Lesson Overview

Now you will start creating scripts and learning how to use C♯ to create custom behavior in your games. Before the live session, you are encouraged to:

- Learn about Time.deltaTime.
- Get familiar with the documentation: Time.deltaTime | Unity ↗.

Learning Objectives

At the end of this lesson, you should be able to:

- Leverage methods and properties provided by Unity and other libraries to create custom behaviors in game development
- Create conditional statements
- Use Unity's `Time` class to animate objects using code
- Use the `Input()` method to capture input for games

Reference List

- Learn about Time.deltaTime, a way to use code to make your game look smooth.
- One of the skills you should strive to evolve during this Bootcamp is to research and read the documentation. Start with a simple one, read Getting started with Visual Studio ↗. On that website, there is a video on **Game development using Unity**.
- In coding, capitalization matters a lot, and it is all part of the conventions you should embrace. Read C♯ Coding Conventions | Microsoft Learn ↗.

Practice

Apply what you learn by completing the following:

- You can start working on the Jump Guy Part 1 assignment. Not to be completed yet.