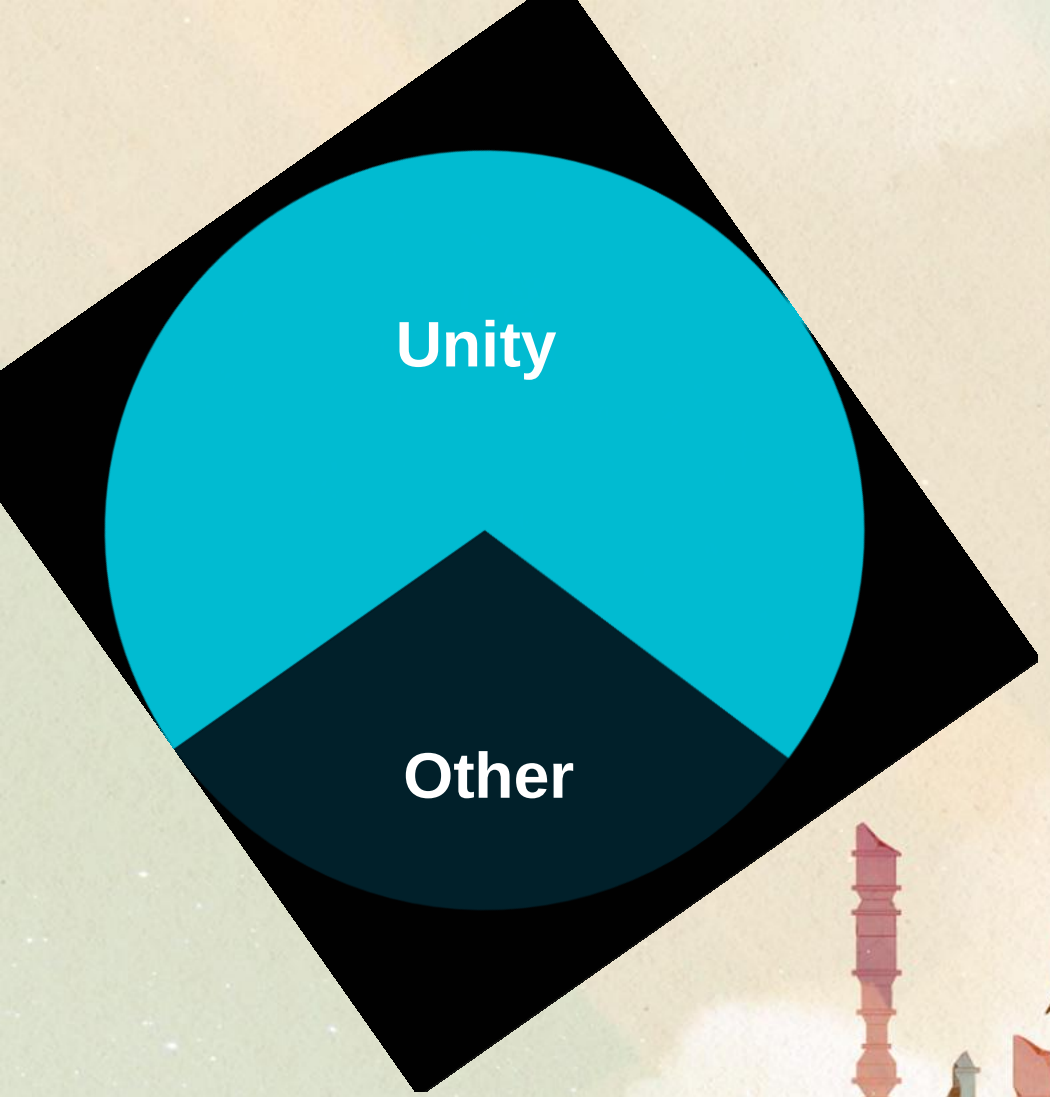

Unity is the most widely used real-time 3D (RT3D) development platform.

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Target and Optimize Content for 25+ Platforms

3B
devices worldwide
and counting!

