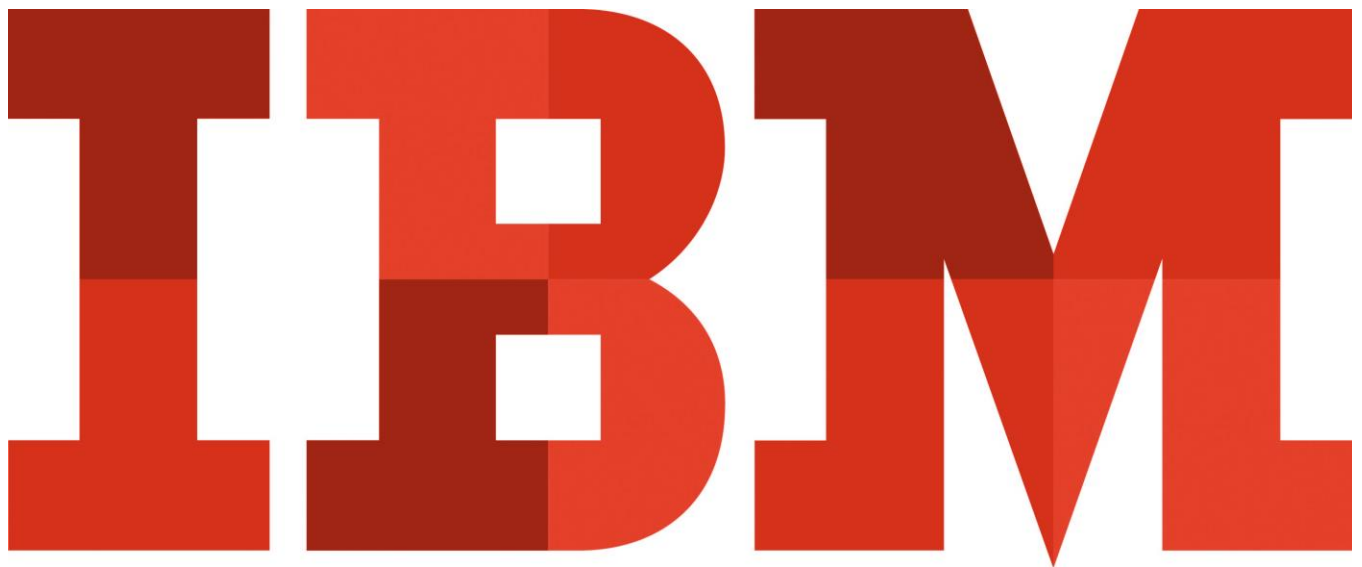


IBM Watson and the Unity Game Engine

A guide for hackathons

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A digital copy of this lab and code snippets can be found at:

<https://ibm.biz/unityandwatson>

Quick Introduction

When I attend Hackathons I am often asked if IBM Bluemix supports gaming and if so how. The answer is a clear yes we do. And this short guide explains how.



Getting started



Unity is a cross-platform game engine developed by Unity Technologies and used to develop video games for PC, consoles, mobile devices and websites. First announced only for OS X, at Apple's Worldwide Developers Conference in 2005, it has since been extended to target 27 platforms.

https://en.wikipedia.org/wiki/Unity_%28game_engine%29

It is headquartered in San Francisco.

Unity is not only important for games but also for Virtual Reality and Augmented Reality. The game developer who wants to make use of Watson services in a Unity game can do so with the Watson Developer Cloud Unity SDK.

Watson Developer Cloud: Unity SDK

The Watson Unity SDK enables developers to integrate Watson services into their Unity applications.
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The Watson services that are supported by the SDK: Speech to Text, Text to Speech, Language Translator, Dialog, Natural Language Classifier, Tone Analyzer, Tradeoff Analytics, Conversation, Visual Recognition, Alchemy Language, Personality Insights, Document Conversion, AlchemyData News, Retrieve and Rank, Discovery.

It comes with a set of prefabs that you can use to develop a simple Watson application in just one minute.
<https://github.com/watson-developer-cloud/unity-sdk>.

Demos of adding Watson Service to the Unity SDK

Unity can not only be used for games but also for Virtual Reality with the IBM Speech Sandbox
<https://www.ibm.com/innovation/milab/watson-speech-virtual-reality-unity/>



<https://www.ibm.com/innovation/milab/work/speech-sandbox/>

The virtual reality environment is based on Unity, Watson, the Vive VR headset and the Vive Viewport at this URL



- Unity Survival Shooter Demo + IBM Watson: https://www.youtube.com/watch?v=E2MbUhi5_bA

Resources:

- RICHARD LYLE: Game on! Introducing Watson Unity SDK
<https://developer.ibm.com/open/2016/01/21/introducing-watson-unity-sdk/>
- Better gaming starts with a better cloud
<https://www.ibm.com/cloud-computing/solutions/gaming-cloud/>
- Unity Meetup in San Francisco: <https://www.meetup.com/Unity-official/>