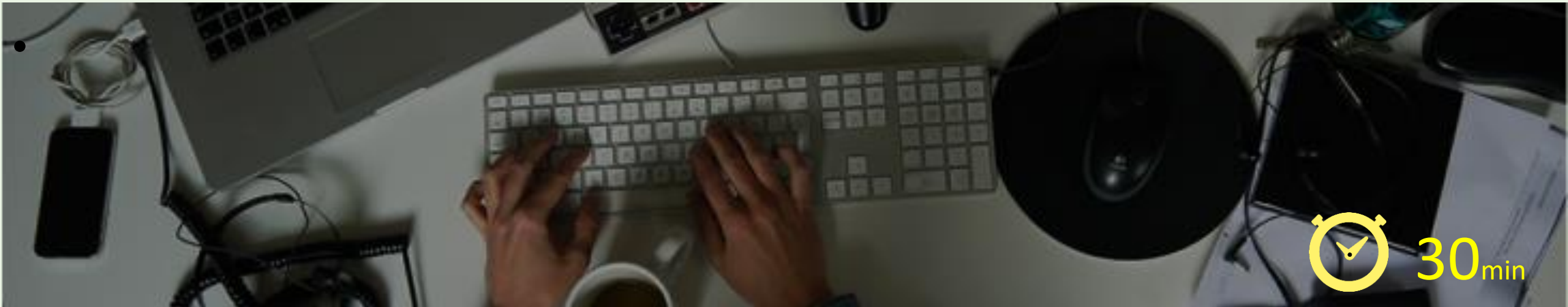


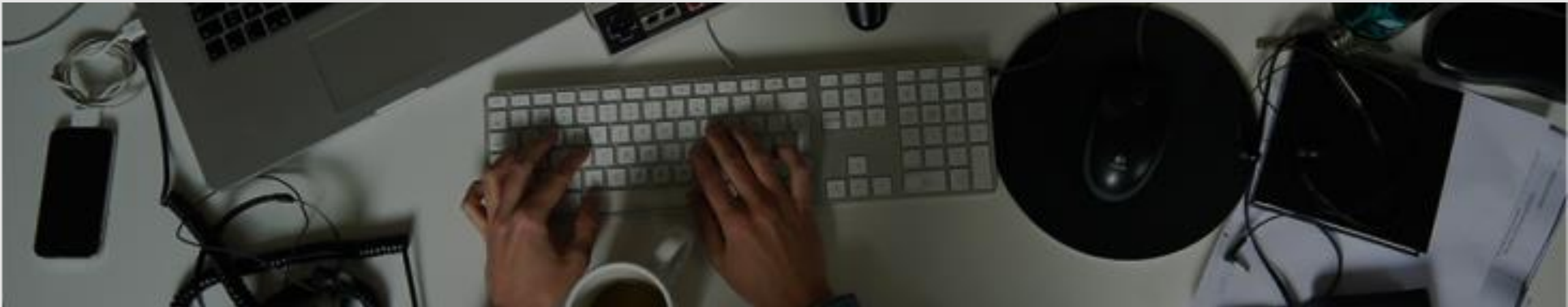
Game Dev with Unity3D

INTERFACE



Game Dev with Unity3D

<https://store.unity.com/download-nuo>



Intro to the Unity Interface



- Open a Unity game tutorial
 - Run Unity project with Play and Stop button
 - Finding your files in [Project](#) window
 - Watch [Scene](#) content in [Hierarchy](#) window
 - Investigate [GameObject components](#) in [Inspector](#) window
 - Differentiate unique unity components and code behaviors
-
- Open a new Unity project
 - move game object in the scene window with its [transform](#)
 - move game object in the scene window with W, E, R keys
 - Saving a Unity project

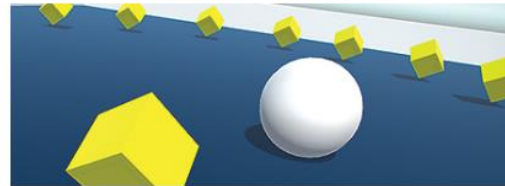
Activity – Let's Play

Projects



Interactive Tutorials (4)

Get Started with Unity.



Roll-a-ball tutorial (9)

Build your first simple game and Learn to code in C#



Space Shooter tutorial (19)

Blast some Asteroids!



Survival Shooter tutorial (12)

They mostly come at night..



Tanks tutorial (8)

2-players, 1 keyboard, Tank vs Tank.



Adventure Game Tutorial (7)



2D Roguelike tutorial (14)

