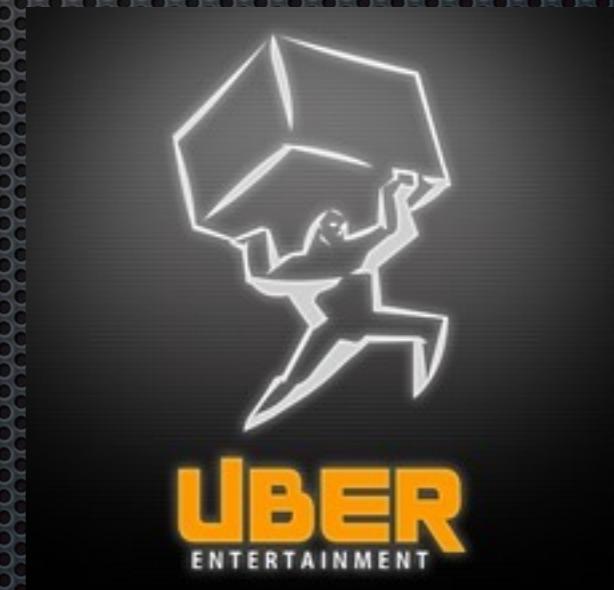


Blunt object, meet nail

Choosing tools and wrangling Unity

About me



What will I cover today?

What will I cover today?

- What do I do & how did I get started

What will I cover today?

- What do I do & how did I get started
- Development philosophy that I find useful

What will I cover today?

- What do I do & how did I get started
- Development philosophy that I find useful
- A couple of small Unity tips

What will I cover today?

- What do I do & how did I get started
- Development philosophy that I find useful
- A couple of small Unity tips
- Lots of Q&A!

What do I do?

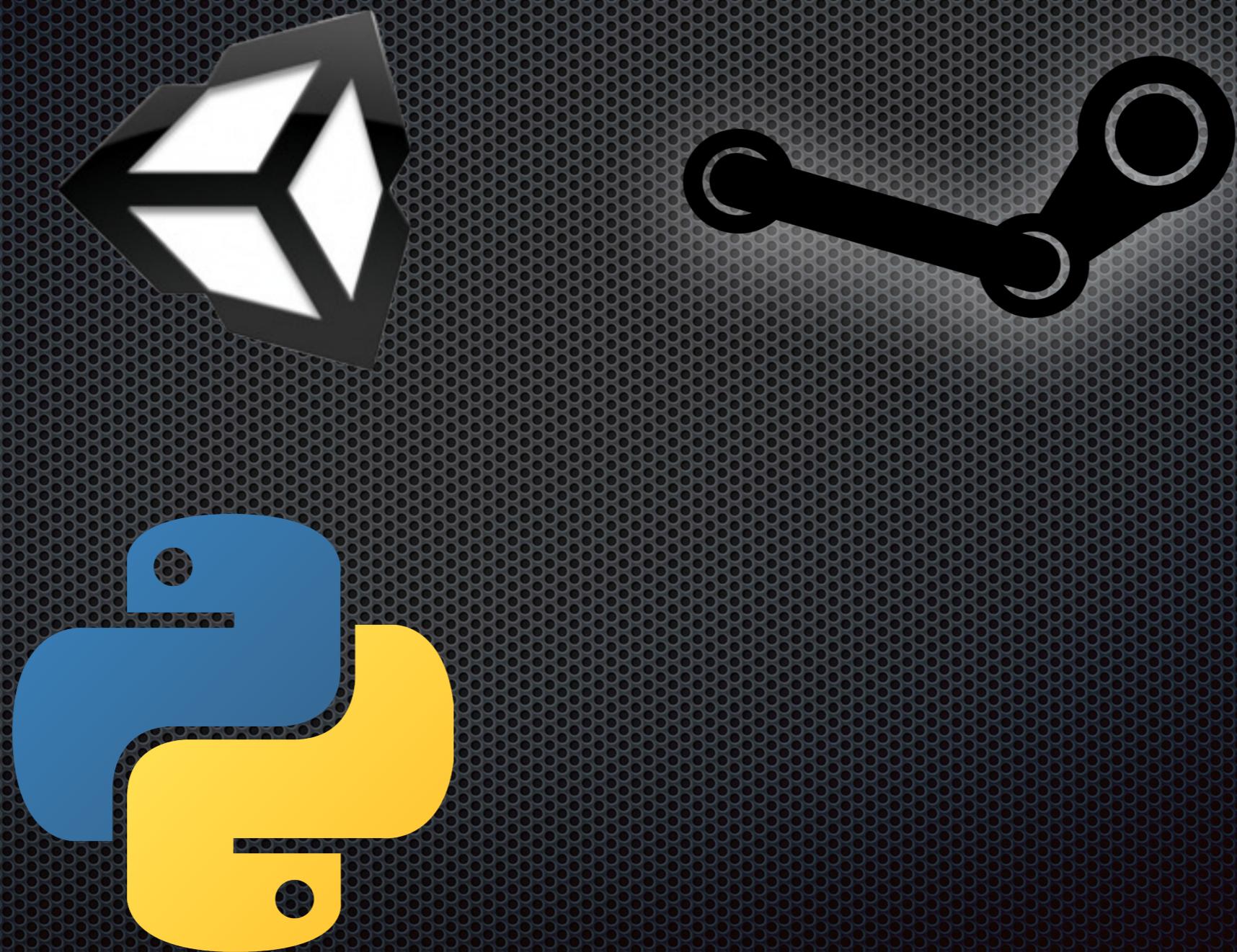
What do I do?



