

# GAME PRODUCTION – Tutorial 5

## 1. Work on your Assignment 2 submission this week.

You should be sprinting now to get this done. There will not be many opportunities to ask your tutor questions about it before it is due.

Try some play testing – swap with someone else in the tutorial and test each others game.

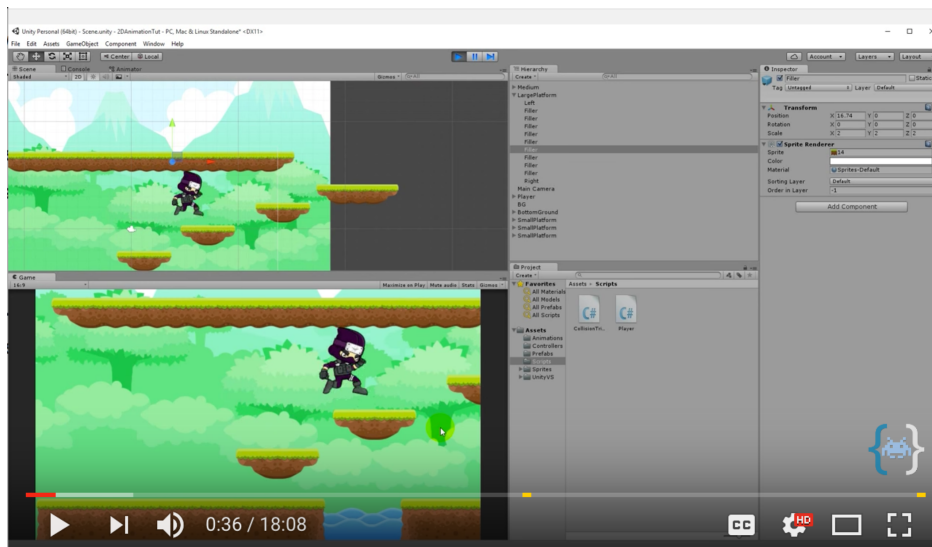
Look at any feedback (general or specific) around your Assignment 1 Design - do you need to rethink your game? You can ask the tutor for help with ideas, suggestions etc.

## 2. I've had a few requests for help with camera following – (you can look at Mission Demolition in Chapter 30 of the textbook)

However this online tutorial is also a reasonably simple example – (18 min)

### Unity 5 tutorial for beginners: 2D Platformer - Camera follow

<https://www.youtube.com/watch?v=rnbX-eUaIVQ>

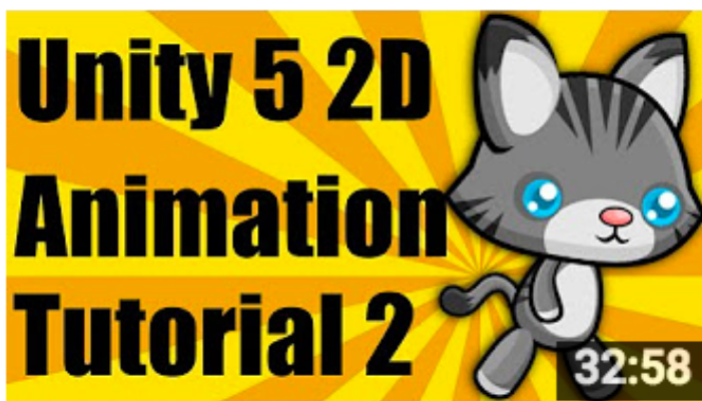


3) And also about swapping between animations e.g. changing from walking to running sprites  
(These are very simplistic and you can go through them quickly)



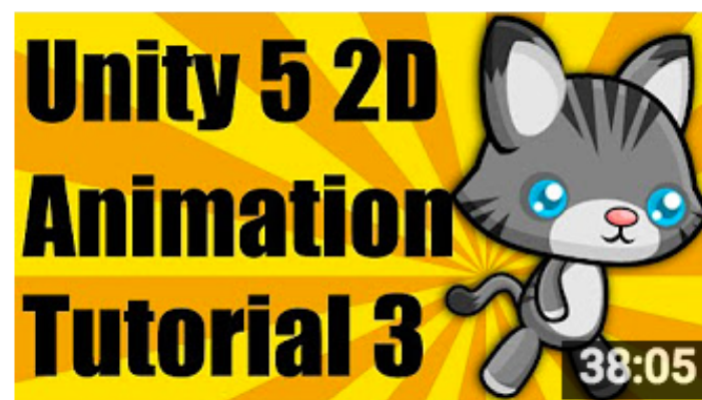
### Unity 5 2d Animation Tutorial - Part 1

<https://www.youtube.com/watch?v=VAyWk0elqRc>



### Unity 5 2d Animation Tutorial - Part 2

<https://www.youtube.com/watch?v=7avLCkG7WOM>



### Unity 5 2d Animation Tutorial - Part 3

<https://www.youtube.com/watch?v=XQnXj29HFRw>