Intro to Game Dev

Description

Ever wanted to make a video game but weren't sure where to start? That's how I started too. Eventually, I was able to make it into the industry, working at both an AAA company and an indie company. In this workshop, I'll teach you the basics, the stepping stones that will help put you on the correct path to learn more, experiment, and eventually make the games of your dreams!

Learning Outcomes

After this workshop, you will be able to:
- Understand what it takes to make games.
- Make your own game, from design and prototype to a finished game.

Prerequisite Knowledge

- Basic understand of coding
- Being able to create your own Art / music assets is a plus!

Pre-Workshop Checklist

Before the workshop, please make sure you complete the following items:

- Download and install [Unity Hub](#)
- Install any version of Unity
- Download the assets from [HERE](#)

Technical Jargon and Definitions

- Prefab: A custom game object created that is ready to be placed into the game or instantiated at any time.
- Instantiate: To create something during the runtime of the game (ex: spawning enemies).
- GameObject: most basic element in game development. It represents a character, a prop, a scenery, or anything really.

- Transform: The most basic component of the game object. It stores info like the gameobjects rotation, location, scale, etc.

Timeline (1 hr 30 min)

Time	Module	Description
5 min	Understanding Game Engines	I will explain what a game engine is, and I will make comparisons between Unity and other game engines out there.
10 min	Understanding Unity Hub, Unity, and hotkeys	I will go through downloading Unity Hub and explain the different panels.
10 min	Understanding Gameobjects and their components	Understanding unity terminology
5 min	Design our own game	Discussing the game i had in mind that I will be making in the workshop
5 min	Importing Assets	Will import the assets we want and modify them
10 min	Set up platforms and understand colliders	Create walls, floors, ad platforms and colliders while keeping hierarchy clean.
5 min	Set up player and understand rigid bodies	Create a player game object and allow for physics.
15 min	Player movement	Allow the player to move and collide with the walls
5 min	Coin collision	Collect coins
15 min	Meteor spawn and collision	Meteor and meteor manager
5 min	What now?	After the game is done, it'll need polishing.

Workshop Lead Contact

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Additional Resources

Hack the North Resources

[Hack the North 2023 Event Schedule](#)

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

Workshop-Specific Resources

Unity GameDev Tutorials: [LINK](#)

Brackey's Youtube Channel: [LINK](#)

Game Maker's Toolkit Youtube Channel: [LINK](#)

CodeMonkey's Youtube Channel: [LINK](#)

Workshop notes: [LINK](#)