



BO - HUB

B-INN-000

Unity

Introduction to Unity Game Engine

Unity

binary name: no binary
repository name: no repository
language: no languages
compilation: no compilation
build tool: no need here



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).

WORKSHOP-UNITY

OVERVIEW

This workshop is a quick introduction to the Unity game engine. It will cover the basics of the engine and how to use it to create a simple game.

I. INTRODUCTION TO UNITY (15 MINUTES)

- Overview of Unity game engine and its features
- Understanding the Unity interface and basic terminology
- Creating a new Unity project

II. SCENE CREATION (15 MINUTES)

- Understanding scenes and game objects in Unity
- Creating and managing scenes
- Adding and manipulating game objects in the scene



III. BASIC SCRIPTING WITH C# (30 MINUTES)

- Introduction to C# scripting in Unity
- Creating and attaching scripts to game objects
- Writing basic scripts for movement, input, and interaction

IV. PHYSICS AND COLLISION DETECTION (15 MINUTES)

- Understanding physics in Unity
- Applying physics to game objects
- Implementing collision detection and response

V. ANIMATION AND PARTICLE EFFECTS (15 MINUTES)

- Creating animations with Unity's animation system
- Using particle effects to add visual effects to games
- Creating simple animations and particle effects for game objects

VI. BUILDING AND DEPLOYING A UNITY GAME (10 MINUTES)

- Building a game for different platforms (PC, mobile, etc.)
- Understanding the Unity build settings
- Exporting and testing a Unity game on various platforms

VII. TIPS AND BEST PRACTICES (10 MINUTES)

- Best practices for organizing Unity projects
- Performance optimization techniques
- Debugging and troubleshooting common issues

VIII. Q&A AND HANDS-ON PRACTICE (30 MINUTES)

- Answering participant questions
- Guided hands-on practice with Unity
- Providing feedback and assistance during the workshop

IX. CONCLUSION (5 MINUTES)

- Recap of key concepts covered in the workshop
- Encouraging participants to continue learning and exploring Unity