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.
- Follow all the videos through.
- Most importantly - have fun!

How To Use This Course

In this video…

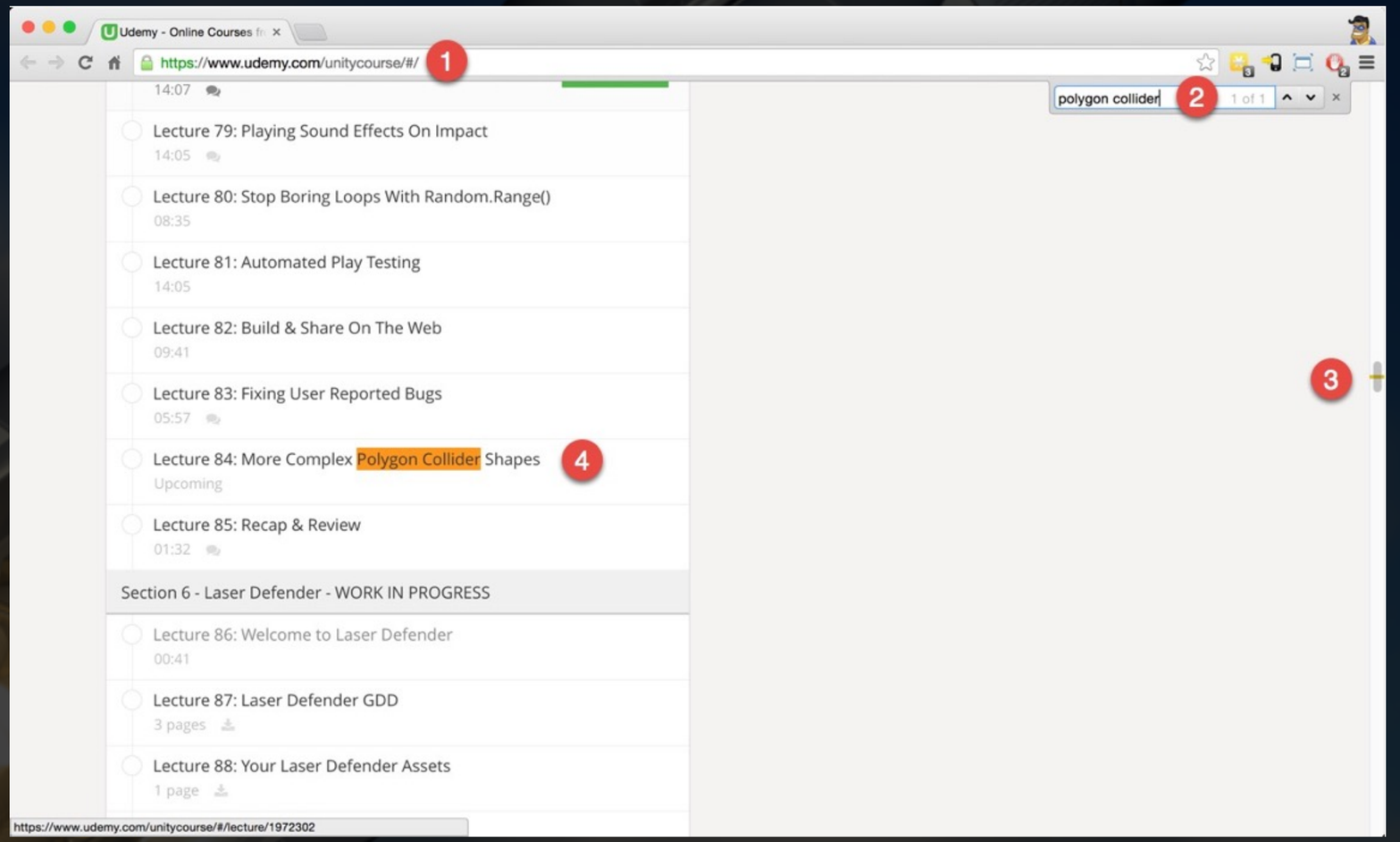
- Get Unity downloading now, it’s big.
- Challenge 1: Do a whole section alone.
- Challenge 2: Large challenge videos.
- Challenge 3: Mini-challenges.