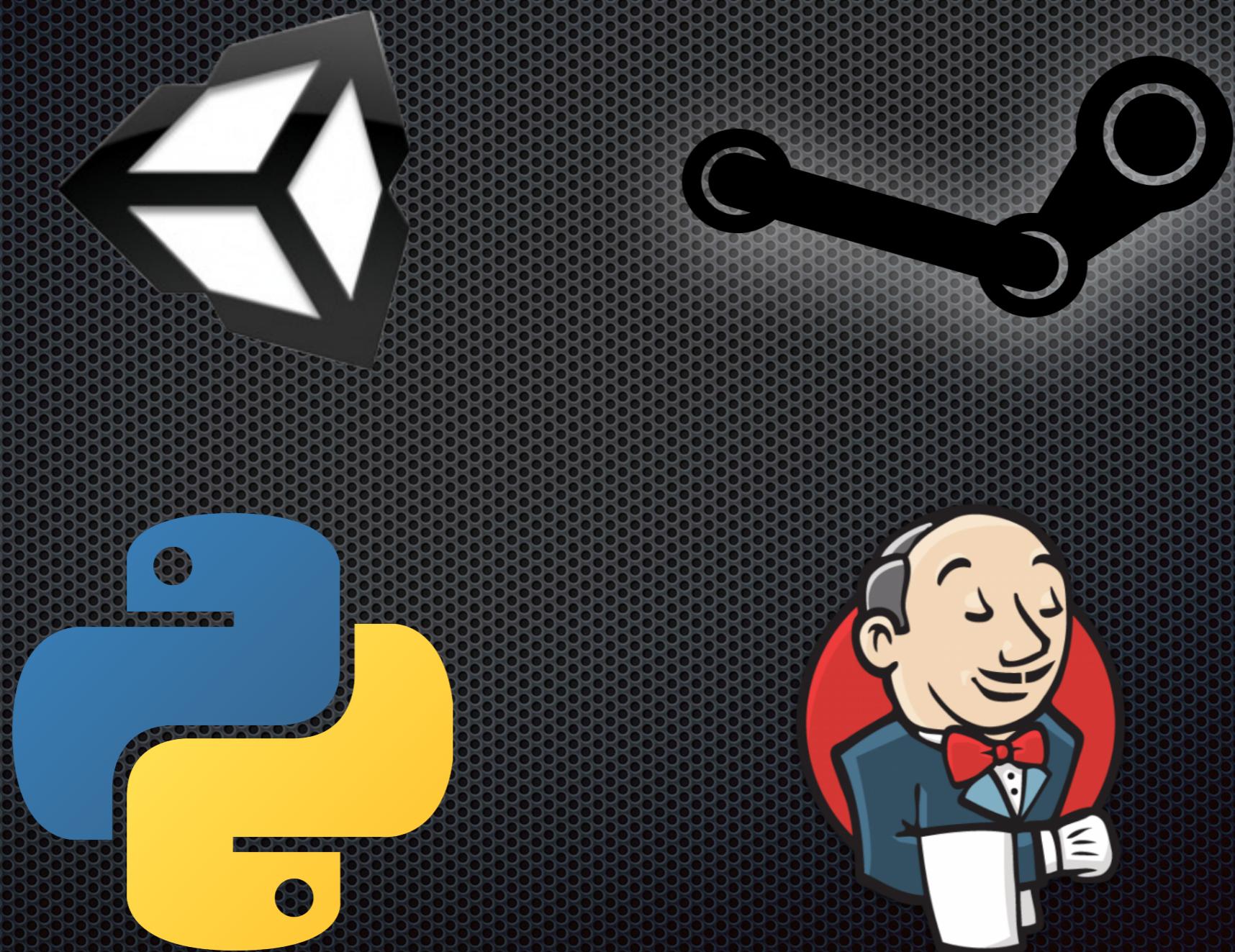
What do I do?



