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**SETTING UP THE GAME**

1. Course Overview - done
2. Brief History of Games - done
3. Modern Game Platforms
   1. PC
   2. Web
   3. Mobile
   4. Consoles and Handhelds
4. Project Overview (Super Sparty Bros.)
5. Download and Install (the latest) Unity3D
6. Getting started
7. Creating Tree Sprite
8. Creating Ground Tiles
9. Creating platforms

**CREATING THE PLAYER**

1. Setting up the player
   1. Rigid body 2d = Para makapatong sa mga platforms etc
   2. Circle collider 2d = for colliding with platforms etc
   3. Box collider 2d = para pangkuha ng mga coins
2. Tags = Used by code
3. Layers = Used for showing/hiding elements by group
4. Sorting layers = How items are rendered on screen (i.e. 2nd layer ay nasa ibabaw ng 1st layer and so on)
5. Player animations
   1. Idle
   2. Run
   3. Jump
   4. Death
   5. Victory

**PLAYER CONTROL**

I. Player Animator Controller = use Window-> Animator

II. Character Controller

III. Solutions to Sparty not moving

IV. Using Game Controllers = edit->project settings->input

V. Game Controller Details