Dustin McDaniel

355 Game Design

Unity Learn Progress

08.31.21 start date

Pathway: Unity Essentials (2 weeks)

**Mission:** Foundations: Get started with Unity

* Project: Start Creating (2hr 55 min)
  + Overview – meet the crew (4 min) ✔
  + What’s Next – explore microgame (30 min) ✔
    - Open New Microgame (daKarts) ✔
      * Get Started✔
      * Editor Basics✔
      * Change Colors✔
      * Add a Jump✔
      * Microgame Mods
        + Karting Mod: Crash Course Game Mode (10 min) ✔
        + Karting Mod: Lap Course Game Mode (10 min) ✔
        + Karting Mod: Smart Karts Training Guide (30 min)
      * Build and publish✔
    - Open New Microgame (daKarts) ✔
      * Get Started✔
* Project: Start Learning (35 min)
  + Prepare for the journey (20 min) ✔
  + How to learn Unity (15 min) ✔
* Project: Start Organizing (55 min)
  + Introduction to the Unity Hub (15 min) ✔
  + Choose the right Unity version (15 min) ✔
  + Unity Plans: What's right for me? (25 min) ✔
* Install Unity and the Hub (45 min) ✔
* **U**