What do I do?



What do I do?



How did I get here?

How did I get here?



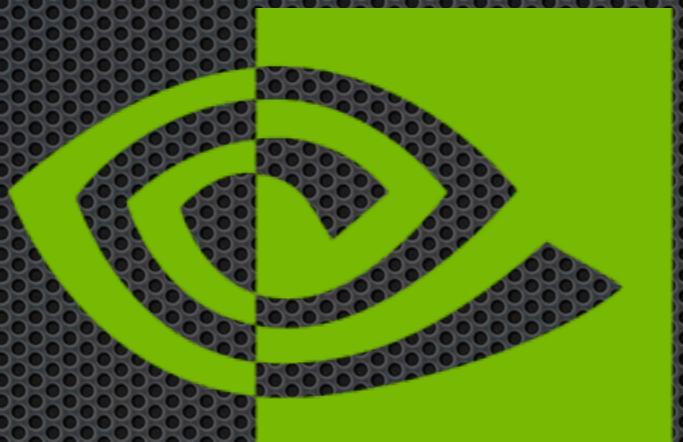
How did I get here?



How did I get here?



How did I get here?



....

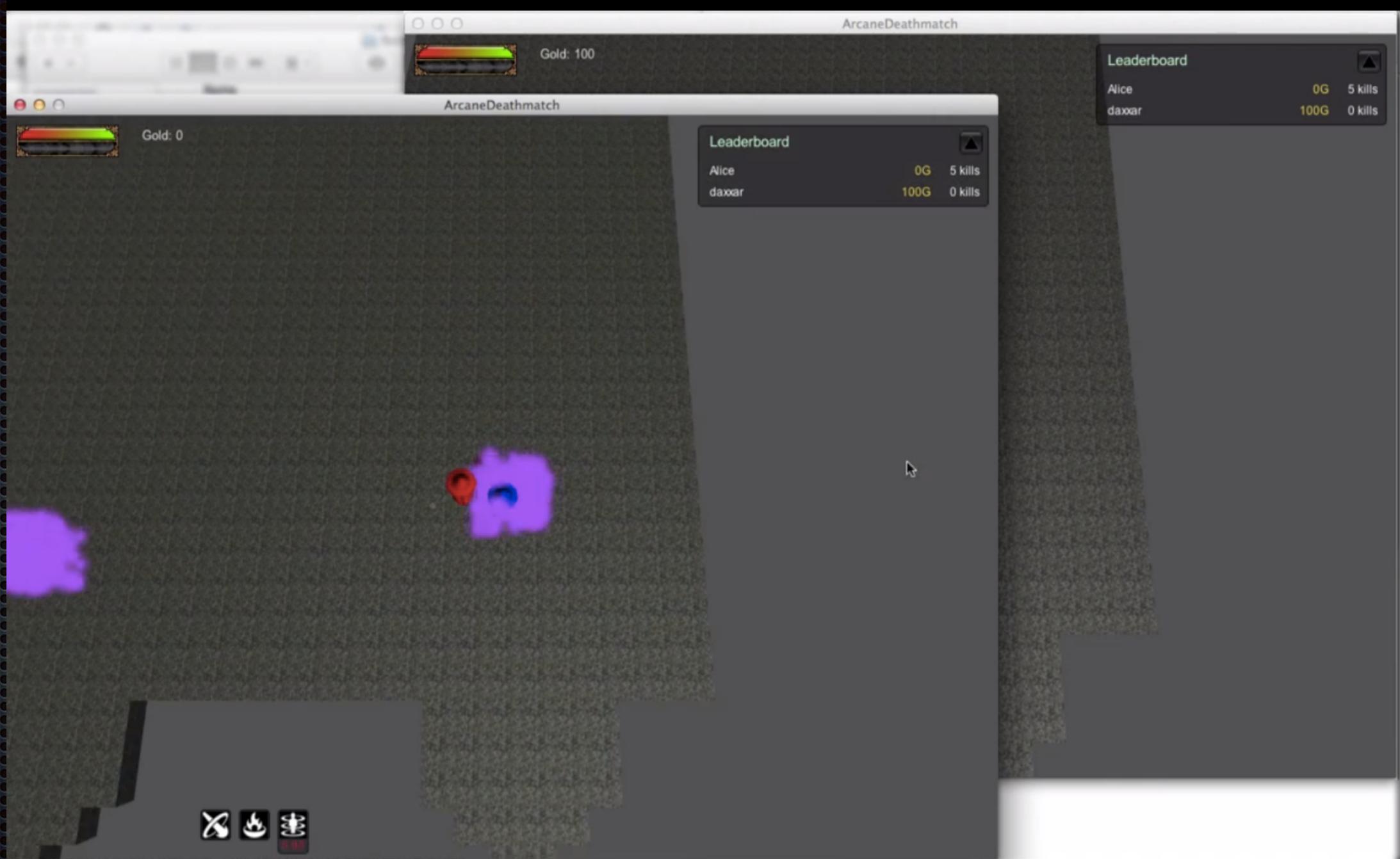


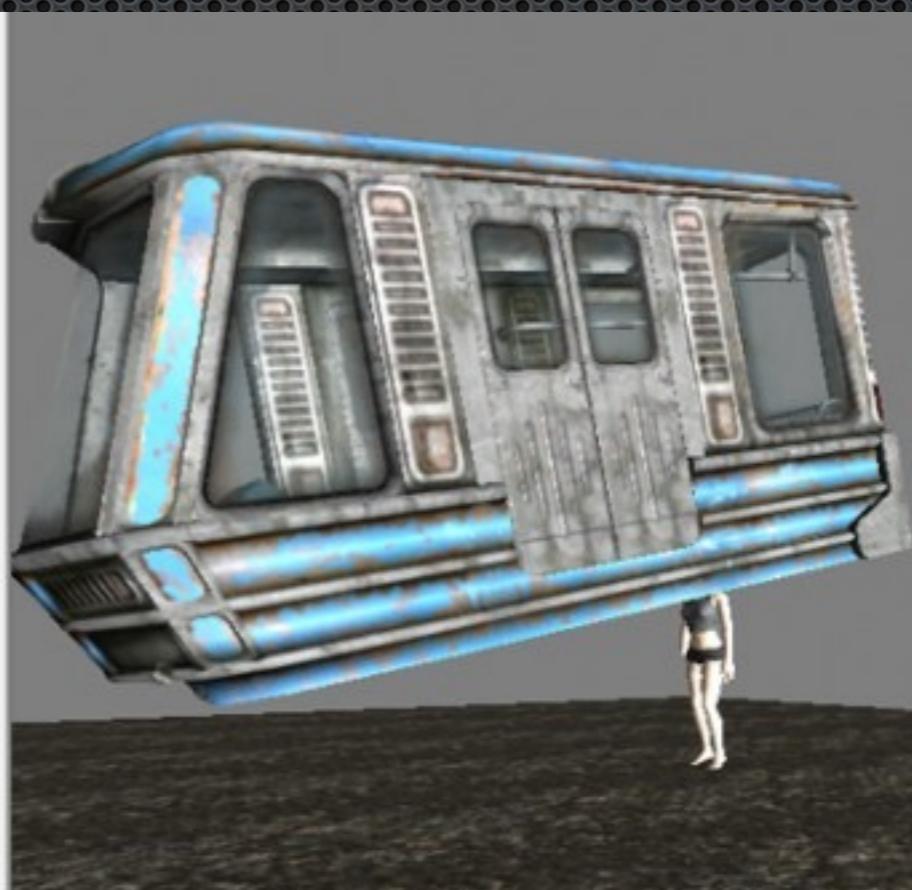
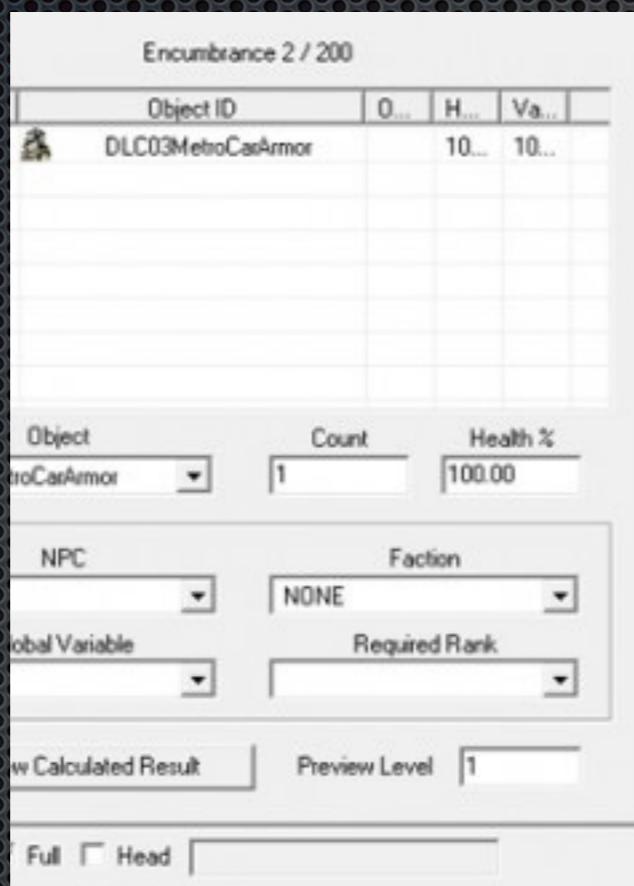
Just make it work

Just make it work



Just make it work







Premature
optimization is the
root of all evil

- Donald Knuth

codingvoding.tumblr.com

Engines are commodities

Engines are commodities



Engines are commodities



**UNREAL
ENGINE**

Engines are commodities



UNREAL
ENGINE

Engines are commodities



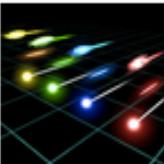
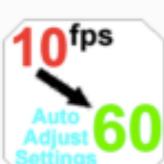
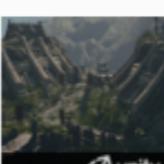
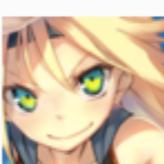
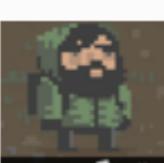
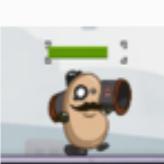
**UNREAL
ENGINE**