28B
MWU installs
3x the world's population

28B
MWU installs
powered by Unity

60%
AR/VR content
MWU

90%
AR/VR companies
on Fast Company's World's Most Innovative Companies list

10.2B
Unity Ads
served monthly

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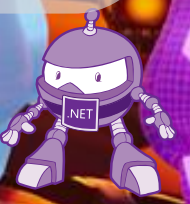

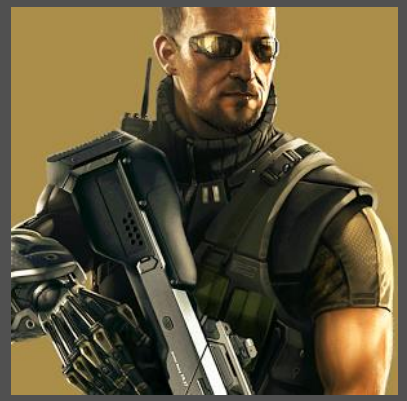

Deus Ex: The Fall

Rust

Assassin's Creed: Identity

Battlestar Galactica Online

Deus Ex: The Fall

Wasteland 2

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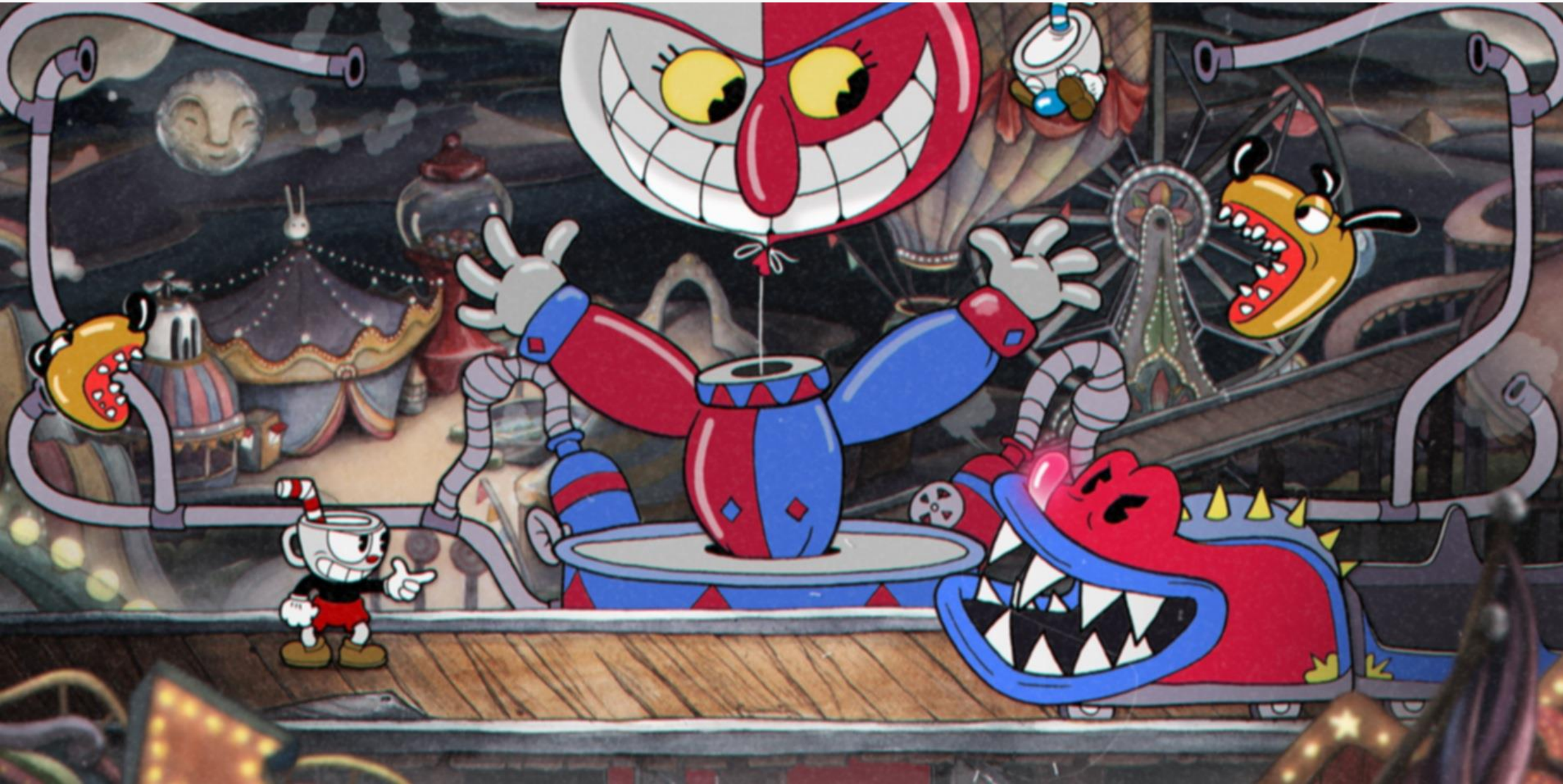
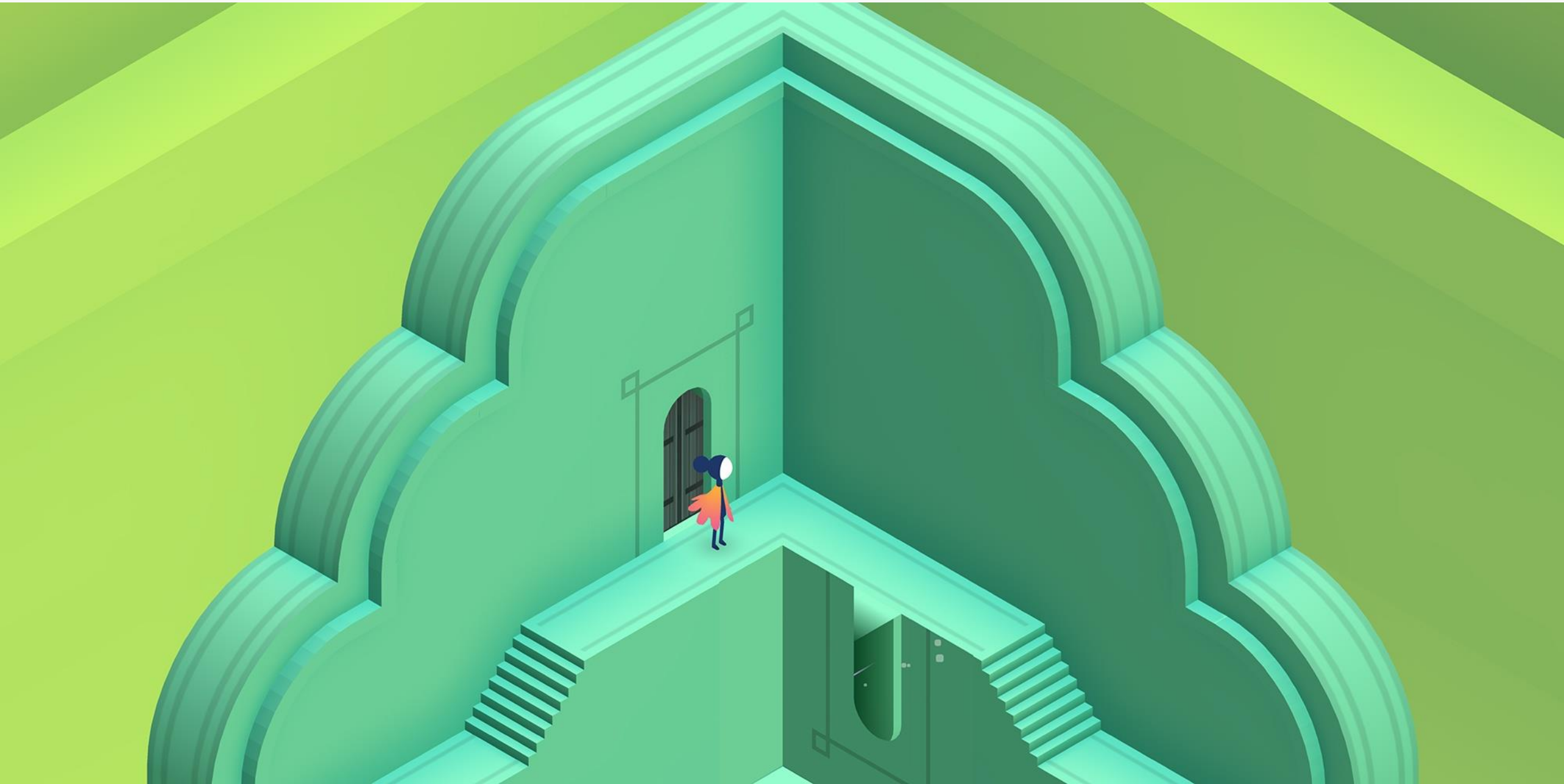
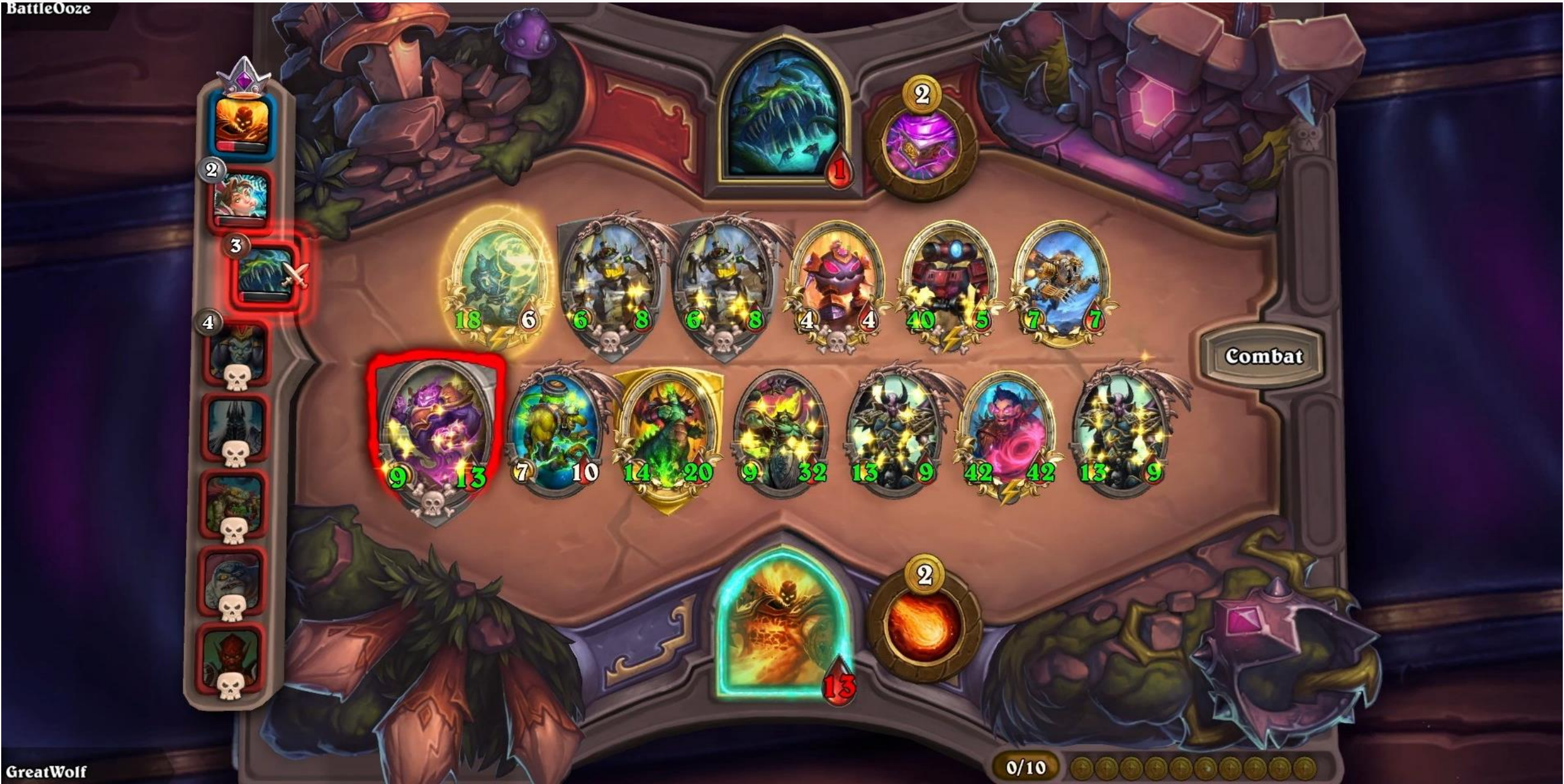
茶杯頭 - Cuphead



