The tutorial mainly guides me how to create a roguelike unity game. I have really learned a lot along the way.

First of all, I learned how to create the game object and add animation and logic to it. I know how to trigger different animations using animator controller, and add components like rigid body and box collider to make the object interact with other objects appropriately.

Secondly, I also learned that how to combine the game objects together, especially how to build the scene. I find it quite impressive that how the script selects a random position to lay out the tools or food.

Additionally, and most importantly I can briefly know how script control different characters (enemies, player, or even wall) act appropriately. I get to know how scripts interact with each other and some game object in the editor, and also know some common functions such as MoveTowards, Instantiate, etc. I also learned how to write scripts to make the player move regarding to the users’ actions on the keyboard. This part is really difficult for me, because I am not very familiar with unity API, and sometimes cannot understand what the statements exactly do.

Finally, I learned how to add UI and music to the game. There are some functions allows me to do it quite efficiently and conveniently. And also how the game makes the background music play in different pitches to avoid the loop bgm be too annoying and boring impressed me a lot.

Actually, I have learned a lot more than what I have listed above. Since it is my first time to getting touch with unity and C# language, everything is new to me. So that I am not sure how to summarize them. In conclusion, I get a lot from this tutorial. I think I’m now more familiar with the functions of unity editor, and can understand what the scripts are trying to do.