CRY-ENGINE

Asset Store

https://www.assetstore.unity3d.com/en/

Most Popular

 40 CG Sci-Fi Effect... Particle Systems CorsairGames Not enough ratings \$35	 Standard Assets Unity Essentials/Ass... Unity Technologies ★★★★★ (▲730) Free	 Advanced Shooter ... Complete Projects/S... Victor's Assets ★★★★★ (▲21) \$34.95
 SSAO Pro Shaders/Fullscreen ... Thomas Hourdel ★★★★★ (▲170) \$25	 Terrain Assets 3D Models/Vegetation Unity Technologies ★★★★★ (▲2722) Free	 DarkPatcher – Patc... Editor Extensions/S... Witcode Programming ★★★★★ (▲24) \$50 \$25
 Unity 5 Survival Sh... Unity Essentials/Sa... Unity Technologies ★★★★★ (▲411) Free	 Tanks! Tutorial Unity Essentials/Sa... Unity Technologies ★★★★★ (▲24) Free	 Space Shooter Unity Essentials/Sa... Unity Technologies ★★★★★ (▲1569) Free
 10fps Auto Adjust Settings 60 Auto Setting Optim... Scripting No Aim Games ★★★★★ (▲4) \$10	 The Blacksmith: En... Unity Essentials/Ass... Unity Technologies ★★★★★ (▲407) Free	 "Unity-chan!" Model 3D Models/Charact... unity-chan! ★★★★★ (▲1260) Free
 2D Roguelike Unity Essentials/Sa... Unity Technologies ★★★★★ (▲313) Free	 UNIVERSAL SOUND FX Universal Sound FX Audio/Sound FX Imphenzia ★★★★★ (▲528) \$30	 Easy Voice Editor Extensions/A... Game Loop ★★★★★ (▲20) \$15
 2D Platformer Unity Essentials/Sa... Unity Technologies ★★★★★ (▲2171) Free	 TEXTMESH PRO Advanced Text Rendering FOR UNITY Text Mesh Pro Editor Extensions/GUI Stephan Bouchard ★★★★★ (▲226) \$65	 Forge Networking Scripting/Network Bearded Man Studio... ★★★★★ (▲31) \$74.99