Making use of these PDF slides

- Think of the trees before you print.
- You can click on links in PDF.
- Also, remember to use search.

An overview of the interface...

How to search for things



In summary…

- Section notes are for reference, no action needed.
- Please do **at least** the mini-challenges.
- Assets are near the start of each section.
- Post feedback against specific lecture.
- Consider HD video, and Closed Captions (CC)

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*

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
- www.udemy.com/proceduralgeneration
- Blender: 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
    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!

Installing Unity

In this video…

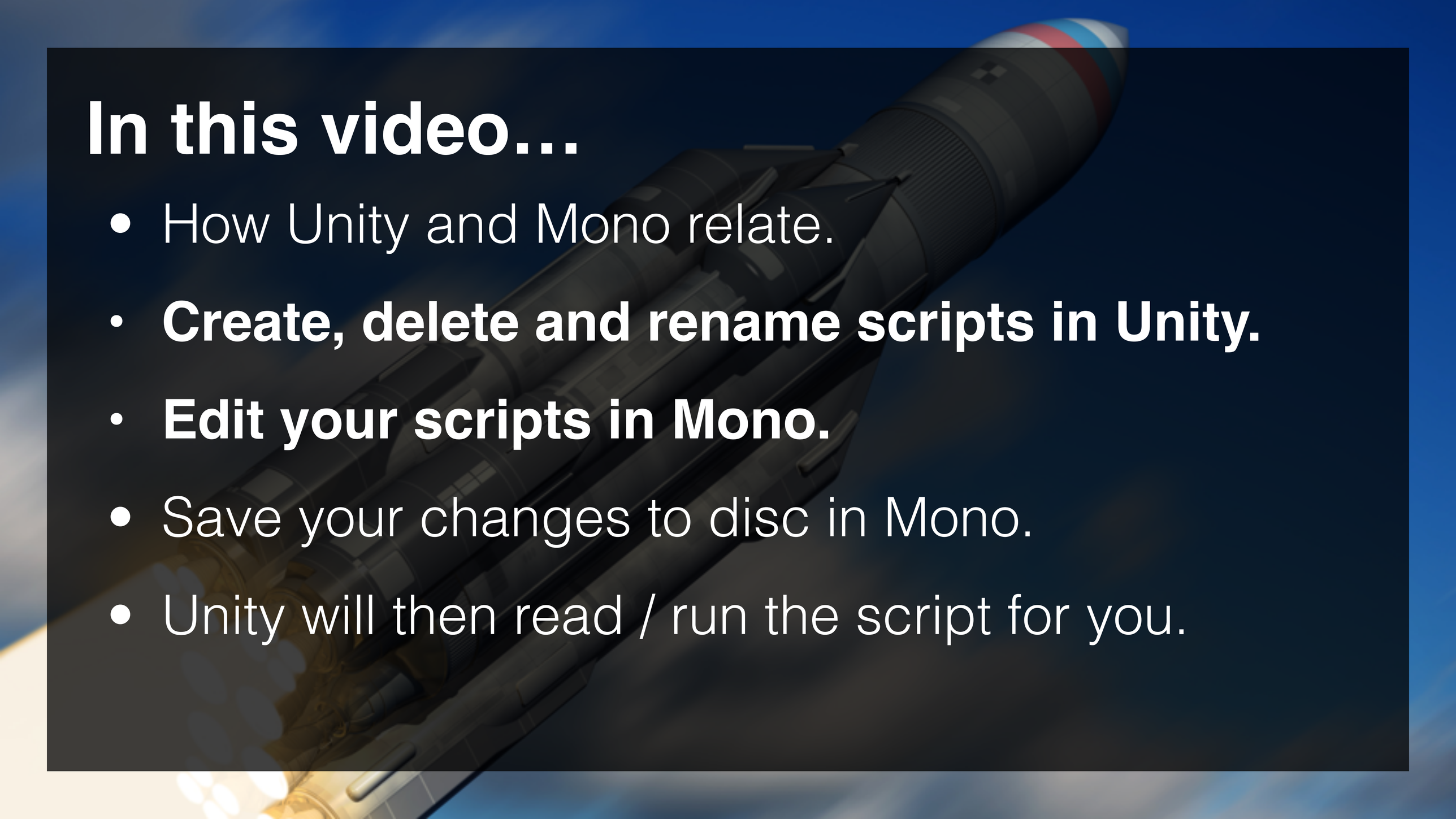
- Checking the version you already have installed.
    - If 4.x installed,update to v.4.6.3 (not Unity 5 yet).
    - If 5.x installed, install Unity v.4.6.3 as well.
- Finding Unity v.4.6.3 in Unity's download archive*
- Installing and registering Unity.

