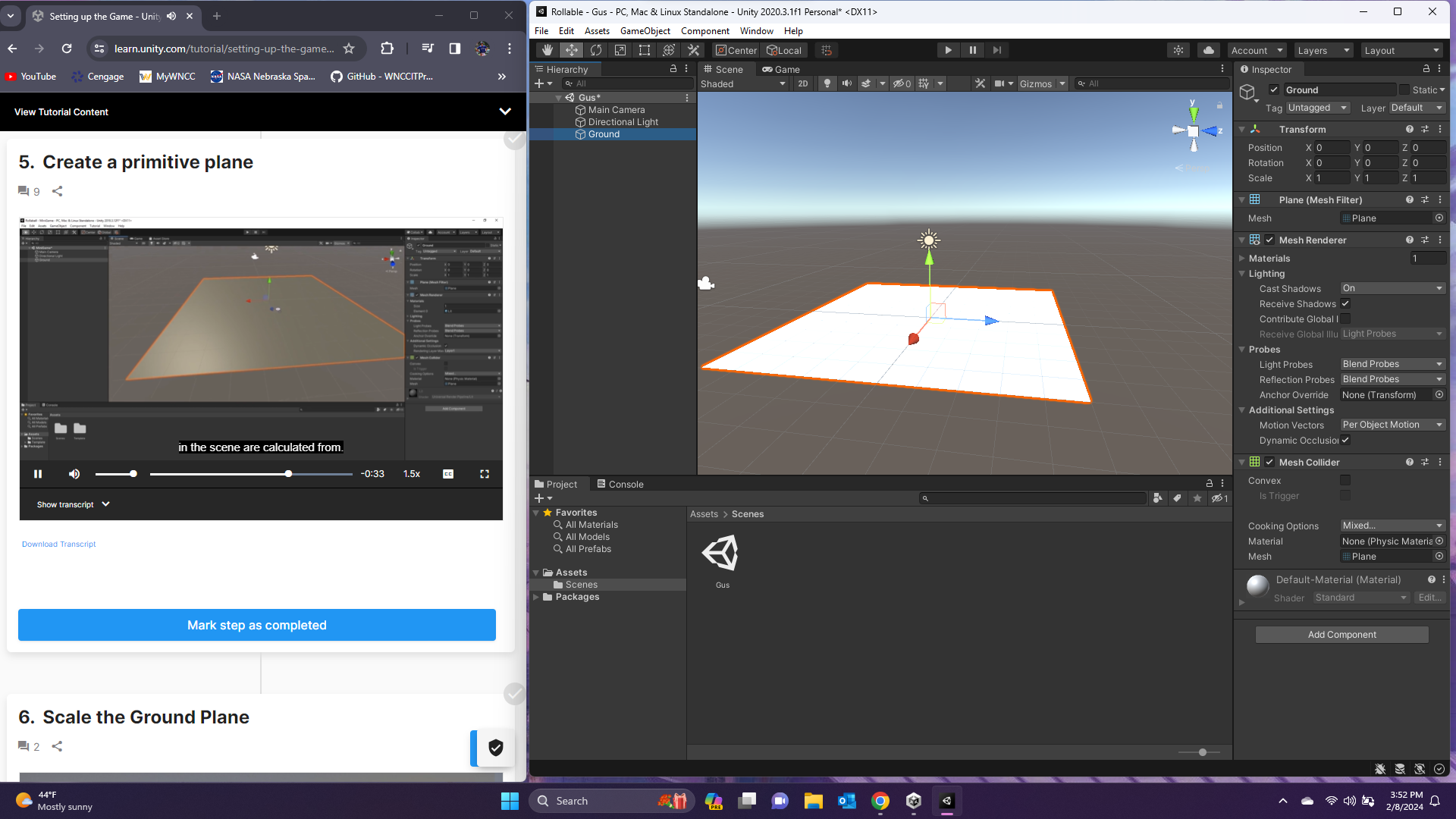
