

Unity 2D Physics Fundamentals

COLLIDER SCRIPTING INTRO



Michael Taylor

GAMEPLAY PROGRAMMER

@gamedev_michael

www.michaelkaimanataylor.com



Code Language vs Real Life Language

Code

- **Float:** Non whole number (ex 2.439).
- **Function:** Named Section for specific task.
- **Class:** Template for objects and variables.

Real Life

- **Float:** Rest or move on liquid.
- **Function:** Activity or purpose.
- **Class:** Group of students.



Programming Now

Saved Time on:

- Physics.
- Code Architecture.
- Collisions

