Create assets

Import prefabs

transform.forward

transform.position

transform.rotation

instantiate (bulletType, ,)

Replayability

Award

objective

modified boss

Card game

a lot of problems with implementation

unity not equipped for a card game

Assets

Import

prototyping

comes with trees and water

usually objects are instantiate

movements

force base - gravity

kinematics - teleport, position

create movement script

add component

new script

gear - > edit script

Script

start - when game starts

executes once

i.e., music

update - runs as often as possible

in IDE

movement

transform.position

transform.position = transform.position + transform.forward;

time delta time

faster cpu = faster movement because movement is by frame rate

slow cpu = slower movement is by frame rate

used interrupts before

transform.position = transform.position + transform.forward \* Time.deltaTime;

// W to forward

if (Input.GetKey(KeyCode.W))

        {

        transform.position = transform.position + transform.forward \* Time.deltaTime;

        }

        if (Input.GetKey (KeyCode.T))

            transform.Rotate (Vector3.up \* Time.deltaTime \* 25);

        if (Input.GetKey (KeyCode.Q))

            transform.Rotate (Vector3.forward \* Time.deltaTime \* 25);

// resizing

        if (Input.GetKey (KeyCode.Y))

            transform.localScale = transform.localScale - transform.localScale \* 0.08f \* Time.deltaTime;

        if (Input.GetKey (KeyCode.U))

            transform.localScale = transform.localScale + transform.localScale \* 0.08f \* Time.deltaTime;

Title screen = level

Object-Pooling is very important

Create AI scripts

DigiPen - school

Shooting

public class shooting : MonoBehaviour {

    public GameObject bulletType;

    // Use this for initialization

    void Start () {

    }

    // Update is called once per frame

    void Update () {

        Instantiate (bulletType, transform.position, transform.rotation);

    }

}

//

public class projectileMove : MonoBehaviour {

    // Use this for initialization

    void Start () {

    }

    // script to block

    // put if condition

    // Update is called once per frame

    void Update () {

        transform.position = transform.position + transform.forward \* Time.deltaTime;

    }

}

tick -> rigidbody -> kinematic

    }

    // space bar to shoot

    void Update () {

        if (Input.GetKey(KeyCode.Space))

        Instantiate (bulletType, transform.position, transform.rotation);

    }

}

destroying objects