



# Creating a Game with Unity

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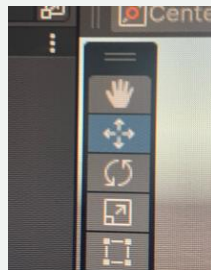
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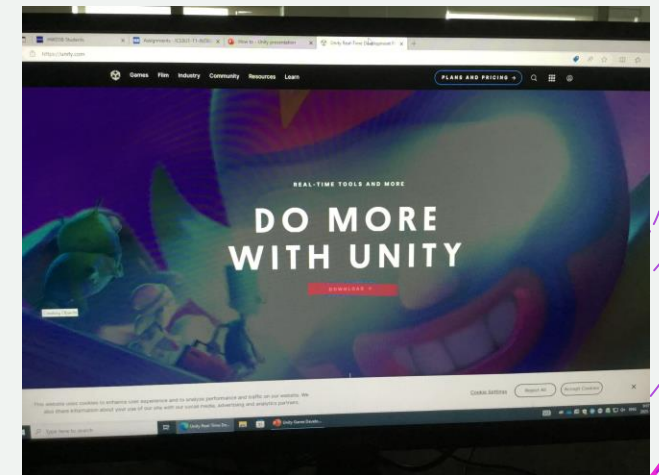
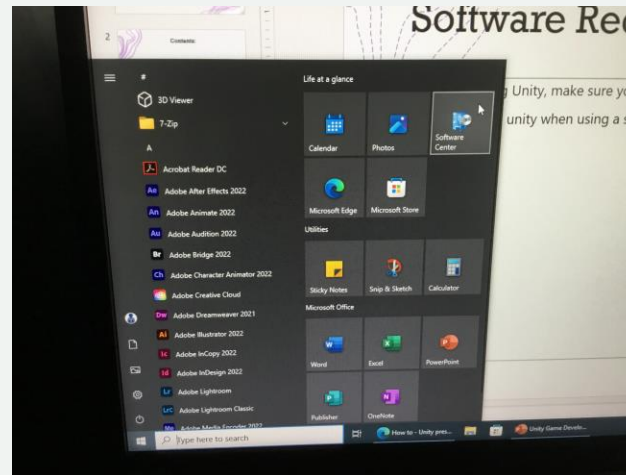
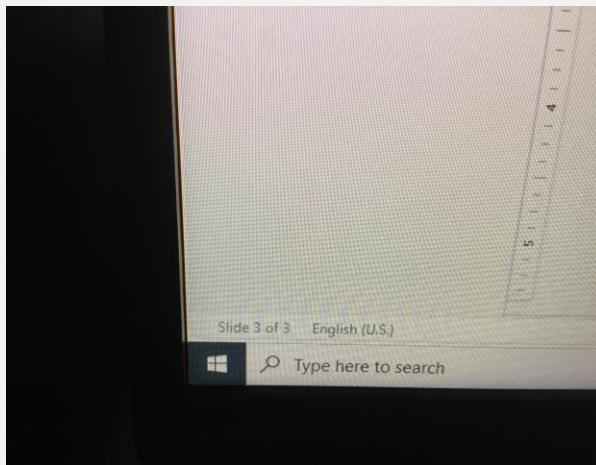
# Creating Objects – Walls/Ground, Players etc...

- When creating objects, you need to always look for a plus sign (+), in unity this is at the top and at the bottom with assets.
- Many options will appear once you press the (+) button, hover over 3D Object, objects like (capsule, cube, cylinder...) will show up.
- If you want to create a base/floor for your game, by selecting a cube you can edit the objects width, its length and perimeter by using a tool located at the top of unity that is the fourth tool down , but you can also input the numbers yourself if you know the size you want your object to be where it says position, rotation and scale.
- Creating players is similar but slightly different, instead of clicking on cube when creating a 3D object, you would click on Capsule. You can also change the size of your player by doing the same steps you would do with the floor/base.



# Software Requirements

- To start using Unity, make sure you're using a computer preferably since it is easier to use
- To download unity when using a school computer, search unity on google or any other software – it should be the first website that comes up and press download on the homepage.
- Note that it might take 5 minutes or more for unity to open up a project.

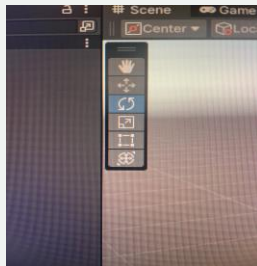
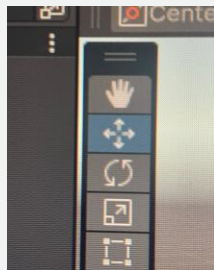
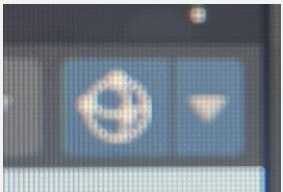


# Movement/Controls - Player movement, collectable scripts

- Once you have created your player with a capsule, you want to make it move with your arrow keys on your keyboard.
- On the bottom left of the screen there should be a (+) sign where here you will press the script button.
- On the Hub Mr. Rilett posted a code, copy and paste it on the empty script. Press "Ctrl" & "s", this will save the script. Exit the script by pressing the "x" button. Unity will automatically check for any errors, if there aren't any then nothing at the bottom will appear. If there are errors, a comment on the bottom in red will appear.
- To add Character Controller to your player, make sure you are on capsule, Go to "Add Component", and type in Character Controller. This will allow your character to move.
- Drag and drop the script for movement to your player "capsule".
- Press play and now you can visually see your character move with the Left, right, up and down key buttons on your keyboard.

# Camera- Camera view etc...

- In unity you can change the view of your player however you like it, at the top left there is a button that looks like a ball with mesh around it, make sure this is toggled on so that you are able to see the physical camera itself.
- At the bottom left there is a camera view, here you can see how the camera looks on your player. To change the view of your camera, make sure you're on Main Camera, press the second listed tool that looks like a plus sign (+), you can start moving the camera view with the arrows included with the tool.
- You can also rotate the camera so that the view of your scene for the camera is the way you like it. Use the circular tool. (second tool down)
- To allow your camera to follow your character, make sure you're on "Main Camera", drag and drop "Main Camera" to "Player".



# Exporting

- When wanting to export a photo to have as a background to something such as "player", Search something that interests you and you would like it to be a skin for your player such as "fire".
- Click on the image and download it as a photo, make sure it is in correct format like jpeg.
- Download it to desktop, drag and drop the image from your desktop to your "assets" space at the bottom of unity.
- Drag and drop the image to where you wish it be.