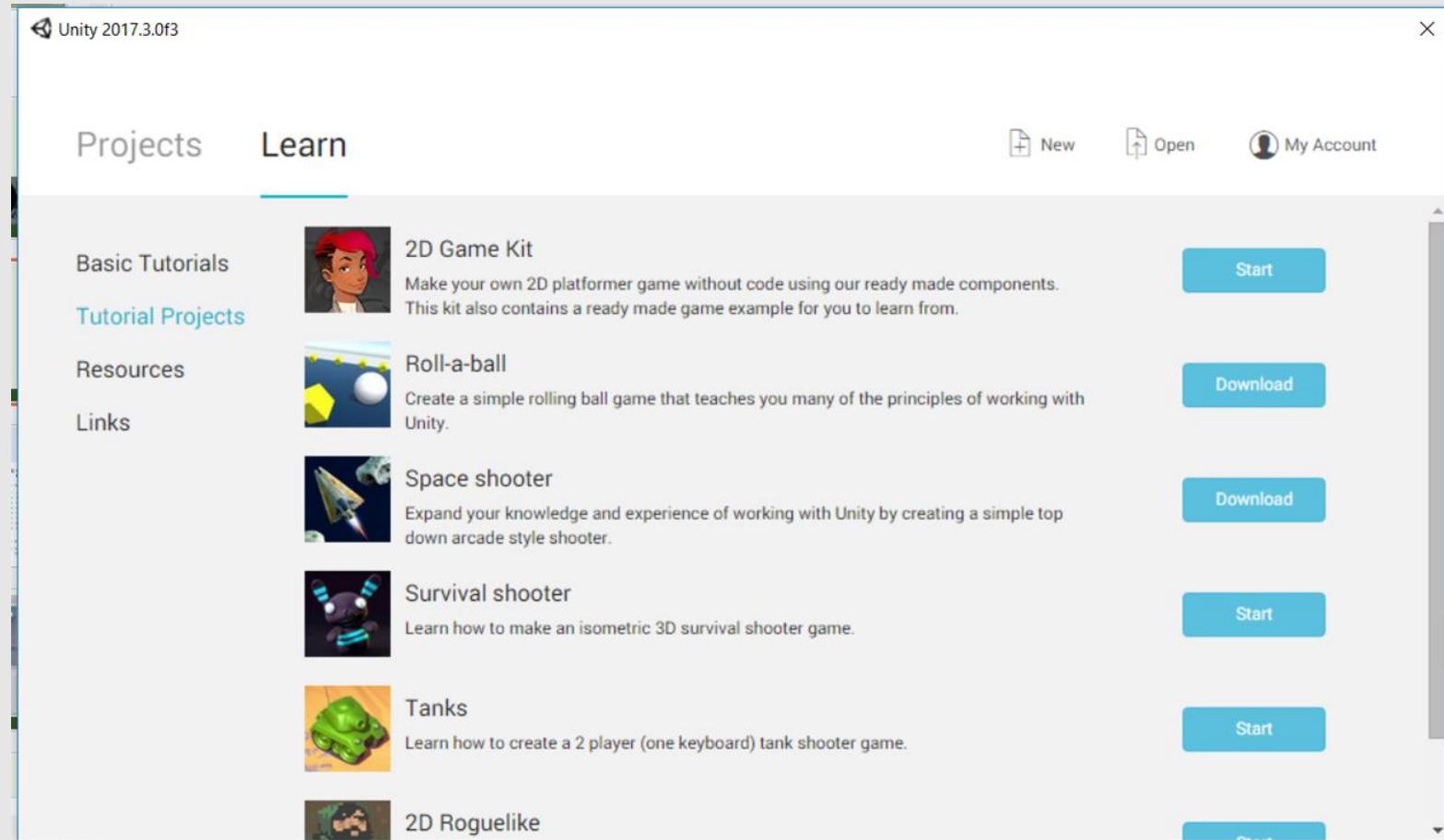
Procedural level Survive-em-up!



Tower Defense Template (10)

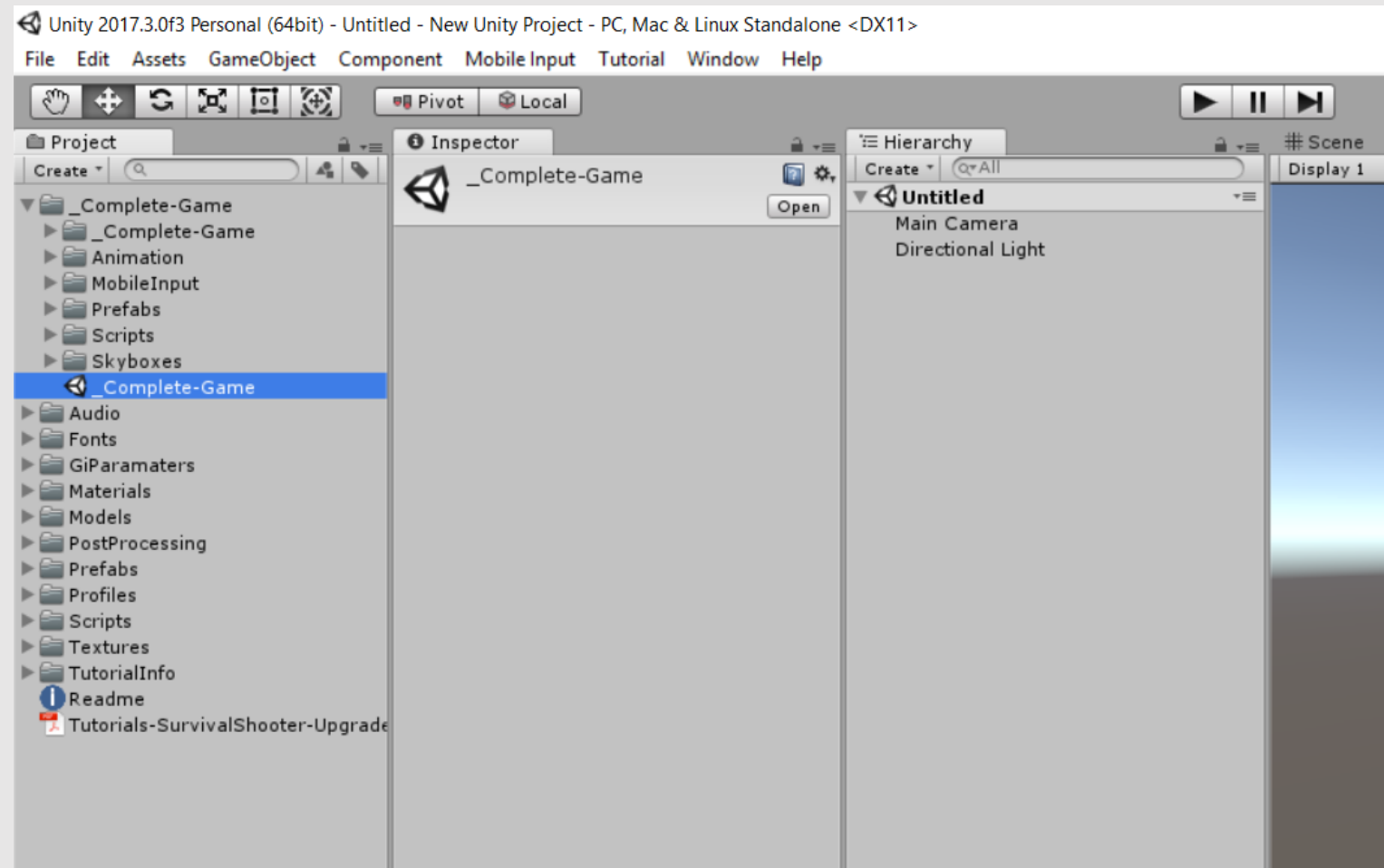
Open a Unity Game Tutorial

- Learn tab -> Tutorial Projects
- Select the one closest to your wanted game genre



