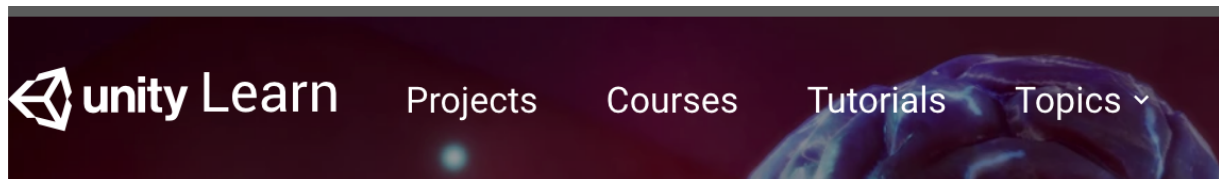


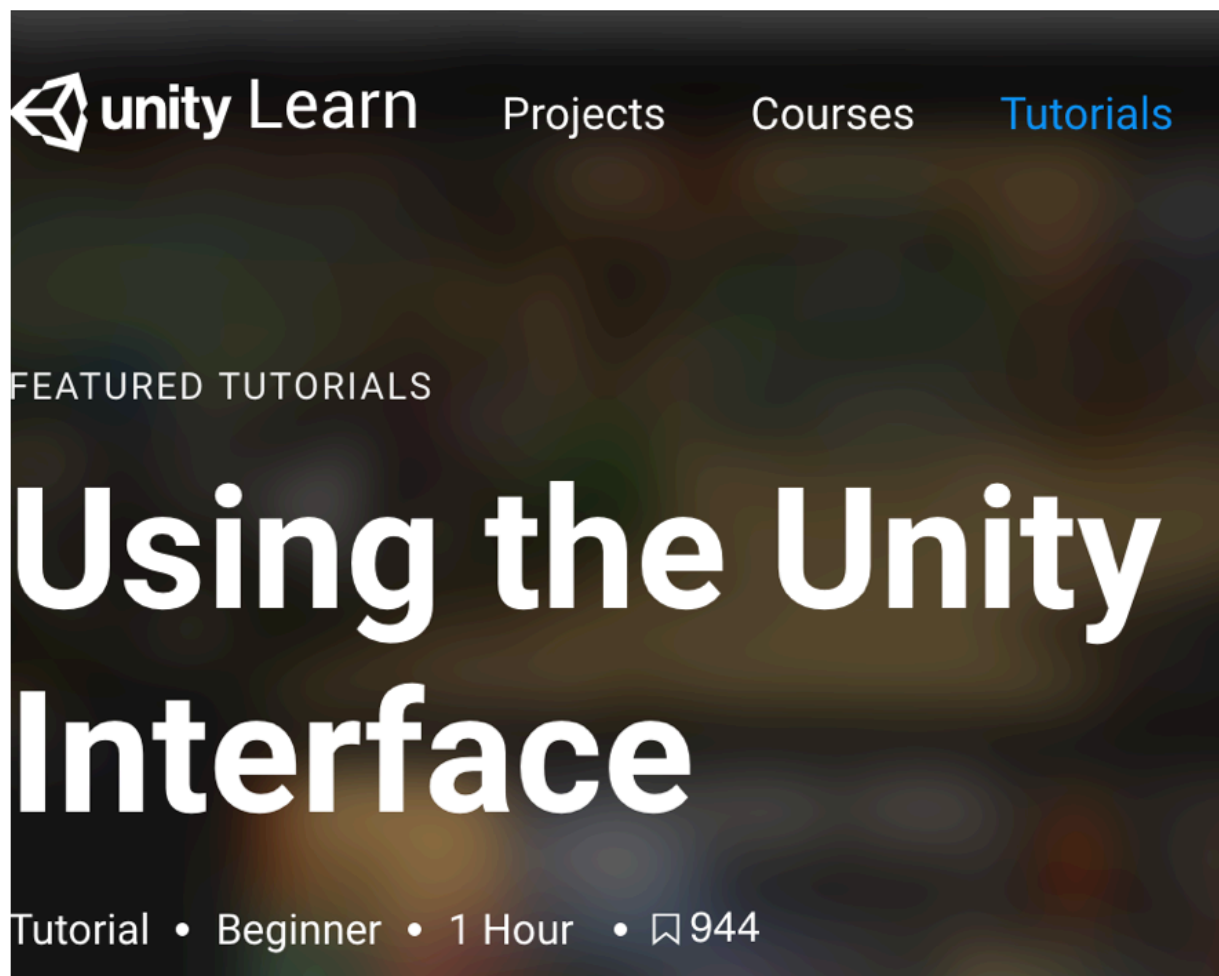
GAME PRODUCTION - Tutorial 1

1. You can ask your tutor to clarify any questions you have about the first assignment (your game design). They won't check your assignment or mark it, but they can help clarify the meaning of questions you are not sure about. (This was covered in lecture 1 - so maybe review this first)
2. Go to the Unity Learn page (you will find a lot of very helpful material for learning Unity).

<https://learn.unity.com/>



For this tutorial you should aim to go through the "Using the Unity Interface" Tutorial.



As part of this tutorial there are a number of videos describing the main windows you will use when building Unity games:

1. Interface Overview

<https://youtu.be/D7v2pjke5sc>

2. The Scene View

<https://youtu.be/nG0fXdXyIMl>

3. The Game View

<https://youtu.be/w7RLUM9TBXY>

4. The Hierarchy View

<https://youtu.be/9rR3AS74UH0>

5. The Project Window

<https://youtu.be/4iT4Zhez-zw>

6. The Inspector Window

<https://youtu.be/qltyYjFdyVc>

3.. In addition to this work through the 'Hello World' example with help from your tutor.

This is a tutorial from a chapter 19 in the textbook. (For this week I've included a pdf of this chapter on blackboard).

See Mod 2.4 Hello World Program Notes. (These notes are on blackboard under week 2 lectures)

You can also try this hello world example on youtube (not as thorough as the textbook)

<https://www.youtube.com/watch?v=3gK3CRqMkvE>