紀念碑谷2 - Monument Valley 2



爐石戰記 - Heartstone

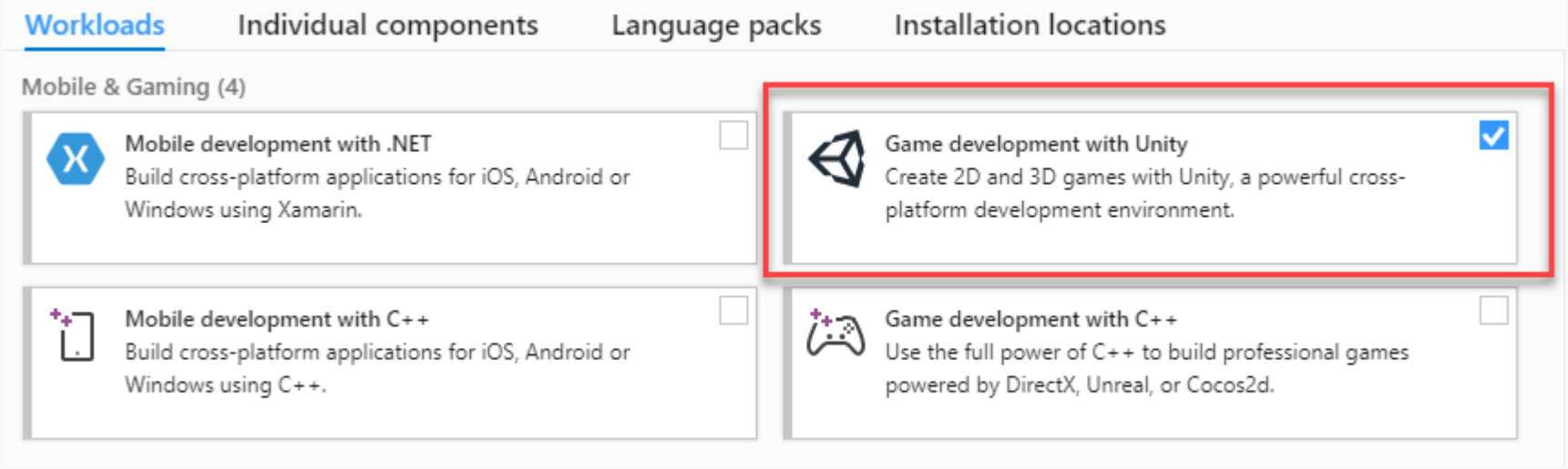


Getting Started

Download and install the tooling

For Visual Studio users