Opening a Scene File

- Files with the unity icon are **Scenes**
- These contain the actual content of a game
- In Project window, look for the wanted Scene file and double click to open it



Play mode and Edit mode

- Click Play to test your game
- Stop to get back to Edit mode
- Changes you make during Play mode are not saved



Learning the Unity Interface

Tutorials > Interface & Essentials > Interface Overview

Interface Overview

Checked with version: 5.5 - Difficulty: Beginner

Take a quick tour of the Unity interface in this overview.



Interface Overview

Beginner Interface & Essentials

Interface & Essentials

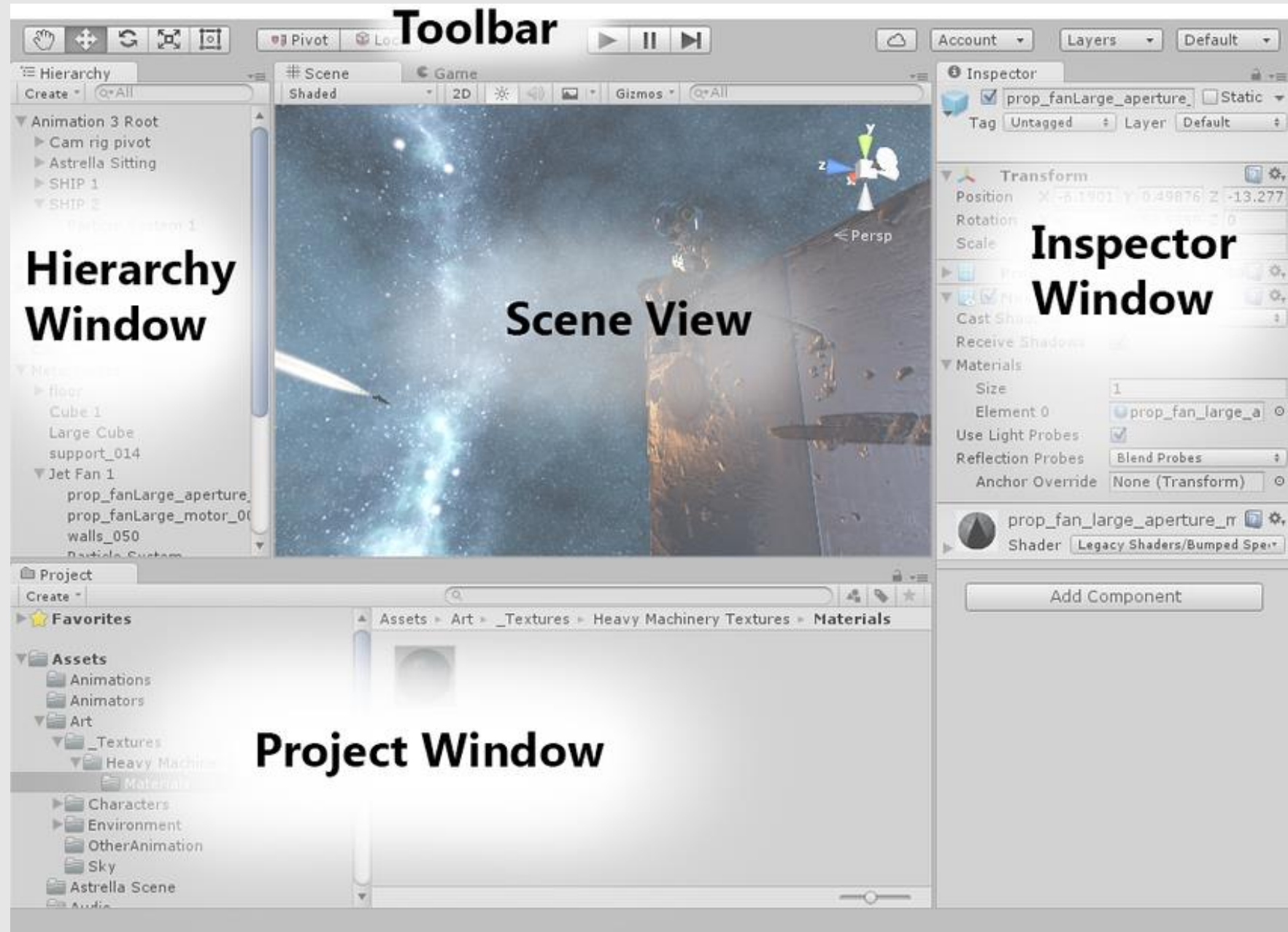
Using the Unity Interface

01. Interface Overview
02. The Scene View
03. The Game View
04. The Hierarchy Window
05. The Project Window
06. The Inspector Window
07. Build and Player Settings
08. Introduction to the Profiler

