# Interactive Unity Workshop Guide

## Workshop Guide: Building a Flappy Plane Game

1. Begin by navigating through slides up to slide 18. Take the time to thoroughly explain the Technology Ambassador Program (TAP) and the technologies it utilizes.

2. Switch gears to Little Smash Guys. Allow participants to explore and enjoy the game for 15 to 20 minutes.

3. Return to the slides and transition to the workshop tutorial. Outline the basics: how to add a sprite, understand GameObjects and hitboxes, improve code comprehension, and grasp Unity essentials.

4. Preview the Flappy Plane tutorial slides. Show participants the final goal and introduce the tools and techniques they will be working with.

5. In Unity, navigate to the sprites folder. Hold CTRL and click to select the first six sprites. Drag and drop them into the hierarchy. Name the animation 'Flight Animation' and save your work.

6. Rename the object in the hierarchy to 'Paper Airplane.' Press Play to preview the initial, rough animation.

7. Double-click the Flight Animation in the sprites folder. Select the Paper Airplane in the hierarchy. Refine the animation by adjusting specific sprite frames using CTRL + C (copy) and CTRL + V (paste), as instructed in the tutorial.

8.  Press Play to see the smoother flying animation. Note that the airplane will not yet interact with the environment.

9.  Drag the FlyBehavior script onto the Paper Airplane's inspector in Unity.

10. Explain why a Rigidbody2D is necessary to run the script (refer to slide 21, line 14). Add a Rigidbody2D component to the Paper Airplane object.

11. Test the interaction by pressing Play. Encourage participants to spam click and observe how the airplane responds. Next, add a Box Collider 2D component to enable collision with the environment.

12. Resize the Paper Airplane by setting the scale factor for X, Y, and Z to 0.75. Press Play again to test the final Flappy Plane experience.

13. Return to the slides and engage participants with thought-provoking questions like: 'Did you think creating something this basic would require these steps?' Highlight how approachable and rewarding game development can be.