Unity

# Introduction

## Brief

This area will be added to as new knowledge of each section in acquired. I will also try an pair each introduction section with the GitHub commits. I good starting note is the unity development kit was almost made for non-programmers since even some of the most advanced tutorials are very simple in terms of programing knowledge.

## Unity Hub

This is a tool used to develop the unity game. The most obvious change compared to other IDE is its focus on a scene and not any form of code. Most IDE have some drop and drag feature but it normally isn’t the primary way you implement things in the IDE and only works for some languages.  
In unity its in reverse the drop and drag UI if the primary feature and the scripts or code are the addition.

With this knowledge I will need to sift through the UI elements and turn them into code. The UI elements are inherently hard coded and not dynamic but if I can generate UI element with code I can break this inbuilt cycle.