Unity is a development platform which aides in creating 2D and 3D games. Unity is able to compile applications which can work on many different platforms. It makes creating complex environments and physics simple.

A beginner tutorial is a video instructional guide created by unity to help emerging developers create applications using unity. I decided to attempt the “Roll a Ball” tutorial. It had me set up several things. First, I created a scene, which is essentially a world space. Then, it had me slowly add objects to the scene, and move them based on user input. Finally, I was able to add collectable items, which were also animated. Once all collectables are picked up, the game ends and a canvas I set up displays you have completed the game along with your score.