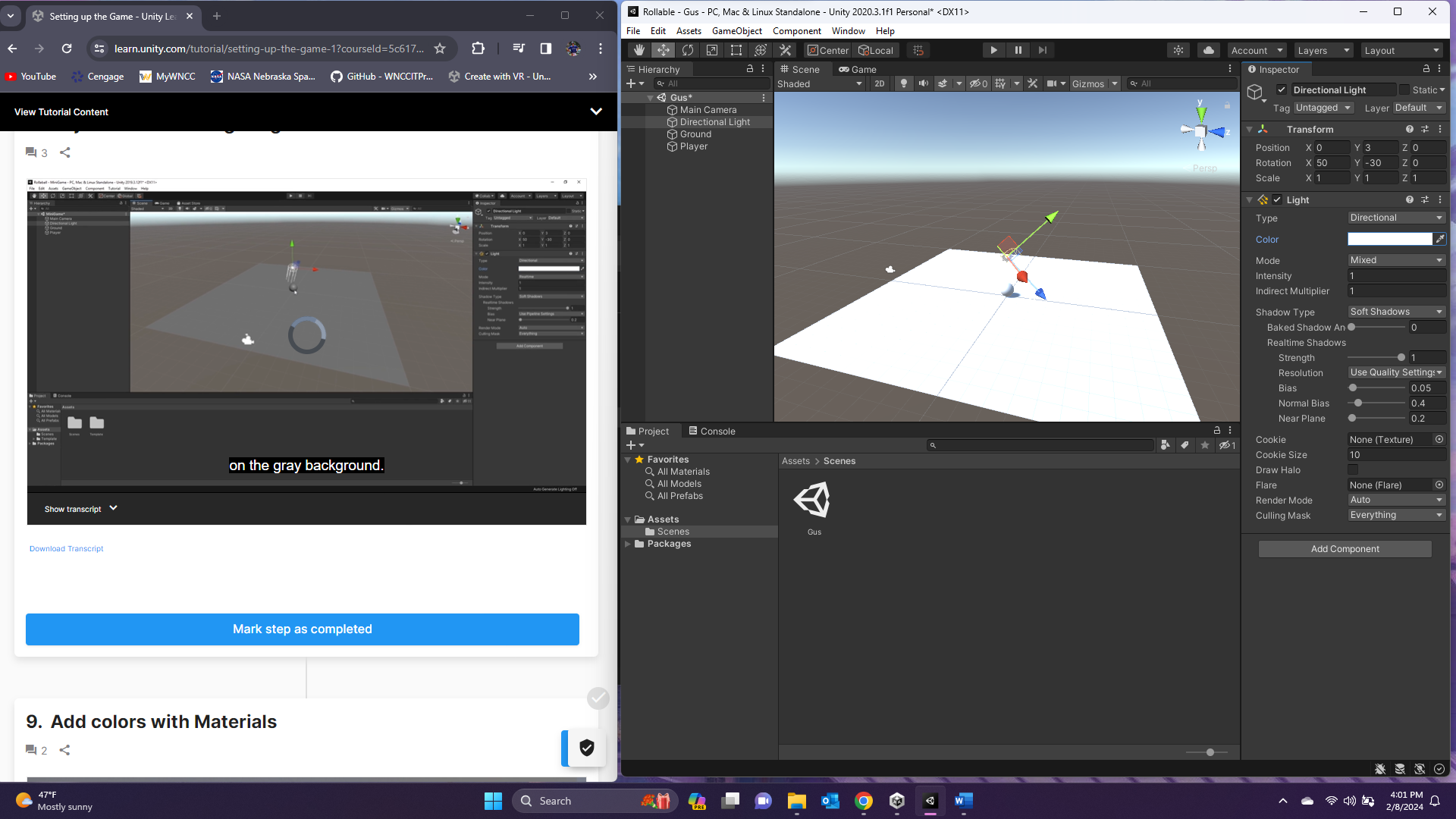
**Think Aloud 1**

