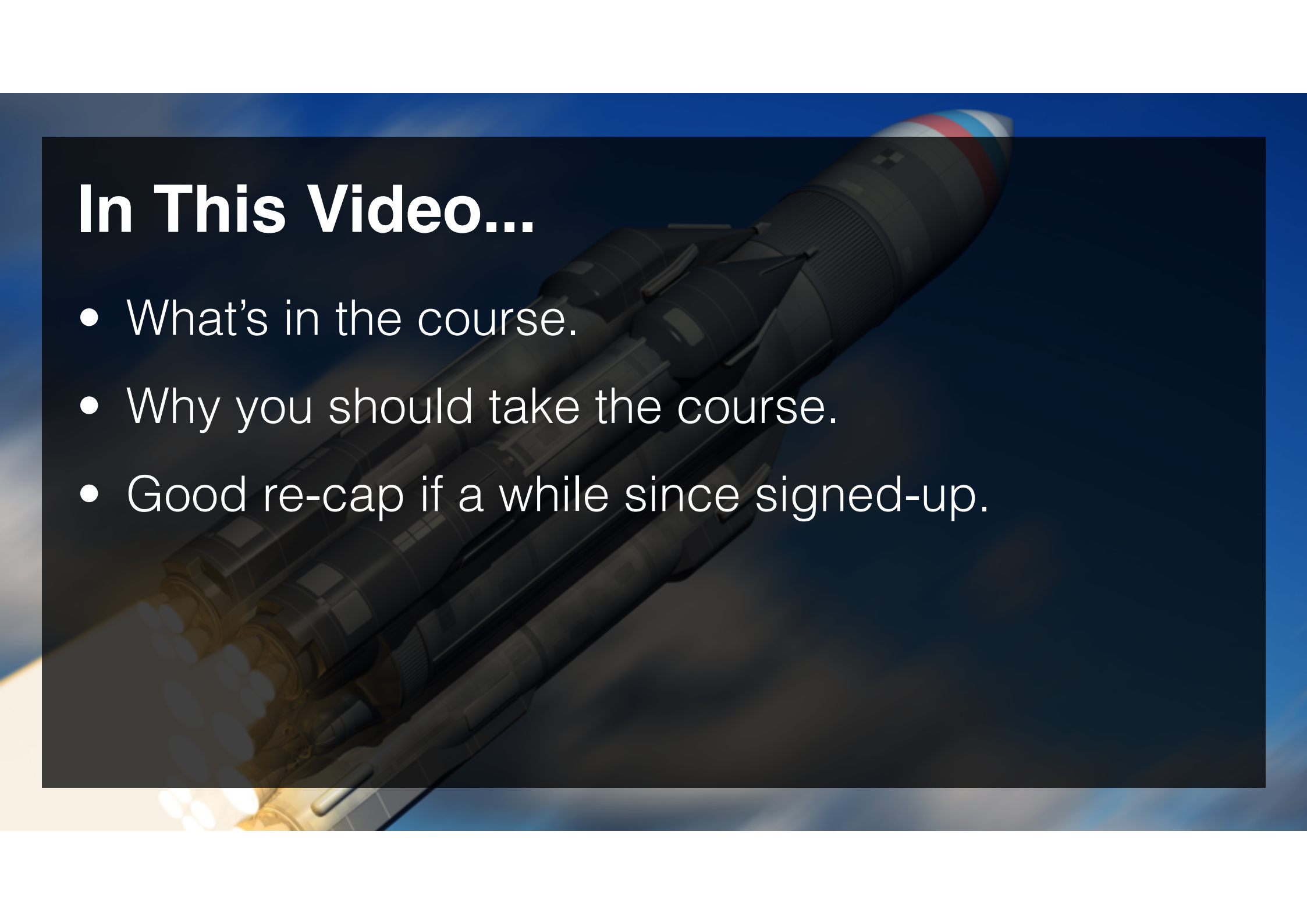


# Promo Video



# In This Video...

- What's in the course.
- Why you should take the course.
- Good re-cap if a while since signed-up.



