

Adam Atienza

4 May 2025

CSS 385

Project - Unity Essentials

This project consisted of completing the Unity Essentials pathway which provided me with a solid introduction to Unity's game development environment. Through the Editor Essentials module, I learned how to navigate the interface, manage GameObjects, use components, and structure scenes—key skills for organizing and building any Unity project. The hands-on activities helped me feel comfortable working in the Scene and Game views, and I began to understand how Unity handles real-time interaction.

The 3D Essentials section introduced me to 3D object manipulation, physics, lighting, and basic scripting, which gave me insight into how 3D games are structured and brought to life. I also explored 2D Essentials, where I worked with sprites, tilemaps, and 2D physics, providing a different perspective on game development and helping me see how Unity supports multiple types of gameplay.

Finally, the Publishing Essentials lessons allowed me to build and share my own project using WebGL. This process not only showed me how to package and deploy games but also helped me understand the importance of optimizing builds for web delivery. Overall, this experience gave me both confidence and practical skills, and I now feel prepared to take on more advanced Unity projects with creativity and curiosity.

I spent a total of 6 hours on this project. This was mainly because I played around with testing things many times. For example, when dropping the ball on the ramp to knock down blocks, I adjusted block size and mass, ball size and gravity, etc. I also ran into some sprite issues in the 2D essentials which took a little longer to figure out. I would say some of the 3D essentials, including that room, was the most challenging because it had so many things to encapsulate for the scene to work.