Unity – Tower Defence

In this tutorial we will create a simple Tower Defence game using waypoints to guide the enemy along a pre-set path. For the defence a basic turret will be created that will track enemy within a given range and shoot constantly until the enemy is destroyed or out with the given range of the turret.

# Unity Version 2019.2.5f1

# Setting up the Project

1. Use unity hub or open Unity 2019.2.5f1 directly.
2. Click the **New** button to create a new project.
3. Choose the 3D template.
4. Name the project **TowerDefence**.
5. Make sure you have your projects Location set your own personal unity projects folder. (i.e. Desktop/YOURNAME/Unity Projects/ )
6. Click the **Create** button.
7. Save the current scene with ‘*Ctrl + S’* or ‘*File > Save’*. Rename the **SampleScene** in the ‘Scenes’ folder and rename it **Level1**.
8. A prompt informing of changes to open scene will appear, left-click the **Reload** button to reload the scene with the updated name.

# Setting up GitHub Repository

1. Open GitHub Desktop.
2. Use keyboard shortcut **CTRL + N** to create a new repository.
3. Name the project the exact same as your unity project **TowerDefence**.
4. Add a small description of your game, (i.e. Tower Defence game developed with Unity)
5. Set local path to YOUR **Unity Projects** folder. (i.e. Desktop/YOURNAME/**Unity Projects**) \*\*ACTUAL UNITY PROJECTS FOLDER, NOT THE PROJECTS FOLDER WITHIN UNITY PROJECTS
6. Set **Git ignore** to **Unity** template, keep License at **None**.
7. Left-click the **Create Repository** button. (this creates the local repository on your computer)
8. Left-click the **Publish Repository** button.
9. In the window that appears check details are correct and Left-click the **Publish Repository** button. (this sends your repository to be created and stored in the GitHub cloud)