A large, multi-stage rocket is shown ascending diagonally from the bottom left towards the top right. The rocket has a grey body with blue and red stripes near the nose. Bright orange and yellow flames from the engines are visible at the base. In the bottom right corner, the black silhouettes of two people are visible, looking up at the rocket. The background is a blue sky with wispy white clouds. A dark horizontal band across the middle of the image contains the text.

**Welcome To The Course**





# In this video...

- We're excited because we see your improvement.
- The more you put in, the more you get out.
- Explaining Unity versions used.
- Students on 24/7, I'm on every few days.
- Section notes attached.



# Course History

- **Summer 2014:** Re-recording in Unity 4.6 started.
- **Spring 2015:** Unity 5 released.
- **Summer 2015:** First Unity 5 section (Bowlmaster).
- **Winter 2015:** First section re-mastered.



# Introducing The Unity Ecosystem

# What IDE Unity Uses

	PC	Mac
Unity 4.6	MonoDevelop	MonoDevelop
Unity 5	Visual Studio	MonoDevelop





# How To Ask Good Questions



A rocket is shown launching diagonally from the bottom left towards the top right. The rocket is dark grey with a red and blue stripe near the nose. A large plume of white smoke and fire is visible at the base. The background is a clear blue sky with some light clouds.

# Why this video

- Making it easier for someone to answer means you're more likely to have your problem solved.
- The process will often solve problems before the question is even asked.
- The attitude isn't just appropriate for game development or programming, but for life in general.

# Good admin

- Mark your question as **[Help]** and **[Solved]** at the beginning of the title.
- Use a clear and descriptive title.
- Use full sentences with correct grammar and punctuation.



# Write a good description

- Describe your problem thoroughly, format it as a bug report:
  - Observed behaviour
  - Expected behaviour
  - Steps to reproduce
  - List of things you've tried out already





# **Include all relevant information**

- Include errors and warning in full.
- Include version information.
- Use Screenshots generously to show the problem.
- Take screenshots of both the entire window and the specific issue.

# Use a code hosting service

- Code formatting on forums leaves much to be desired.
- Use the right tool for the job:
  - <http://pastebin.com>
  - <https://gist.github.com/>
- Post complete files, point people to the appropriate line.
- Screenshots are a reasonable alternative.

A rocket is shown launching from the bottom left, angled upwards towards the top right. The rocket has a white body with red and blue stripes near the nose. A dark blue semi-transparent rectangular box covers the upper and middle portions of the image, serving as a background for the text. The rocket's exhaust is visible at the bottom left, showing bright orange and yellow flames.

# Create a Minimum Viable Test Case

- Remove code that is not relevant to your problem.
- Make sure it still runs and exhibits the problem.
- This has several effects...
  - Often solves the problem by highlighting the issue
  - Makes reasoning about the problem much easier
  - Makes it easier for others to find the problem



# The Golden Rule



- Write a question in the way you'd like to be asked.
- Don't ask until you've tried 3 different things to solve the problem yourself.

# The Secret

The effort spent asking a better question  
solves the problem 75% of the time!

Asking better questions makes you a  
better programmer!



TOP SECRET



# Further Resources

- Stack Overflow's *How to ask a good question*:  
<http://stackoverflow.com/help/how-to-ask>
- Jon Skeet's *Writing the perfect question*:  
<http://tinyurl.com/stack-hints>
- Eric S. Raymond's *How To Ask Questions The Smart Way*:  
<https://tinyurl.com/smart-questions>



# Installing Unity

A detailed illustration of a rocket launch. The rocket is angled upwards from the bottom left towards the top right. It has a grey body with blue and red stripes near the nose. A large, bright orange and yellow flame is visible at the base of the rocket. The background is a deep blue sky with wispy white clouds. A dark, semi-transparent horizontal band runs across the middle of the image, serving as a background for the white text.

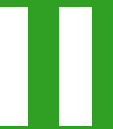
# In this video...

