

## RESOURCES:

**\*Team Leads, please feel free to add to this as we go through the semester!**

Github: <https://github.com/> (Also see the HOW TO guide in the repo)

Unity Tutorials Page: <https://unity3d.com/learn/tutorials>

How to make your action game better: <http://www.fortressofdoors.com/oil-it-or-spoil-it/> (This video is freaking fantastic!!! Highly, highly recommend)

### Programming

- **Unity 2D Basic Tutorials:** <https://unity3d.com/learn/tutorials/topics/2d-game-creation/2d-game-development-walkthrough?playlist=17093> (I think the first 6 here are a great primer!)
- 2D day/Night Cycle: <http://forum.unity3d.com/threads/2d-day-night-cycle-and-weather-system-a-la-altos-adventure.377959/>
- Basics of AI in Games:  
[http://www.gamedev.net/page/resources/\\_/technical/artificial-intelligence/a-practical-guide-to-building-a-complete-game-a-r784](http://www.gamedev.net/page/resources/_/technical/artificial-intelligence/a-practical-guide-to-building-a-complete-game-a-r784) (HIGHLY RECOMENDED)
- More AI stuff: <http://www.bit-tech.net/gaming/2009/03/05/how-ai-in-games-works/1>
- Yet more AI stuff: <https://software.intel.com/en-us/articles/designing-artificial-intelligence-for-games-part-1>

### Design

- Tiled (tile editor): <http://www.mapeditor.org/> (free and you should download it!)
- Nice opinion piece about what Game Design is: <http://wannabe.urustar.net/>

### Art

- Piskel (free pixel art editor): <http://www.piskelapp.com/>
- Aseprite (not free pixel art editor): <http://www.aseprite.org/>