This week, I decided to change the direction of my think aloud. I’m instead going to be focusing on learning scripting in C# for Unity because that’s a more practical application to real-world game development than basically learning a deep dive on how game engines work directly. I figure that this way, I can still learn some deeper game development concepts while also being able to apply them. I want to start with the Beginner Scripting course on Unity’s website. There, I will learn the basics and get a better understanding of how things interact within games.

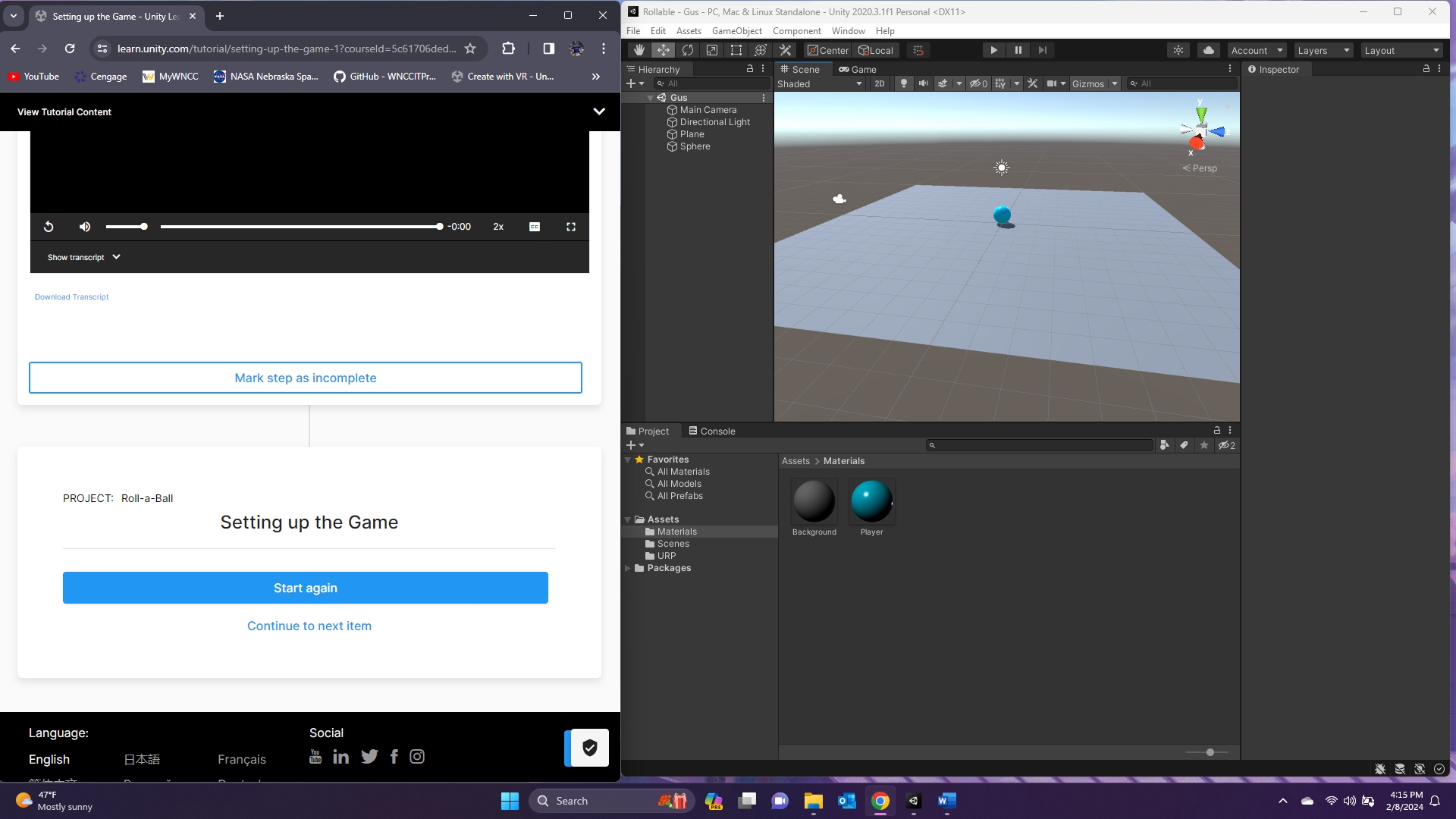
I’m first setting up a new game and placing items. After this, I’ll write a simple script for a ball to roll on a plane that I’ve placed as the ground.



I then added a sphere for the player object.



Then, I ended up having to search and find how to import the Universal Render Pipeline into an existing Unity project, so I did that. Then, I applied URP to the project and upgraded the materials to get the right compatibility of objects. Finally, I made some materials and applied them to the plane and sphere.



I’ve enjoyed playing around with Unity some more, but I’m excited to start diving into the coding side of game development. I haven’t seen much of that side for practical game development. I’ve only done very retro games, so I’m excited to work on more modern 3D type games.