Unity入門工作坊

什麼是 Unity？

C# in Unity

- Variable, Function ,Class

Example : Light Control

- 請下載：https://github.com/lightweaver2/Workshop

Variable

- Variable
- Public vs Private
- Datatype

Function

- Function
- Function call
- Return type

Class

- Member Function

Unity API

- https://docs.unity3d.com/Manual/index.html

Introduction to C#

- function, function call, return type
- custom class (感覺可以忽略)
-

今天要做的遊戲

- Roll A Ball Game

Roll-a-Ball

- Save Scene
- Create->3D->Plane
- Create->3D->Sphere
- Adjust Transform

Roll-a-Ball

- Create Material
- Attach Material to Plane
- Add “Rigidbody” Component to Plane

Roll-a-Ball

- Add Script to the Plane
- Try to move the Sphere
- Add wall

Roll-a-Ball

- Add collectable Object
- Make Prefab
- Adjust the collectable Object

Roll-a-Ball

- Make another script to collect object

Roll-a-Ball

- Display the score
- Display the win text

Roll-a-Ball

- Build the game