Essential Unity Concepts

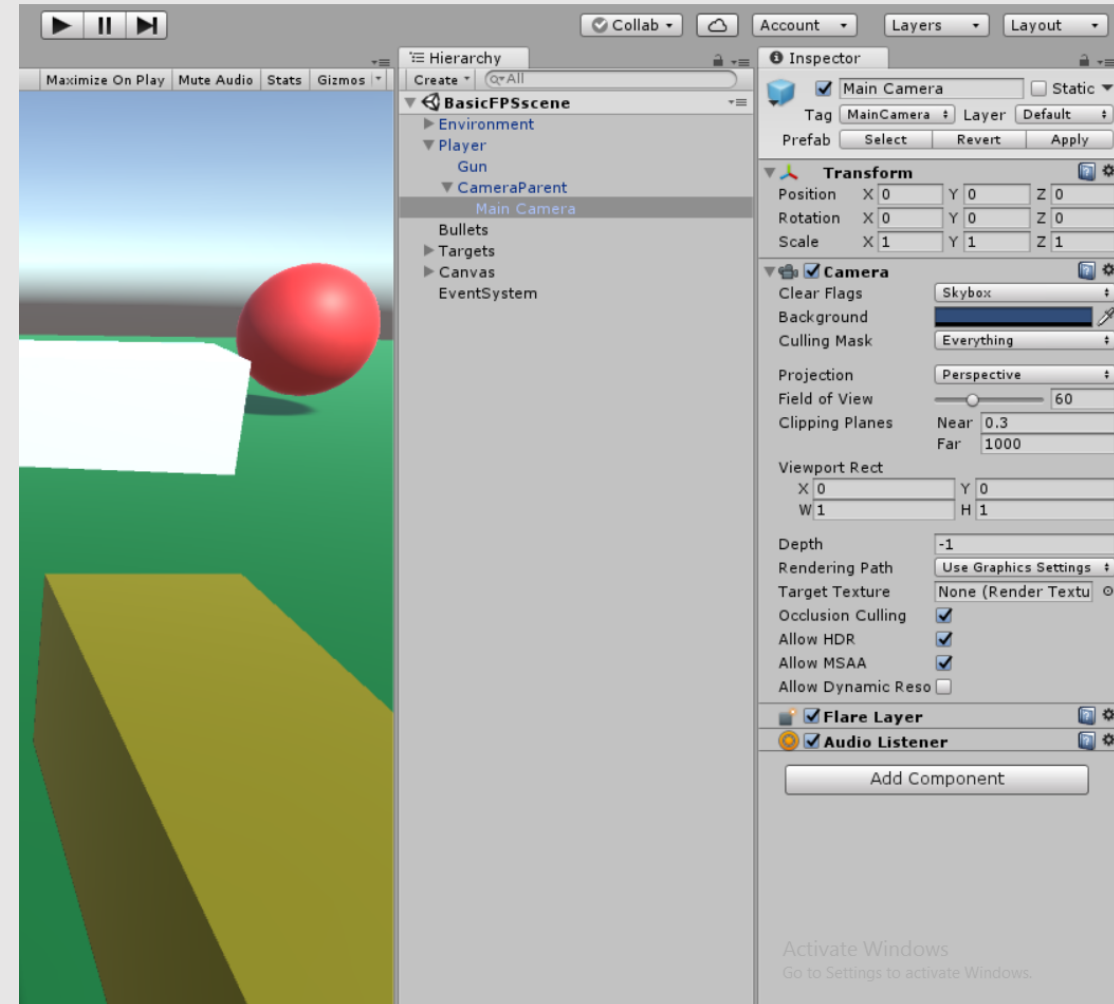
Live Sessions on Unity Interface and Essentials

The Sections of Unity



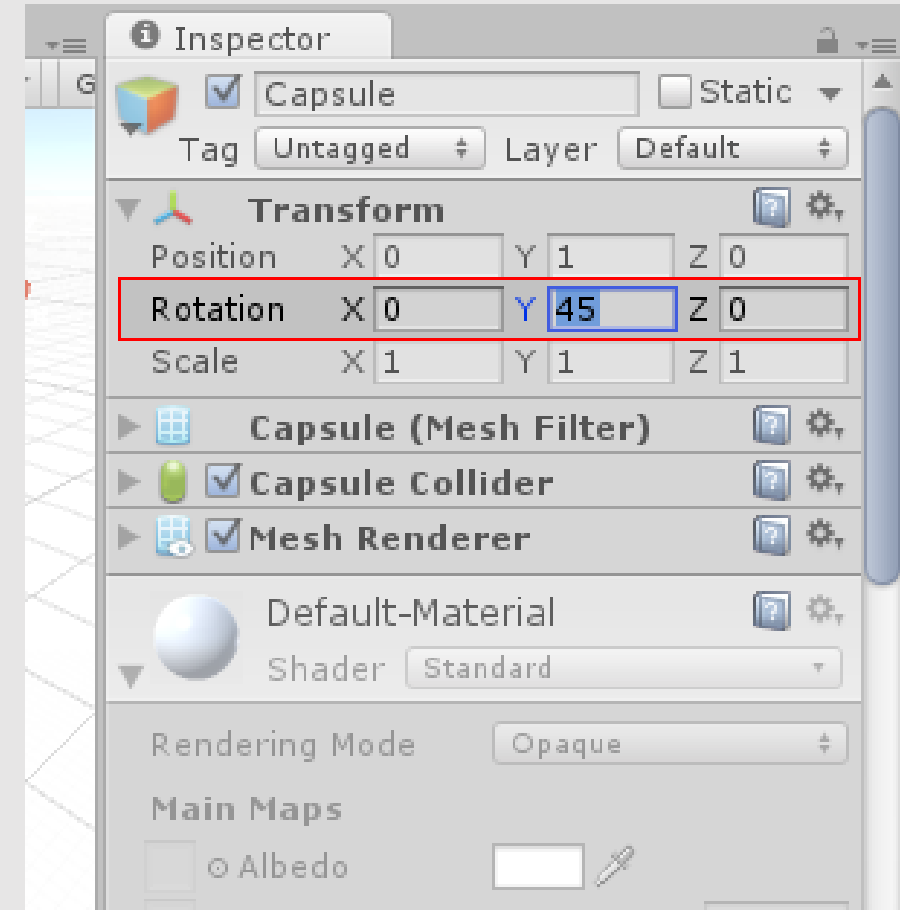
Hierarchy and Inspector

- Hierarchy shows the **game objects** in your **scene**
- Inspector shows the content of a **game object**, also called **components**
- In the example the MainCamera GameObject has 4 Components: Transform, Camera, FlareLayer and AudioListener