Your own tool is a last resort



Never wait for someone else's
work, unless you're paying them

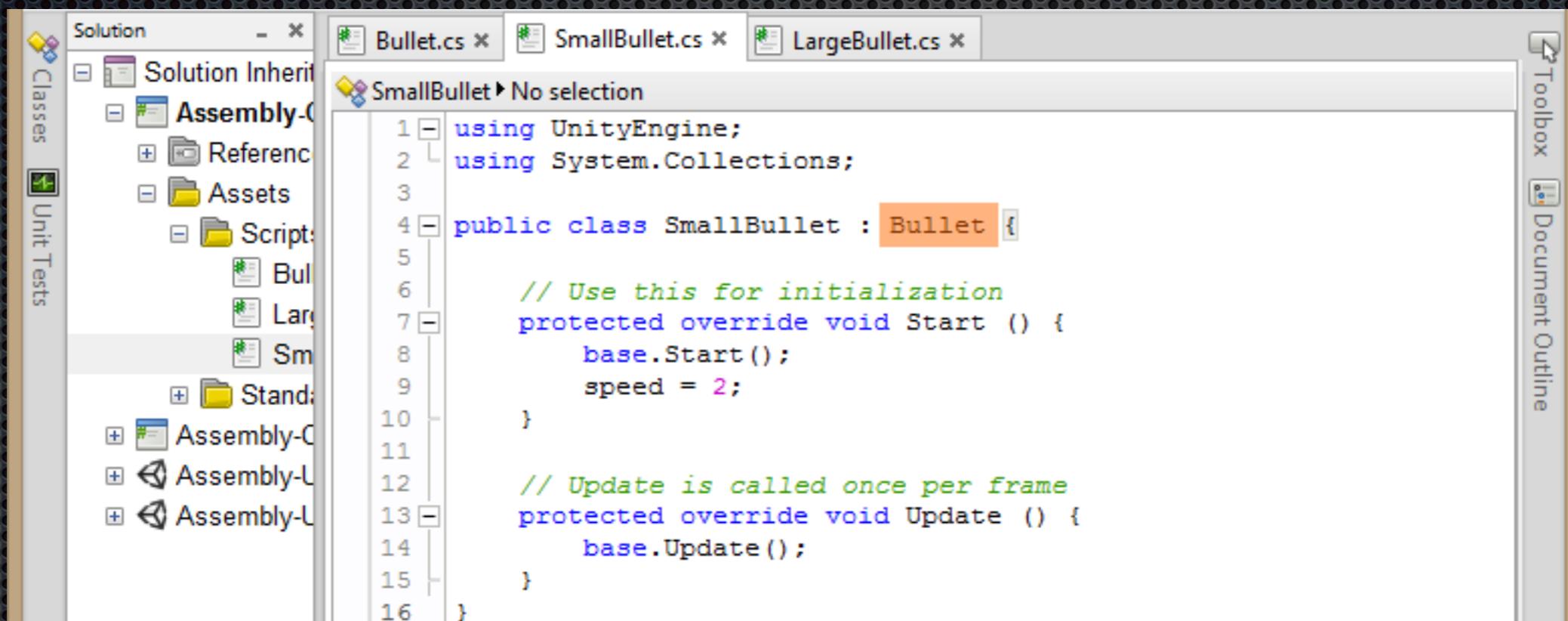


Tools & automation

HOW LONG CAN YOU WORK ON MAKING A ROUTINE TASK MORE
EFFICIENT BEFORE YOU'RE SPENDING MORE TIME THAN YOU SAVE?
(ACROSS FIVE YEARS)

		HOW OFTEN YOU DO THE TASK					
		50/DAY	5/DAY	DAILY	WEEKLY	MONTHLY	YEARLY
HOW MUCH TIME YOU SHAVE OFF	1 SECOND	1 DAY	2 HOURS	30 MINUTES	4 MINUTES	1 MINUTE	5 SECONDS
	5 SECONDS	5 DAYS	12 HOURS	2 HOURS	21 MINUTES	5 MINUTES	25 SECONDS
	30 SECONDS	4 WEEKS	3 DAYS	12 HOURS	2 HOURS	30 MINUTES	2 MINUTES
	1 MINUTE	8 WEEKS	6 DAYS	1 DAY	4 HOURS	1 HOUR	5 MINUTES
	5 MINUTES	9 MONTHS	4 WEEKS	6 DAYS	21 HOURS	5 HOURS	25 MINUTES
	30 MINUTES		6 MONTHS	5 WEEKS	5 DAYS	1 DAY	2 HOURS
	1 HOUR		10 MONTHS	2 MONTHS	10 DAYS	2 DAYS	5 HOURS
	6 HOURS				2 MONTHS	2 WEEKS	1 DAY
	1 DAY					8 WEEKS	5 DAYS

Use a common base class for your scripts



The screenshot shows the Unity Editor's code editor window. The left sidebar shows the project structure under 'Assets' with 'Scripts' expanded, containing files like Bullet.cs, LargeBullet.cs, and SmallBullet.cs. The right sidebar shows 'Toolbox' and 'Document Outline'. The main code editor window has tabs for Bullet.cs, SmallBullet.cs (selected), and LargeBullet.cs. The code for SmallBullet.cs is displayed:

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class SmallBullet : Bullet {
5
6     // Use this for initialization
7     protected override void Start () {
8         base.Start();
9         speed = 2;
10    }
11
12     // Update is called once per frame
13     protected override void Update () {
14         base.Update();
15    }
16 }
```

Object pooling!



- <http://docs.unity3d.com/Manual/ExecutionOrder.html>
- <http://jorgen.tjer.no/post/2015/10/21/experience-america-presentation/>
-  [@jorgenpt](https://twitter.com/jorgenpt)
-  jorgenpt@gmail.com