# Introduction to game development wit Unity

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# What we have learned?

- The basic elements of **Unity** (scenes, game objects, components, prefabs, scripts etc.)
- The most important possibilities of C# scripts
- How to work with different platforms (including mobiles)
- How to use the physics engine and collisions
- Basic elements of user interfaces
- The development of a little game step by step

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# What now?

- **Unity** is huge, with many tools and possibilities
- It is not necessary to learn them all, but it is interesting to know their possibilities
- You can go deeper into:
  - Global lighting techniques (precalculated GI, baked GI, light probes, reflection probes, emissive materials, etc.)
  - Animation (animator, Mecanim)
  - Navigational Mesh/Agents
  - Occlusion culling
  - LOD
  - Asset Bundles
  - GUI
  - Terrain generation
  - Multiplayer games
  - Etc.

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