

A rocket is shown launching from the bottom left, ascending towards the top right. The rocket has a white body with blue and red stripes near the nose. Bright orange and yellow flames are visible at the base. In the bottom right corner, there is a black silhouette of a person's head and shoulders, looking up at the rocket. The background is a blue sky with white clouds.

Introducing Text 101

A rocket is shown launching from the bottom left, ascending towards the top right. The rocket has a white body with blue and red stripes near the nose. Bright orange and yellow flames are visible at the base. The background is a blue sky with white clouds.

What Text 101 Teaches

- Increase our scripting skills (nearly 200 lines!).
- The basics of “finite state machines”.
- Invite you to create and share your own story.
- Build our game to the web.
- Share with the world.

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More About Creating New Projects

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More About Creating New Projects

- Recap how to create and save projects
- Setup & save your Text 101 project
- What gets “carried-over” to new projects
- Import your prison image asset
- Save your project

Carried-over to a new project

- Your current layout (easy to reset)
- Unity Preferences (e.g. play mode tint)

In this video...

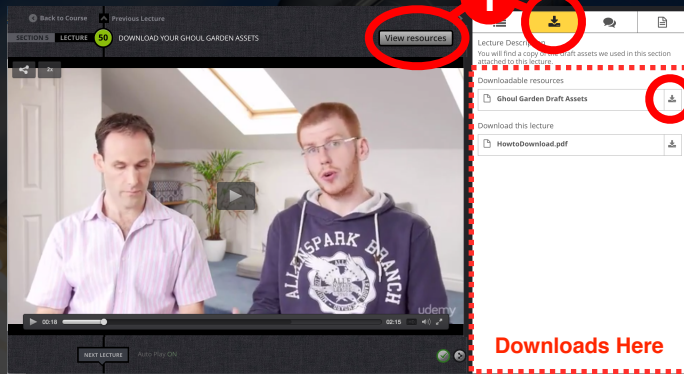
- Recap how to create and save projects
- Setup & save your Text 101 project
- What gets “carried-over”
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Adding 2D User Interface Text

Lecture Summary

- Adding a UI > Text element to a scene
- Setting the camera background colour
- Moving and scaling your text
- How to programmatically change text
- Challenge: Change text only on key press
- Challenge: Add and scale the image

Download your files



Change text on key press

- Use an **if** statement
- Use **Input.GetKeyDown**
- Text starts blank when game first runs
- Change text to “key pressed” on key press

Adding 2D User Interface Text

Challenge: Add and scale the image

- Add an image to the UI canvas
- Scale it to around 1/3 height of canvas
- Centre it on the canvas
- Ensure the background is transparent
- Make sure the game runs

Lecture Summary

- Adding a UI > Text element to a scene
- Setting the camera background colour
- Moving and scaling your text
- How to programatically change text
- Challenge: Change text only on key press
- Challenge: Add and scale the image

A detailed illustration of a Space Shuttle launching, angled upwards from the bottom left towards the top right. The shuttle is white with blue and red stripes on the nose cone. Bright orange and yellow flames from the engines are visible at the bottom left. The background is a blue sky with wispy white clouds.

More Content Coming Soon

More Content Coming Soon

More Content Coming Soon

- Why this section isn't finished.
- When we will be adding content.
- What to do next

More Content Coming Soon

Why this section isn't finished.

- Lean production system.
- We want your feedback.
- Gets the content to you ASAP.

This Section Is In Progress

When we will be adding content

Time Zone	Times
Greenwich Mean Time	Mon 3rd November 11am to 5pm GMT
	Tuesday 5th November 11am to 5pm GMT
Pacific Standard Time	Mon 3rd November 3 am to 9 am PST
	Tuesday 5th November 3 am to 9 am PST



More Content Coming Soon

What to do next

- Save your scripts, scene and project.
- Move on to the next section.
- Come back once the section is finished.



Word Wrapping & Joining Strings



Lecture Summary

- How to write long strings in C# code
- How word wrapping works on UI Text



Building Your Game Engine

In This Lecture...

- The structure of our “engine”
- What’s an enum?
- Challenge: complete the story

The Structure Of Our “Engine”

- **Update()** keeps game in the right state.
- State methods: set text & respond to keys.
- One state method per state.

What’s an enum?

*“The **enum** keyword is used to declare an enumeration, a distinct type that consists of a set of named constants called the enumerator list.”*

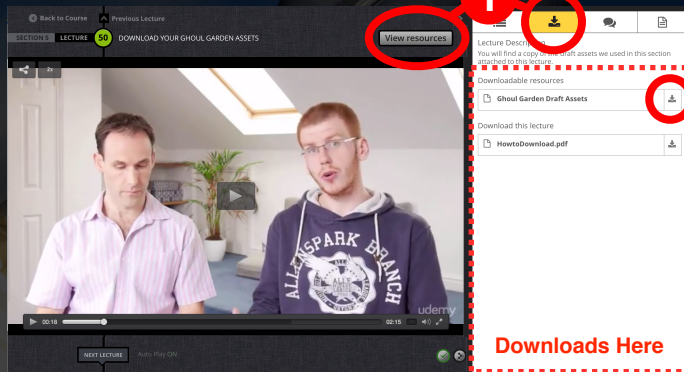
<http://msdn.microsoft.com/en-us/library/sbbt4032.aspx>

Complete The Story

- Write all 8 state methods.
- Write your story text.
- Write the **if** statements to respond to keys.
- Test your game flow works.



Download the code



Re-Organising Your Code

Update Your Update() Method

- Add the new states to **States** enum.
- Add new **if** statements to **Update()**.
- Drop **state_** prefix (Search > Replace).
- There **is** a better way, but not now.

Rename *freedom* to *corridor_0*

- Change the line in **Update()**.
- Rename your state methods.
- Update your text.
- Update key press options.
- Anything else?





Extending Your Story

Add New State Methods

- Adding at the top may be easier.
- Have your GDD visible.
- Test your game.



Just Skim This Video

- Please create your own story.
- Just skim this video.
- Useful “code-folding” tips at around 11:20.
- Good luck!

Local Play Testing

- “4-eyes” principle.
- Remember to explore all branches.
- In my story: Return to cell => Roam call*.

** Thanks to Bobby, an early access backer.*



Build For Web & Share

In this video...

- Encourage you to create your own story.
- How to build for the web.
- Test your build locally.
- Share using GameBucket.io or similar.
- Post to the course discussions & Facebook.



Some Ideas For Creation

- Tweak our text to make it read better.
- Make a whole new game, same structure.
- Make a whole new game, different structure.
- **Translate** the game to your native language.
- Add images if you want, but we're covering later.



Web Player Build Settings

Player Settings...

- Default Screen Width = 800
- Default Screen Height = 600
- WebPlayer Template = Black Background
- If your text doesn't fit, reduce font size



How To Share Your Game

- Copy the URL from www.GameBucket.io.
- Check in an **anonymous / private** browser.
- Post as a discussion against this lecture.
- Share on www.Facebook.com/UnityCourse



Unity 5 & Tweaks



In this video...

- Remove state logging (line 22).



Recap & What's Next



Recap & What's Next

- Did you write your own story?
- Go on, be brave!
- Maybe ask a friend to write it?
- Build for the web.
- Share in the Udemmy Discussions, or
www.CompleteUnityDeveloper.com