- Checking the version you already have installed.
  - If 4.6.X installed already, you're good to go.
  - If 5.x installed, install Unity v.4.6.X as well.
- Finding Unity v.4.6.X in Unity's download archive\*
- Installing and registering Unity.

\* <http://unity3d.com/get-unity/download/archive>

# Get Unity 4.6.X Running

- Your very first mini-challenge!
- If you have problems try...
  - Checking you have 10GB+ free space.
  - Rebooting your machine.
  - Installing again.





A detailed illustration of a rocket launching from Earth. The rocket is angled upwards from the bottom left towards the top right. It features a grey main body with blue and red stripes near the nose cone. Several boosters are attached to the sides. At the bottom, multiple engines are firing, creating a bright, glowing orange and yellow plume of fire and smoke. The background shows a blue sky with wispy white clouds. A dark blue horizontal band runs across the middle of the image, containing the text 'Unity, Your IDE & Files' in white.

**Unity, Your IDE & Files**



# In this video...

- How Unity and your IDE relate.
- **Create and delete scripts in Unity.**
- **Edit & rename your scripts in your IDE.**
- Save your changes to disc in your IDE.
- Unity will then read / run the script for you.



# Introducing The Unity Editor



A rocket is shown launching from the Earth's surface, viewed from space. The rocket is angled upwards, and a large plume of white smoke and fire is visible at its base. The background is a deep blue sky with some wispy clouds. The rocket itself is dark with some red and blue markings near the nose.

# In this video...

- Take a look around the editor.
- You can use Angry bots, or any other project.
- **Don't worry** it's just an overview.
- We'll show you everything slowly.

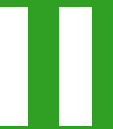
# Moving around

- You'll want a 3-button mouse\*
- Middle button click allows you to move.
- Try zooming and scrolling around.
- Grey shade shows what would be lost if changed.

\* *<http://magicprefs.com> to enable on Mac Magic Mouse*

# Set your play mode tint

- **PC:** Edit > Preferences
- **Mac:** Unity Preferences
- Colours > Playmode tint.
- Make it pretty noticeable for now!





A detailed illustration of a rocket launch. The rocket is shown from a low angle, ascending diagonally towards the top right. It has a grey body with blue and red stripes near the nose. Multiple engines are visible at the base, emitting a bright orange and yellow flame. The background is a clear blue sky with soft, white clouds. A dark horizontal band across the middle of the image contains the title text.

# Mac And PC Differences

# Differences

A rocket is shown launching from the Earth's surface, viewed from space. The rocket is dark grey with a white nose cone and a red, white, and blue striped band near the tip. It is angled upwards towards the top right of the frame. The Earth's surface is visible at the bottom left, showing a bright orange and yellow glow from the launch. The background is a deep blue space with some light clouds or smoke trailing behind the rocket.

- **Unity** Menu items in **Edit** and **Help** on PC.
- MonoDevelop > Tools > Options on PC.
- MonoDevelop-Unity > Preferences on Mac.



# MonoDevelop 101 (Mac)



A rocket is shown launching from the Earth's surface, ascending into a blue sky. The rocket is black with a red and blue stripe near the nose. A dark blue semi-transparent rectangular overlay covers the lower two-thirds of the image, serving as a background for the text.