Install the .NET Game Development workload



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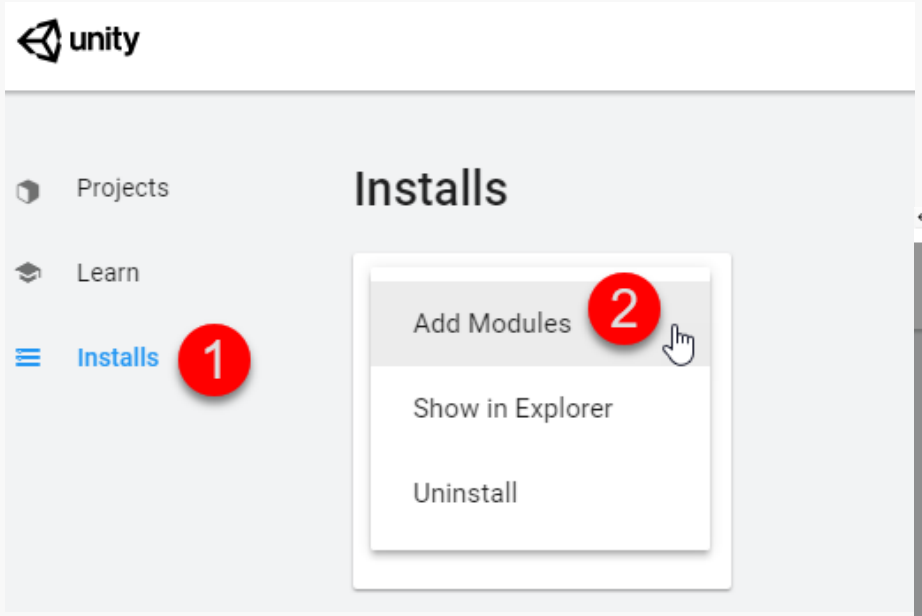
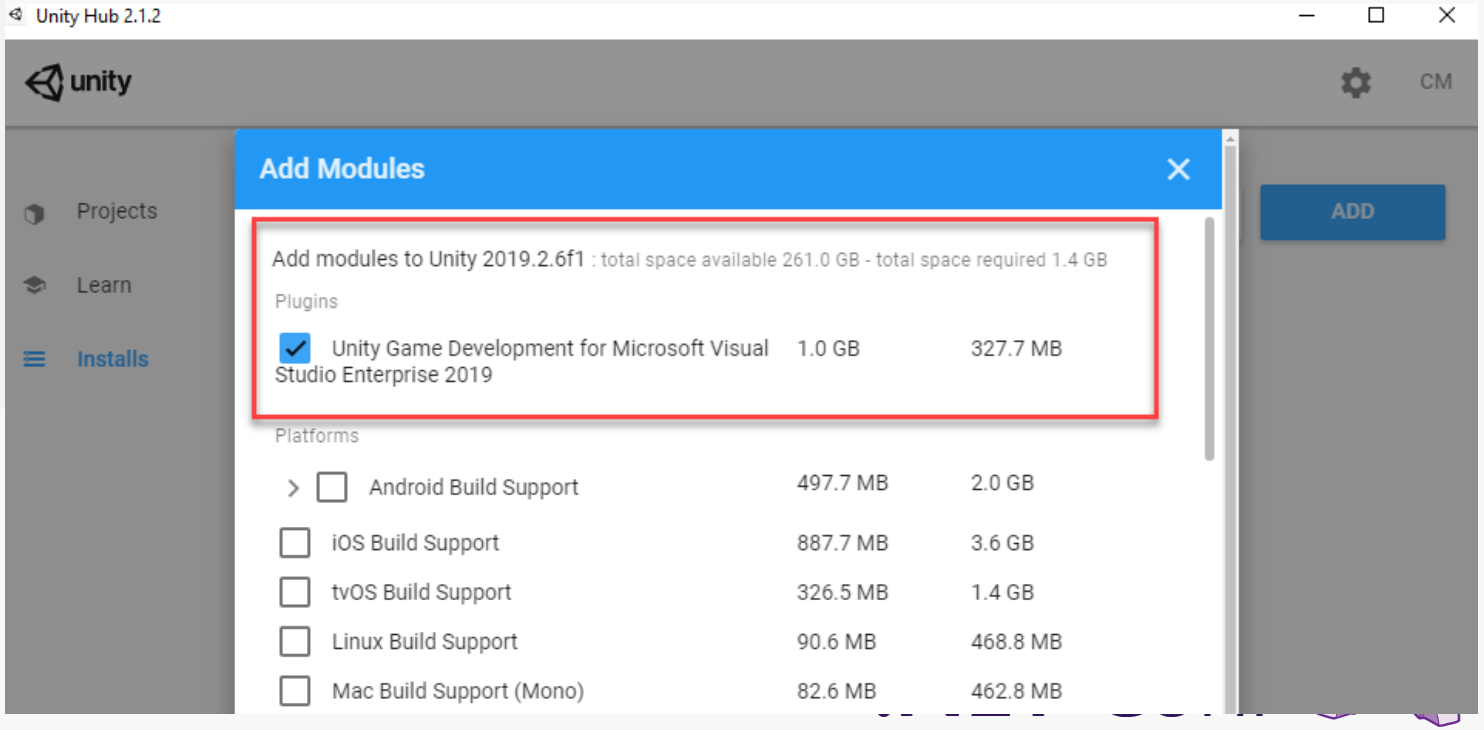
For Unity users

