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. Choose the 3D template.
3. Name the project **TowerDefence**.
4. Make sure you have your projects Location set your own personal unity projects folder. ( i.e. Desktop/YOURNAME/Unity Projects/ )
5. Click the **Create** button.