

Building Your First Game With Unity

1. Download the boilerplate code from paransonthalia.com/javaone2017
2. Open Unity and open the project named "JaveOne4Kids Project"
3. Press "Continue" if an error shows up
4. We will start with creating a terrain by right clicking in the left hand pane and creating a 3D Object > Terrain
5. Now we will drag our player onto this terrain
 1. Select your player from Standard Assets > Characters > ThirdPersonCharacter > Prefabs
6. Now we drag the playerController onto our player object
7. We have a moving player that can also jump! Now we can start building our level!
8. Let's create a cube from 3D Object > Cube and make it a thin platform
9. We can attach the platformController to it and the platform will now move.
10. Now build you level with as many platforms as you would like
11. We can now add the enemies. Create another cube, give it the tag "enemy", and attach the enemyController script to it.
12. The enemy will move around, and upon touching it, you will go to the end screen.
13. Lastly we will add a portal to take us to the next level. Add another cube and give it the tag "Portal1"
14. Now we have a game in which we can move, and go to second level!
15. Now it's your turn to build the second level and go to the end screen!