Game Development in Unity3D

Presented by:-

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GAME ENGINE

- GAME ENGINE IS A FRAMEWORK WHICH ALLOWS DEVELOPERS TO EASILY CREATE MULTI-PLATFORM GAMES, THEREBY SIMPLIFYING THE DEVELOPMENT PROCESS. FOR EG: UNITY, UNREAL GAME ENGINE.

UNITY VS UNREAL

- SIMPLE UI

- EASY TO GRASP

- MULTI-PLATFORM

- XR SUPPORT

- CAN PERFORM MORE GRAPHIC INTENSIVE TASKS

- COMPLETELY OPEN SOURCE

- REQUIRES MRE HARDWARE

DEMOS

- ROLL A BALL

- FRUIT NINJA

- ZIGZAG

- AR PORTAL

UNITY ENVIRONMENT

- GAME OBJECT – Base class for all entities in Unity scenes.

- MESH FILTER – A class to access the Mesh of the mesh filter.

- MESH RENDERER – Renders meshes inserted by the MeshFilter or TextMesh.

MONOBEHAVIOUR

- MONOBEHAVIOUR IS THE BASE CLASS FROM WHICH EVERY UNITY SCRIPT DERIVES

- Awake()

- LateUpdate()

- Update()

- Start()

- FixedUpdate()

QUESTION TRIVIA

PREFAB

- PREFAB ASSET ALLOWS YOU TO STORE A GAME OBJECT COMPLETELY WITH ALL IT'S PROPERTIES.

- IT ACTS AS A TEMPLATE WHICH CREATES NEW INSTANCES IN THE SCENE.

- DOESN'T LET REUSED OBJECTS HAVE INDEPENDENT EDITABLE PROPERTIES.

- MAINTAINS CONSISTENCY IN THE GAME.

THANK YOU