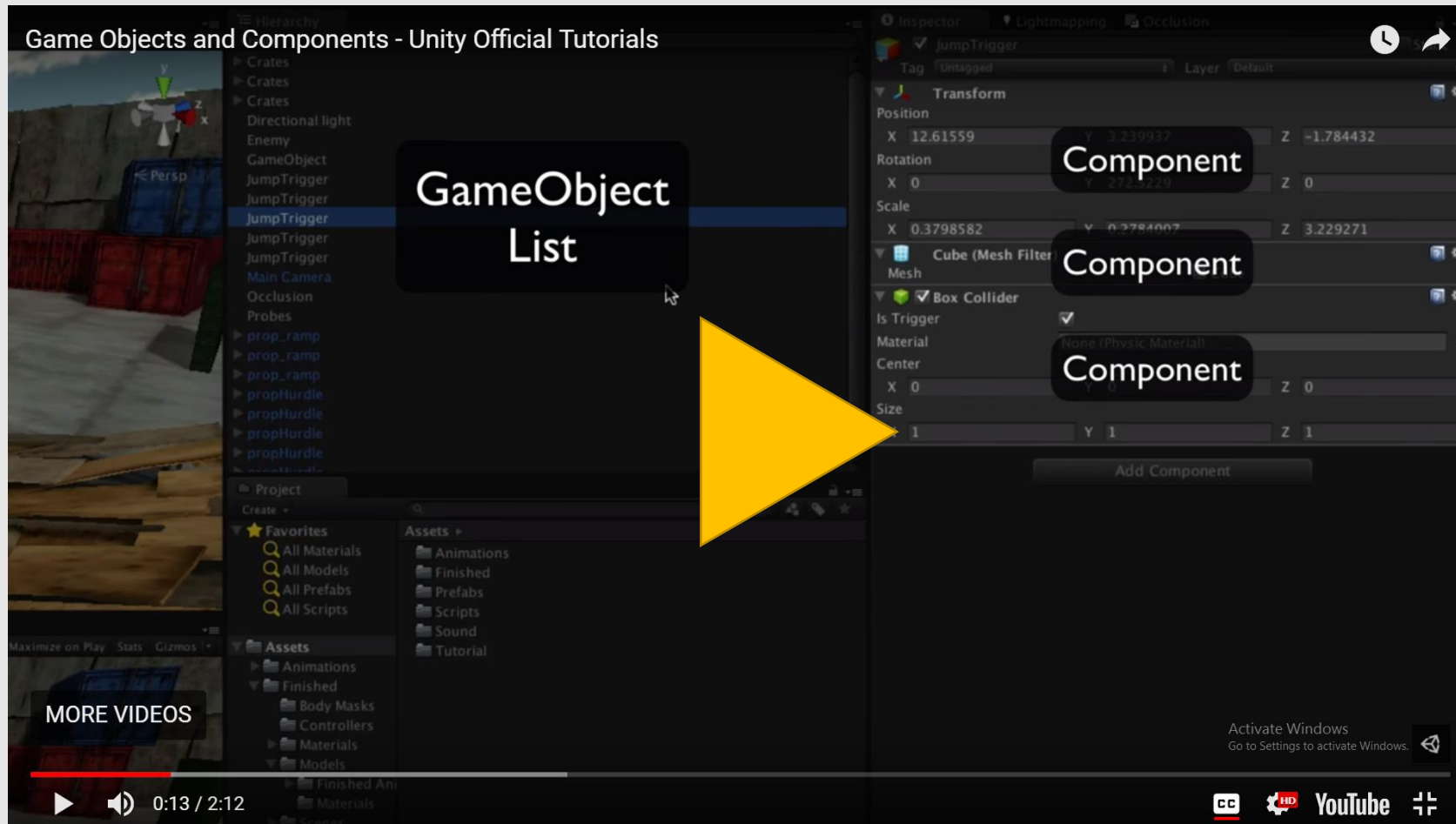


Components

- Define the behavior of a [GameObject](#)
- One [GameObject](#) can have multiple [Components](#)
- Can be created with Code, or be one of the unique Unity units (Light, Camera, Collider, etc)
- Most components can be enabled and disabled using a toggle switch
- Add new component using the Add Component button, or by dragging them onto a GameObject

