Quick Unity Tutorials and Guides

The installation of unity is very quick and easy, go to <https://store.unity.com/> and select the free “Personal” Download.

When installing you will get given multiple options to install separate parts, If you would like it is good when learning to make sure you check the box titled “Example projects” this will download some free detailed examples. These are good to get used to moving objects around and the dragging and dropping functions of unity.

This also gives you the ability to click on an object, Ie the character and view the variables that you can change and see how that affects the character in the game.

## Space shooter tutorial: <https://unity3d.com/learn/tutorials/s/space-shooter-tutorial>

The unity space shooter tutorial is the tutorial I first started to learn unity on, it does take a fair amount of time to go through, so I would be a personal time learning option, but it does involve and teach most functions you will need to complete any tasks set for any of these game development sessions.

This tutorial starts at the very beginning of setting up the project and importing assets flowing into how to move the character and creating projectiles, editing and creating cameras and lighting.

This also teaches you how to build the projects, which is handy to learn if you want to test certain assets etc and show them to development testers. Builds can change how the game acts and looks so its good to know.