Installation via the Unity Hub





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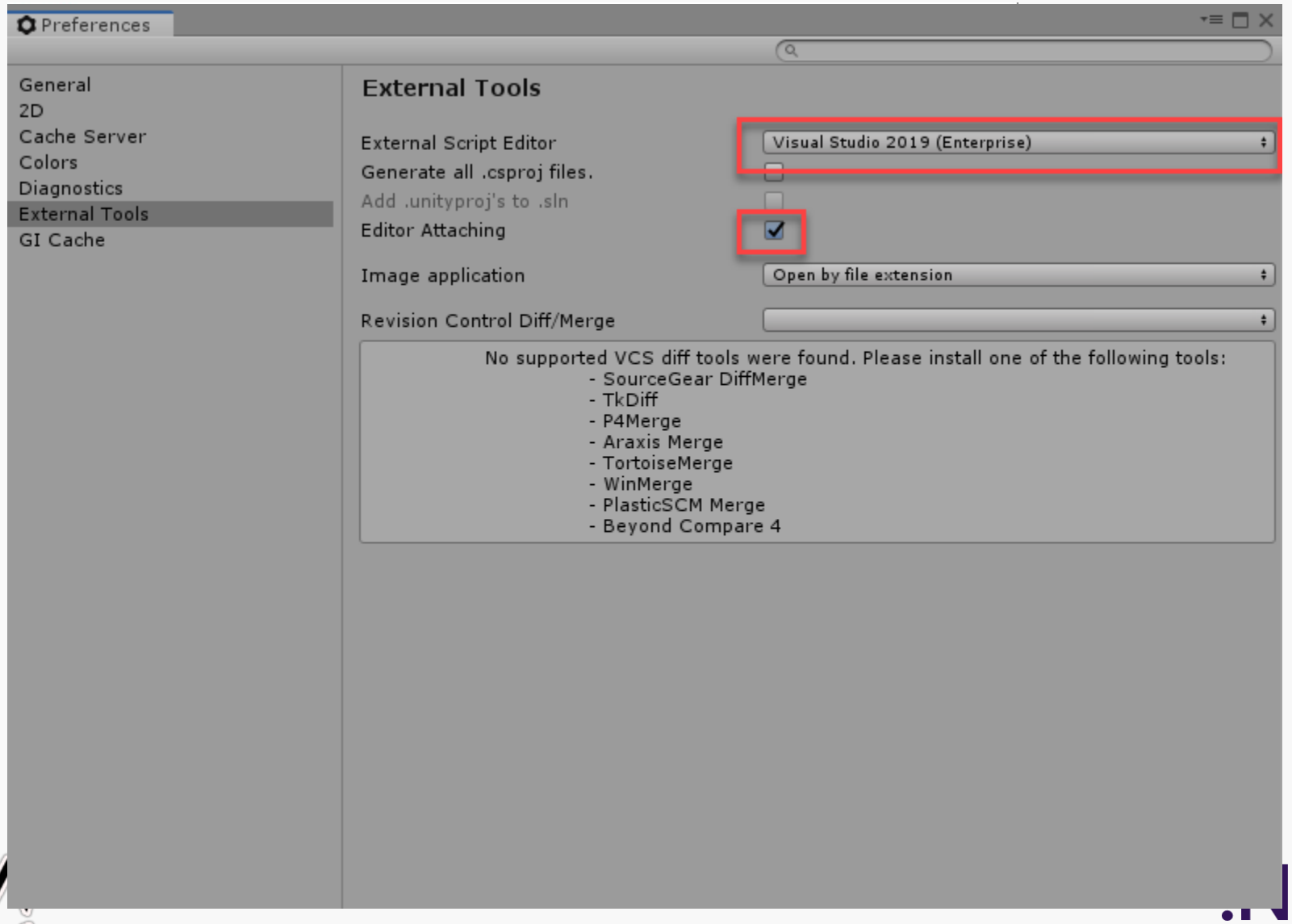
Everything's set correctly – game on



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Why Visual Studio or Visual Studio for Mac for game dev?

Visual Studio ♡ Unity

Fully featured IDE

- Refactoring (Ctrl | Cmd + .)
- Go to Definition (Ctrl | Cmd+ click or F12)
- Navigate to decompiled assemblies
- Suggested variable names
- Duplicate Line (Ctrl | Cmd E+ V)
- Multi-cursor mode (Ctrl + Alt | Cmd + Option + click)
- Global search (Ctrl + T)
- Go to Enclosing Block
- Visual Studio Mac key bindings to Visual Studio on Windows

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Visual Studio ♡ Unity

Fully featured IDE

- IntelliCode
- Visual Studio Live Share
- Built-in source control
- Real-time code analysis
- .editorConfig
- CodeLens
- Synchronize settings between devices
- Custom screen layouts
- Light and Dark themes