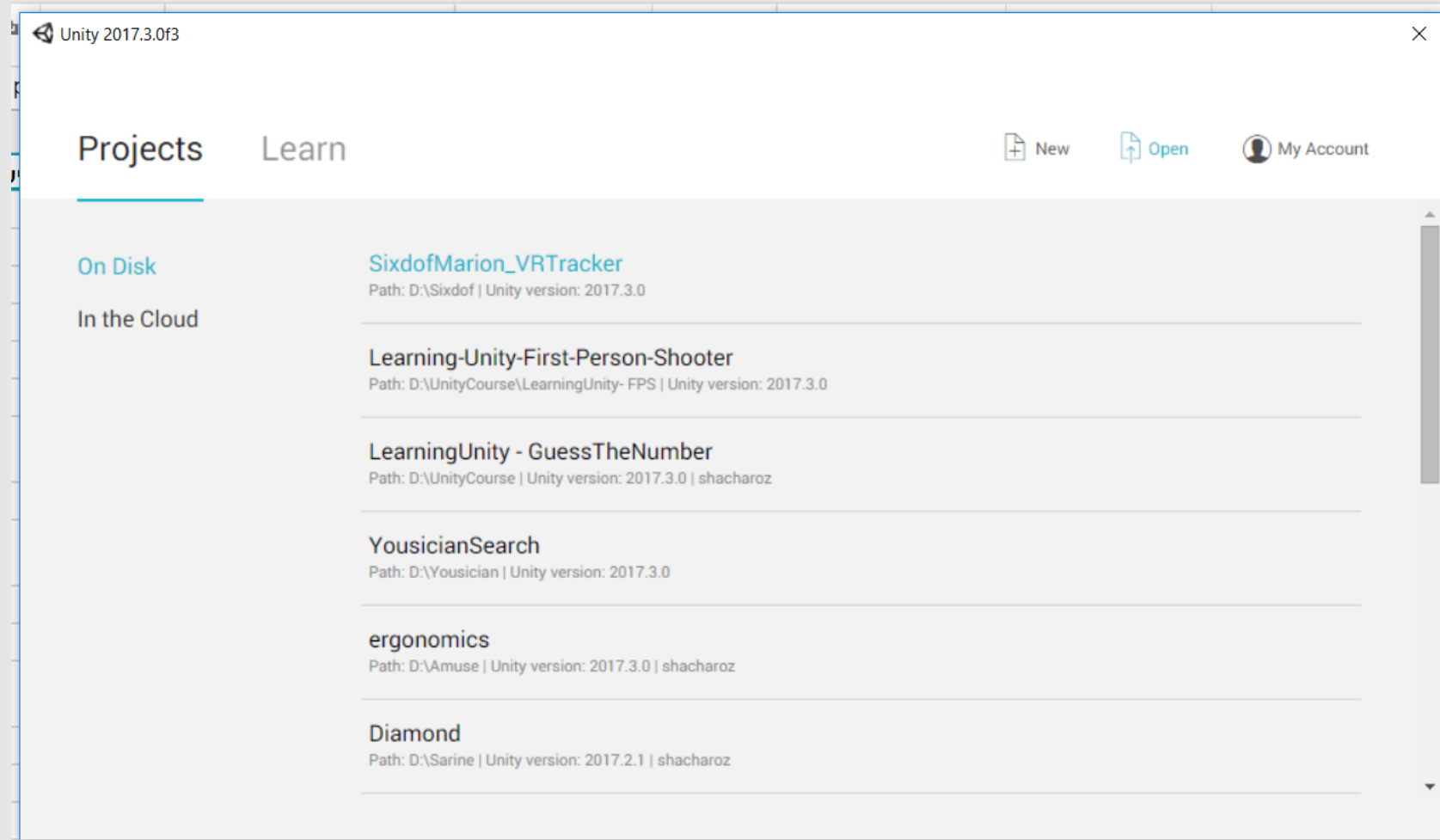


GameObject and Components



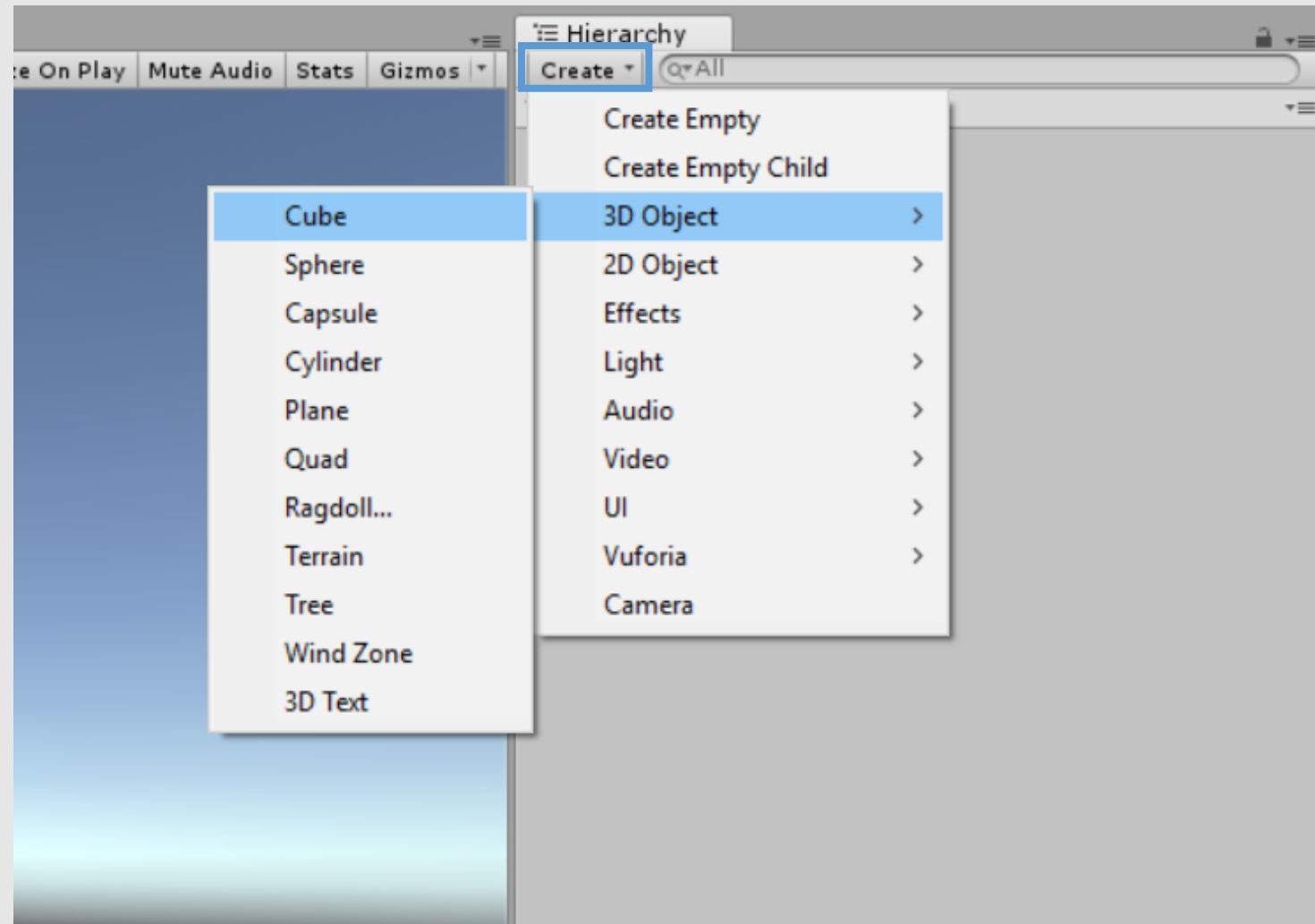
Open a Unity project

- Projects tab -> create a new project or open an existing one



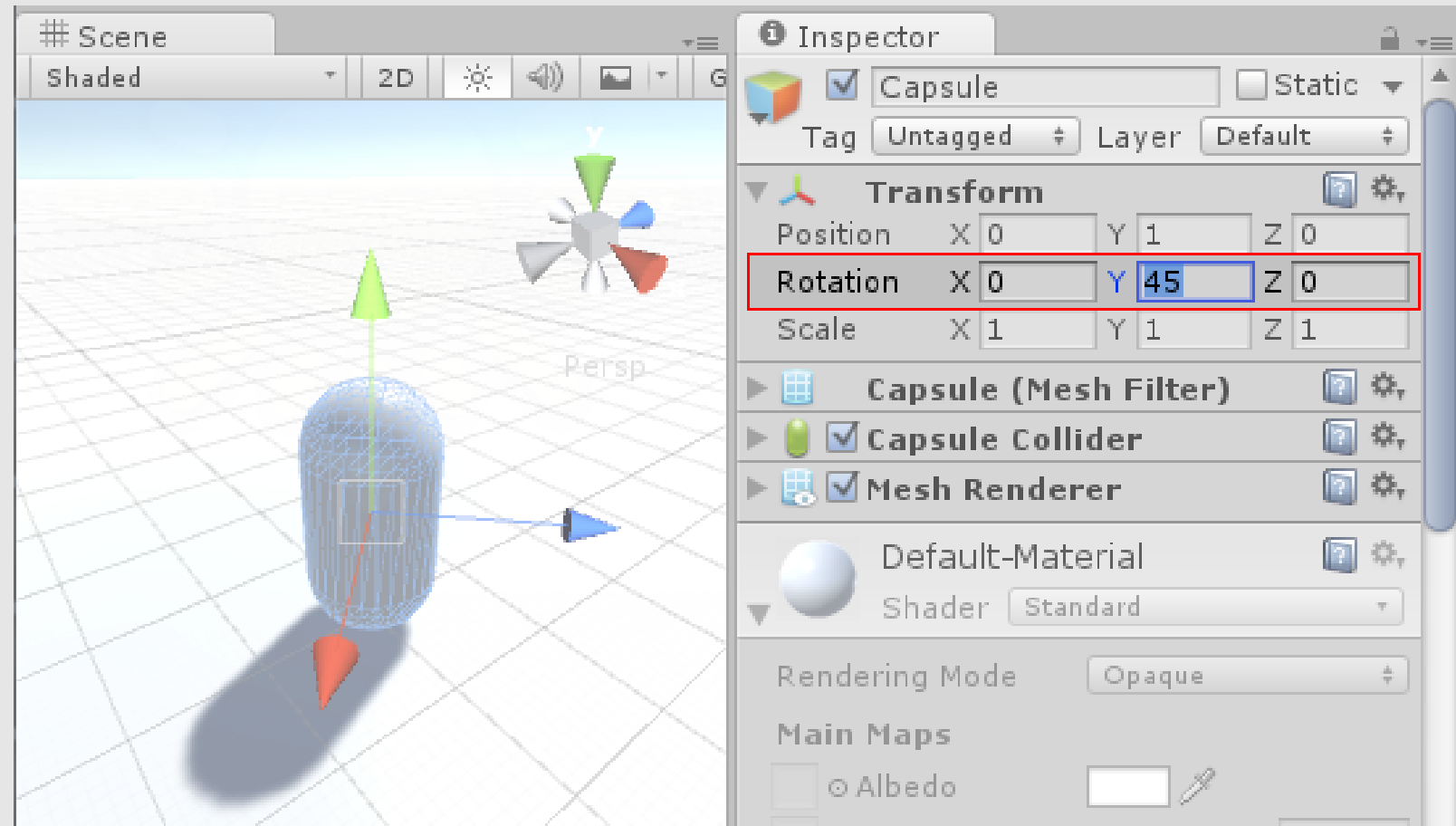
Add Assets to the Scene

- In hierarchy window -> click Create button
- Go to 3D Object -> select wanted item
- Cube, Cylinder, Plane etc
- This menu also allows adding UI elements, 2D elements and many other Unity unique items.