# Setting-up MonoDevelop

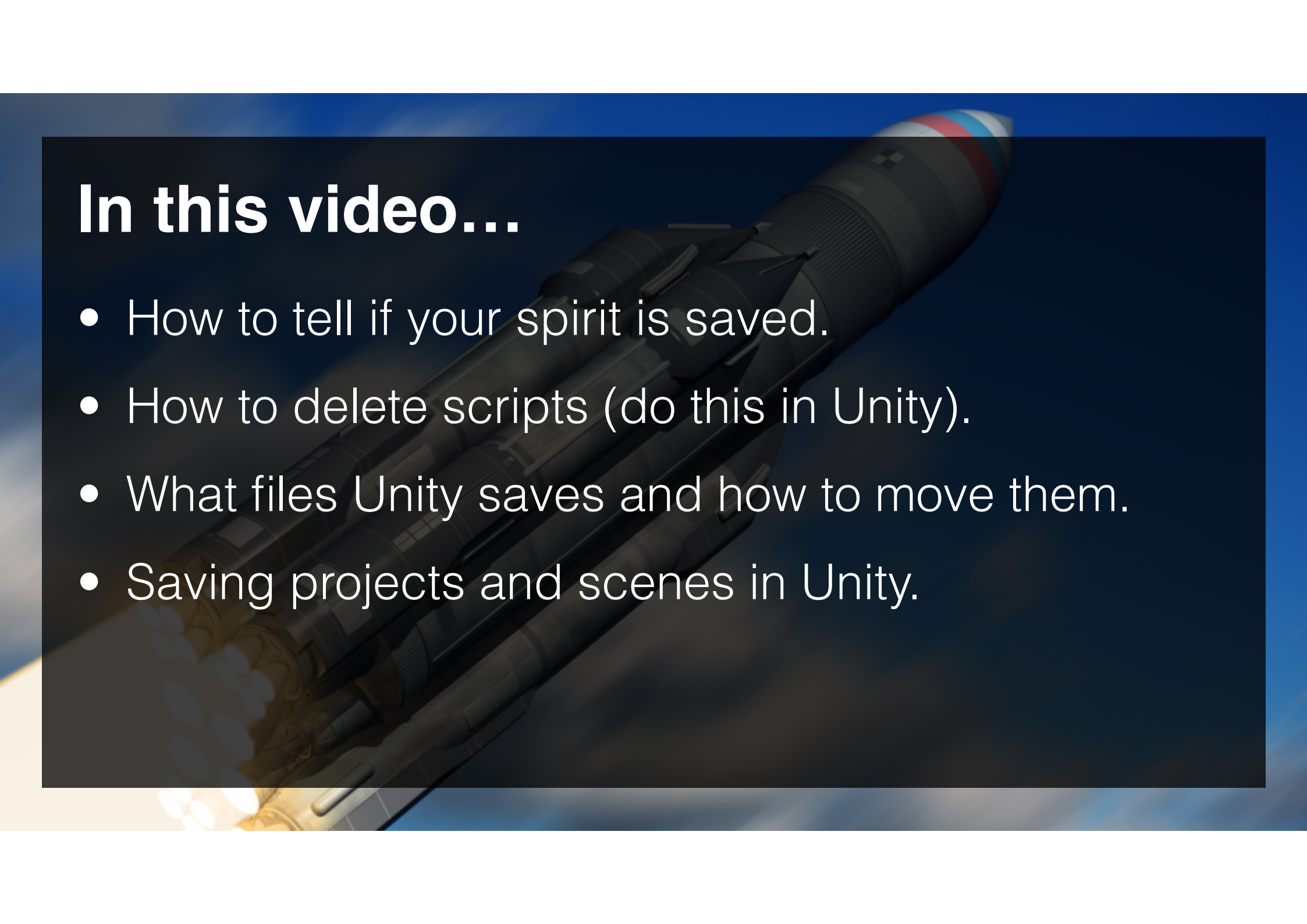
- Create **NumberWizard.cs** script in Unity.
- Go into MonoDevelop Preferences.
- Go to View > Solution.
- Text Editor > Behaviour > Indentation > Automatic
- Take a look at the key bindings.

A detailed illustration of a rocket launch. The rocket is shown from a low angle, ascending diagonally towards the top right. It has a grey body with blue and red accents near the nose. Multiple engines are visible at the base, emitting a bright orange and yellow flame. The background is a clear blue sky with soft, white clouds. A dark horizontal band across the middle of the image contains the title text.

# **Saving & Closing Your Project**

# In this video...

- How to tell if your spirit is saved.
- How to delete scripts (do this in Unity).
- What files Unity saves and how to move them.
- Saving projects and scenes in Unity.