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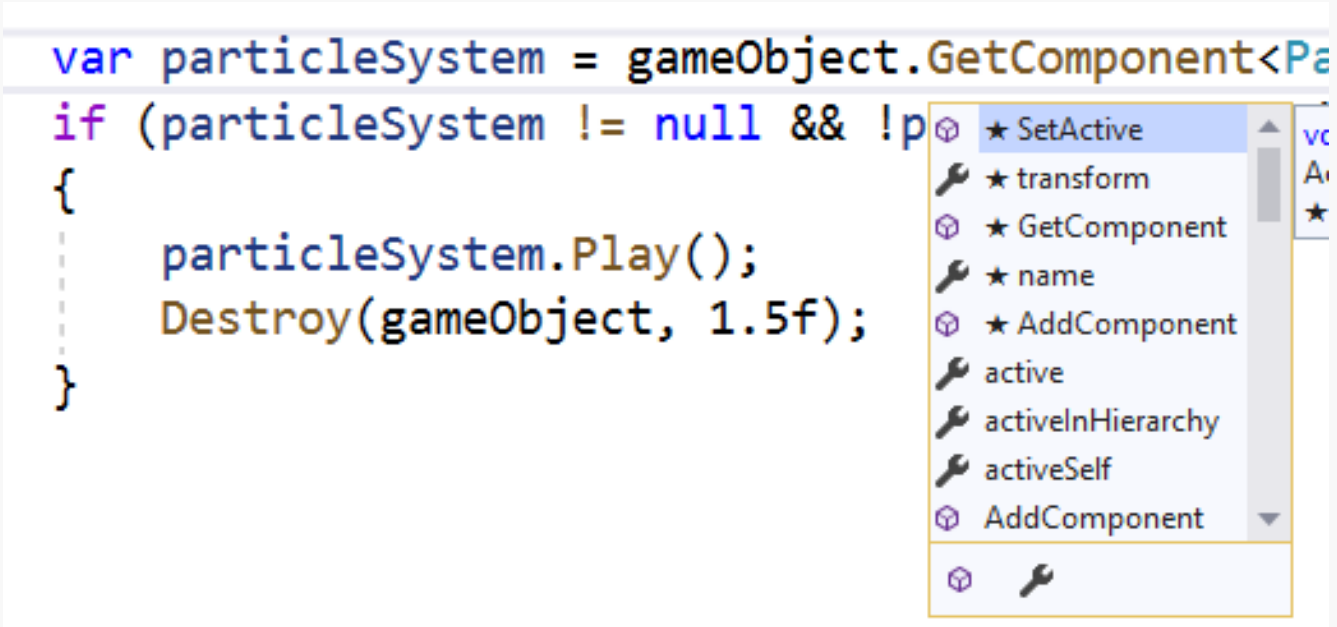
Unity and Visual Studio =

- IntelliCode support for Unity API Messages
- Superior Debugging
- Unity Project Explorer
- Attach and Play
- Quickly browse Unity documentation



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Visual Studio 16.3 + Visual Studio for Mac 8.3

- Create C#, Shader, and Enum files directly in the Unity Project Explorer
- Faster project reloading
- Reduced attach time for debugging
- Support for more unsafe code debugging options
- Unity-specific analyzers and diagnostics
- Suppress non-applicable C# diagnostics

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Real Getting Started

FlappyBird

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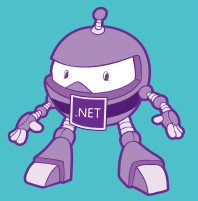

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Steps

Ideas & Design

Materials

Programming

Debugging

Enjoy

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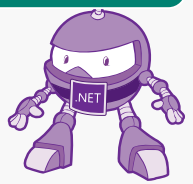

Make a Game

Reference

Demo Github Repository
https://github.com/MoneyYu/NetConf20191110

Learning course on scripting with Unity and Visual Studio
https://aka.ms/learn-unity

Create your first game – Tic Tac Toe
https://aka.ms/first-unity-game

特別感謝

Microsoft® MVP Most Valuable Professional

SEA 台灣軟體工程學會 Taiwan

R-Ladies Taipei

TAIWAN

91APP

多奇·數位創意

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HackMD

以及各位參與活動的你們

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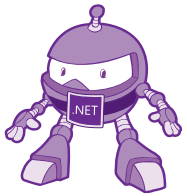
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