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

Get Unity 4.6.3 Running

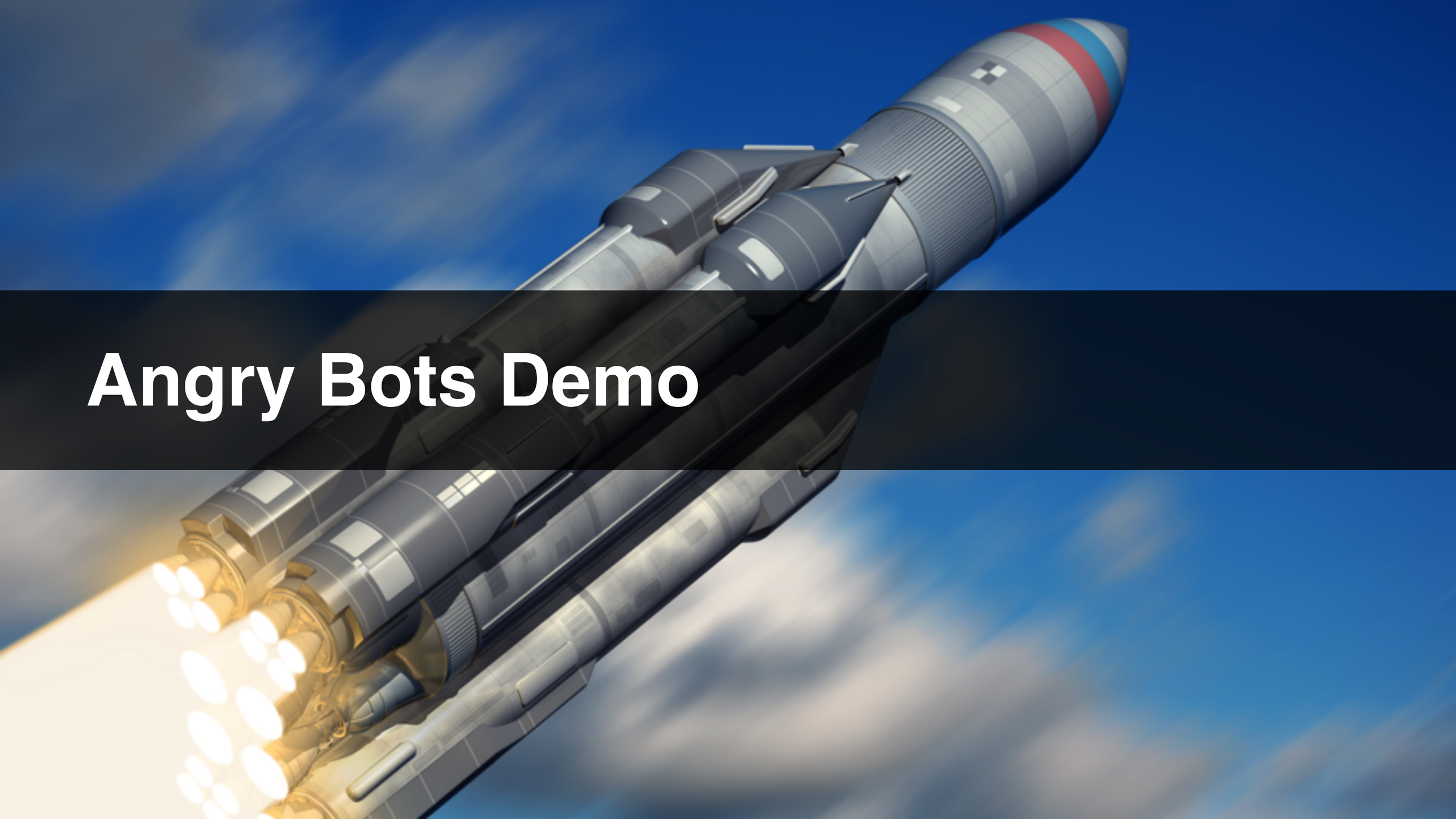
- Your very first mini-challenge!
- If you have problems try…
  - Checking you have 10GB+ free space.
  - Rebooting your machine.
  - Installing again.