A large, multi-stage rocket is shown ascending diagonally from the bottom left towards the top right. The rocket has a grey body with blue and red accents near the nose. Bright orange and yellow flames from the engines are visible at the base. In the bottom right corner, the black silhouettes of two people are visible, looking up at the rocket. The background is a blue sky with wispy white clouds. A dark horizontal band across the middle of the image contains the text.

# Frequently Asked Questions



# Should I install Unity 5?

- You can, but you will need 4.6.3\* as well.
- We'll be recording future content in Unity 5.
- We'll tell you when to switch (after Glitch Garden)
- Backup your project files before upgrading.

\* Download from: <http://unity3d.com/get-unity/download/archive>

A rocket is shown launching diagonally from the bottom left towards the top right. The rocket is black with a white nose cone and a red and blue stripe. A large plume of white smoke and fire is visible at the base. The background is a clear blue sky with some light clouds.

# Why does the course start in v.4.6?

- Version 5 is very new, and has some major bugs.
- You don't need Unity 5's extra features yet.
- We'll tell you when to install and start Unity 5.
- All projects can be converted to Unity 5 later.



# What's new in Unity 5

- It's mainly about visual fidelity.
- The editor interface is almost identical to 4.6.
- There are also many other tweaks to sound, animation, physics and other sub-systems.

*<http://bit.ly/1wjalkW> (takes you to our blog)*



# How do I extend GameBucket?

- Simply leave us a review when you're ready, and we'll extend your service to a year and allow multiple games in one account.
- Please allow a few days as it's a semi-manual process.



# Will you be covering multiplayer?

- Yes, starting with Bowlmaster (March 2015).
- We also lay the foundations of 3D in Hyperpaddle by connection to Parse.
- Students of this course will get regular deals on the 3D course when it's out.





# What other course do you have?

- [www.udemy.com/gamephysics](http://www.udemy.com/gamephysics)
- [www.udemy.com/proceduralgeneration](http://www.udemy.com/proceduralgeneration)
- Blender: [www.CompleteBlenderCreator.com](http://www.CompleteBlenderCreator.com)
- Or Click through our faces to our latest courses.

*You get lifetime access including updates.*



# How do I use additional resources?

- We'll guide you if and when you need to refer back to them, during the course... relax :-)



# MonoDevelop doesn't start on Win8.1

- You may be able to solve the problem by downloading a new version of **glibsharpglue-2.dll** in your **Unity\Monodevelop\bin** Folder.
- Find out more on the [Unity Answers](#) forum.

*Thanks to Efim!*



# How do I share code in discussions?

- For very short code (a line or two) just paste in.
- It helps if code is **bold** to make it stick out.
- For more than a couple of lines...
  1. Visit [www.PasteBin.com](http://www.PasteBin.com)
  2. Set “Syntax Highlighting” to C#
  3. Submit, and paste URL in discussions.



# Got other general questions?

- Post in the discussions against this lecture.
- Enjoy the course!

# Section Wrap-Up





A rocket is shown launching from the Earth's surface, viewed from space. The rocket is angled upwards, with its nose pointing towards the top right. The Earth's horizon is visible at the bottom left, showing a bright orange and yellow glow from the sun or moon. The background is a deep blue space with some wispy white clouds. The rocket itself is dark grey with a red and blue stripe near the nose. The text "In This Video..." is overlaid on the left side of the image.

# In This Video...

- Well-done for getting this far, how do you feel?
- Why not say “yippie” in the discussions?
- Next section is on Mac but don’t worry.
- Resources attached.
- Start next section NOW.

A rocket is shown launching from the Earth's surface, viewed from space. The rocket is angled upwards, with its nose pointing towards the top right. The Earth's horizon is visible at the bottom left, showing a bright orange and yellow glow from the sun or moon. The background is a deep blue space with some wispy white clouds. The rocket itself is dark grey with a red and blue stripe near the nose. The text is overlaid on the left side of the image.

# Using The Resources

- **No action is required at this stage.**
- This is just a reference if you want to explore.
- We will signpost you to resources as we go.
- Feel free to comment with useful suggestions.