**GAMEDEVREJECTS**

**C# Programming for Unity**

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# **Introduction**

Hello, and WELCOME! My name is XXX. I am going to be your instructor for the next hour or so. I appreciate you all taking the time out from your busy schedules to study this.

**WHETHER you’re 1) New to C#** - at the start of your game development journey **or 2)"Stuck-in-a-rut**" and want to get over that "coding" hump **…. or 3)"Struggling"** to apply the knowledge you’ve learned from a previous course…then this is the course for you?

You will be programming using C# “inside” of the unity game engine editor on your own laptop or pc. However, before we begin. I do expect you have downloaded & installed (on your laptops or PCs) **1)Visual studio 2015/2017 or VSCODE or XCODE if you have a Mac…, and 2)Unity version 5 or higher.**

We will be doing full code walkthroughs. In other words, ... “As-I-type-you-type” …so you can follow in the exact same steps & processes as me. Feel free to comment or interrupt at any time if you have questions or need further clarification. Also, If I am going to fast let me know. And I will sloooowwww down! ….Let's #DoDahUnityTing!

# 

# **Why Unity ?**

So, why bother to use Unity ? Well, there are several reasons:

* **ITS FREE!!!**
* There is a lot of backwards compatibility & documentation support,
* The unity graphical features require very low-end hardware,
* Unity provides better integrated services for: Game Analytics, Source Control & Advertising,
* Reduced Platform Risk > Supports Android & iOS > W.O.R.A. (**W**rite **O**nce **R**un **A**nytime)

# **What is Unity?**

Right, so what is unity exactly? Unity is a game development engine. A “glorified” code editor to build small & medium sized video games for **pcs/Laptops, mobile phones, tablets & consoles (XBOX, PSP etc.)**

* A game in unity is basically a collection of different C# files.
* Unity was created on 8 June 2005 by Unity Technologies Inc in Seattle. The Current CEO is John Riccitiello,
* Unity has on average 600,000 active developers per day. 34% of top 1,000 free mobile games are made with Unity.
* Unity is a **cross platform** game engine. Meaning that any files or assets created in unity on a windows machine will work when imported into the unity platform on a MAC OS machine, and vice-versa.

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