About Unity & MonoDevelop



In this video…

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

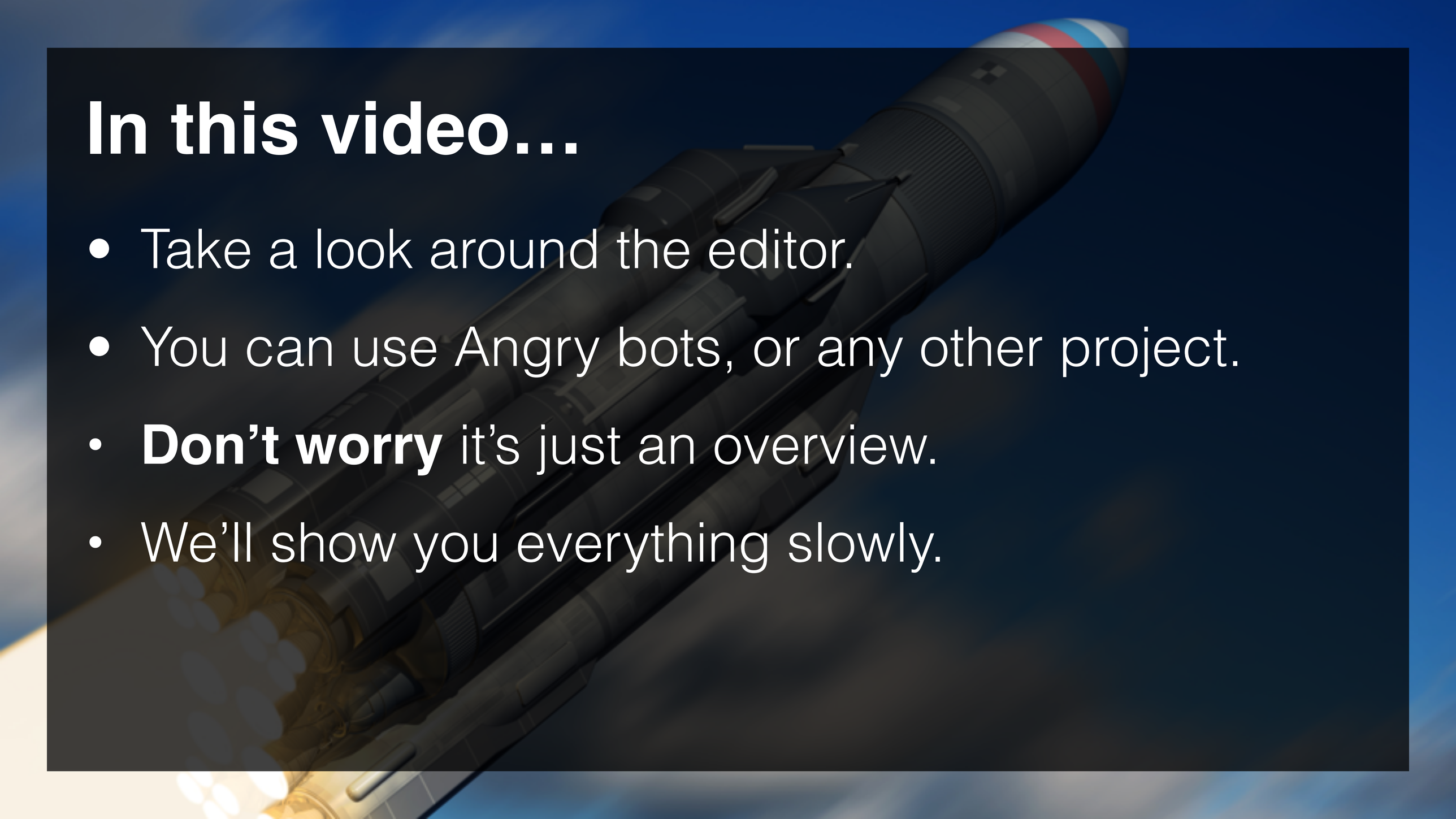

Angry Bots Demo

In this video…

- Install Angry Bots demo game*
- Have a look around.
- If you have problems move on.

* *https://www.assetstore.unity3d.com/en/#!/content/12175*

Introducing The Unity Editor



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

- Unity Preferences > Colours > Playmode tint.
- Make it pretty noticeable for now!

MonoDevelop 101

Where to find MonoDevelop Preferences

- In Windows go to Tools > Options*
- In MacOS go to MonoDevelop > Preferences.

**Thanks to Thelmo.*

Setting-up MonoDevelop

- Go into MonoDevelop Preferences.
- Text Editor > Behaviour > Indentation > Automatic
- Take a look at the keyboard shortcuts.

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- Find out more on the Unity Answers forum.

