



Unity Piscine: Quick presentation

Made with Unity version 2021.3.11f1

Summary:

Version: 1

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Chapter I

Piscine

What is a piscine?

Much like the selection piscine, the project is split in many small projects (modules), and with each day a new notion on the language/paradigm/technology you chose to work on. Validating a piscine requires more than just a day or two of investment. To ensure that this piscine is done correctly, it is recommended that you take note of everything listed below:

- You can't validate the piscine if you work only on one or two projects.
- Trying to turn in every day: even if something isn't finished, it's better to try and turn it in.
- At least two week of work: going into the piscine shouldn't be taken lightly.
- Each initialized depot will be automatically closed after one day.
- You have two days to complete the required peer-evaluations in each module.
- It is possible to retry your modules without waiting.



It is important not to do these modules alone. For this reason it is highly recommended to approach these piscines with several students.

Chapter II

Unity piscine

What is Unity piscine?

In the Unity pool, we will give you the opportunity to practice your game development skills.

We will use Unity, a popular and powerful game engine used to create projects such as video games, simulations, virtual and augmented reality and interactive applications. You will learn how to create 3D scenes, characters and objects, set up interactions and game mechanics, and use programming tools to create scripts and programs for your projects. This project is designed to help you develop your skills in programming, game design, 3D modelling, and animation.

We can't wait to see what you create!

Chapter III

Instruction

To validate this piscine you must do the following projects:

Unity - 0 - The basics unity tools

Unity - 1 - 3D physics, Tags, Layers and Scene

Unity - 2 - 2D environment, tiles and sprites

Unity - 3 - Advanced inputs and 2D GUI

Unity - 4 - Animations and Sound

Unity - 5 - Singleton, PlayerPrefs and coroutines

Unity - 6 - Navmesh, light, sound and camera

You must validate each project in that order.
Indeed, it will not be possible to register for a project if the previous project is not valid.



You must be registered to this project.



It is important to refer to this document to access your projects.
You can click on each module on this page to access it or use the
list of projects available in your intra.