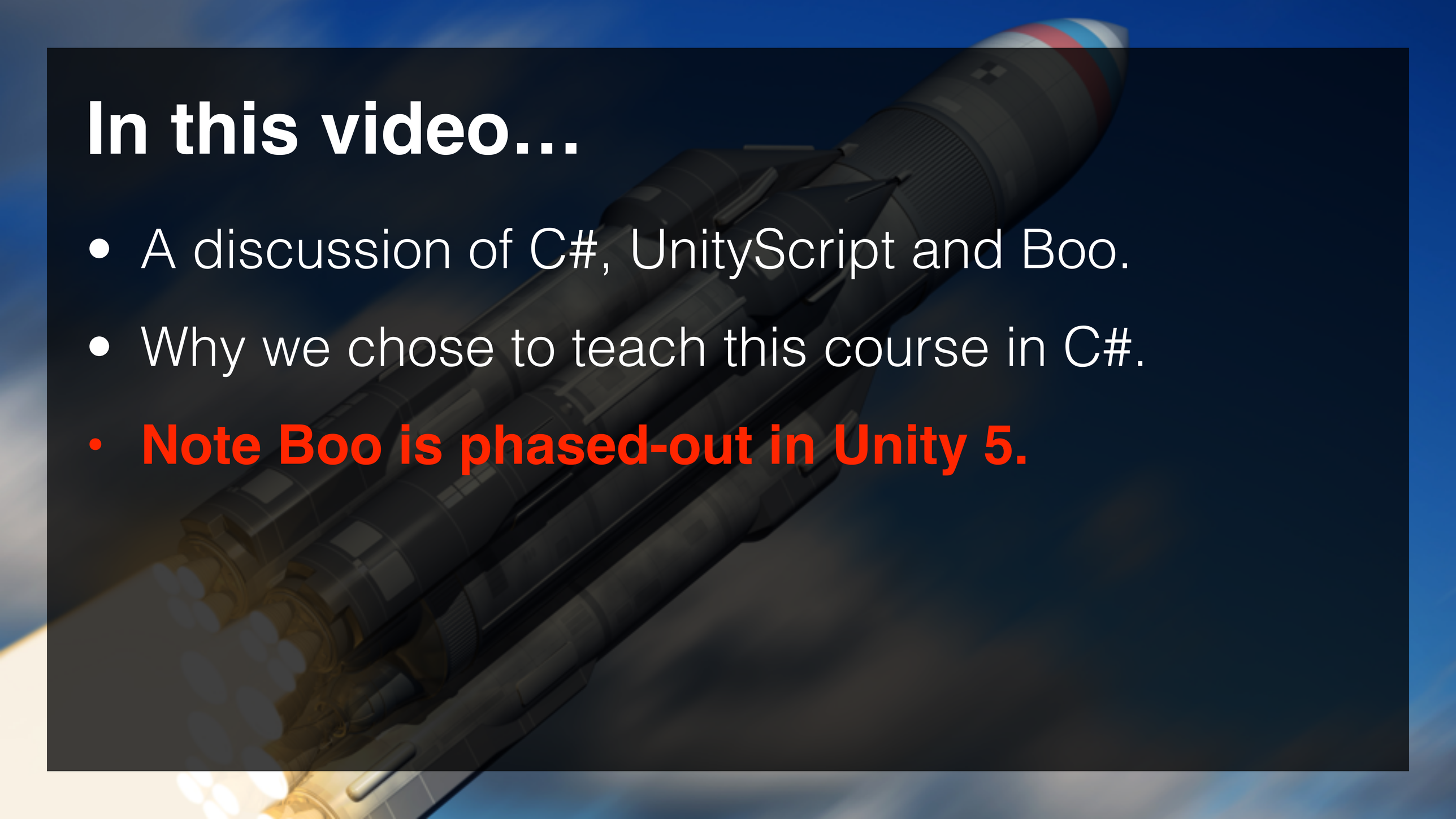
Thanks to Efim!

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.

How The 3 Languages Relate



In this video…

- A discussion of C#, UnityScript and Boo.
- Why we chose to teach this course in C#.
- **Note Boo is phased-out in Unity 5.**

How To Debug Small Programs

The Compiler is our Friend

Glory to our glorious friend the compiler. May his arbitrary rules bring us peace and serenity for every step in our five year plan.

- Listen to errors and warnings
- Source of error will be above or on the line mentioned
- Run a build in Monodevelop before testing in Unity
  (use **⌘-B** for OSX or **F8** on Windows)
- Understanding compiler-talk will take time and practice

The Rubber Duck Sensei

- The four steps of rubber duck debugging:

  www.rubberduckdebugging.com

Assume Nothing!

- Most bugs are due to incorrect assumptions
- List you assumptions before and after a method is called
- Prove your assumptions (copious amounts of **print()** are called for)
- You can write the assumptions down in the code as comments, or better yet as tests

Remember the Mars Climate Orbiter: en.wikipedia.org/wiki/Mars_Climate_Orbiter

The Minimum Viable Test Case

- Remove code until you have the minimum possible amount of code that exhibits the problem
- Remove code step by step and check for the issue every time
- At some point, you'll remove the line of code that causes the issue.
- Less code is also much easier to reason about.

Let’s do science!

Use the scientific method for Debugging

1. Make an hypothesis
2. Develop a testable prediction
3. Test the prediction
4. Repeat until tests concur with hypothesis

Further Resources

- Eric Lippert's great *How to debug small programs* tinyurl.com/howto-debug
- John Regehr's *Scientific debugging:* tinyurl.com/scientific-debugging

How To Ask Good Questions

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 general purpose 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, especially if you

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!

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

Useful Resources

Using These 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.