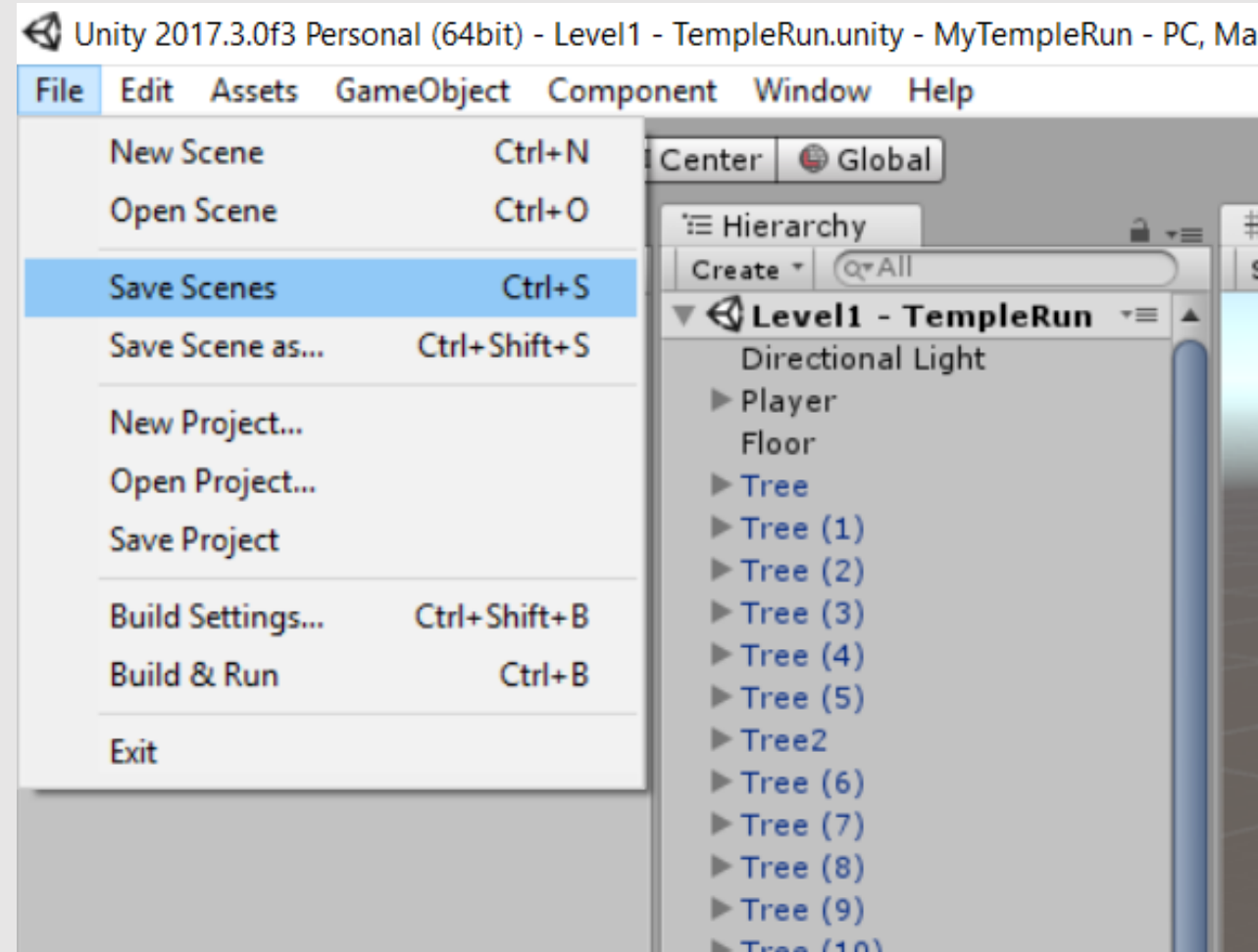
Moving Stuff Around

- Transform
- Scene window
- W E R keys



Saving the Scene

- File -> Save Scene
- File -> Save Project



Questions and Exercises

(if you can answer this without testing, **good job**. otherwise, test it)

- If you cant see the components inside the object in the hierarchy, what Window are you missing and how do you find it?
- How do you save your preferred workspace layout?
- How do you place 2 objects in the same location in the 3D world?
- How do rotate the world view in the Scene window?
- What would happen if you tap twice on an object in the hierarchy?

How to Start Game Dev

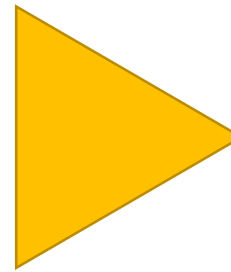
EXTRA

Tutorials > Developer Advice > How to Start Your Game Development

How to Start Your Game Development

Difficulty: **Beginner**

The first in a series of four videos on how to get started making your first game.



Making Your
First Game: Basics

How to Start Your Game Development



Developer Advice

^ Your First Game

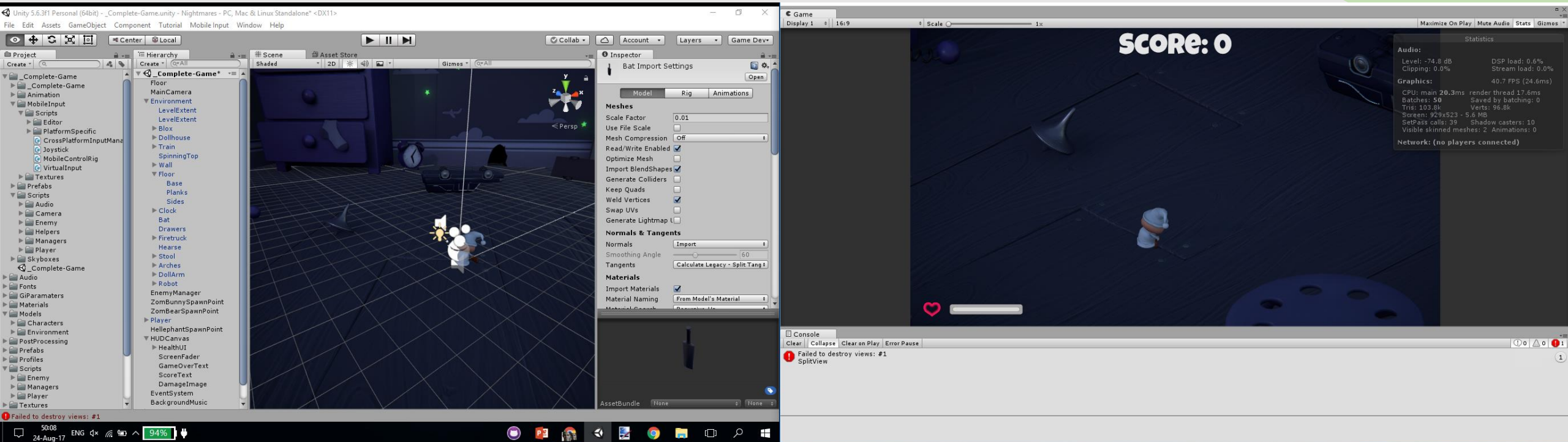
01. How to Start Your Game Development
02. Setting (and Keeping) Production Goals
03. How to Scope Small and Start Right
04. How to Market Your Game

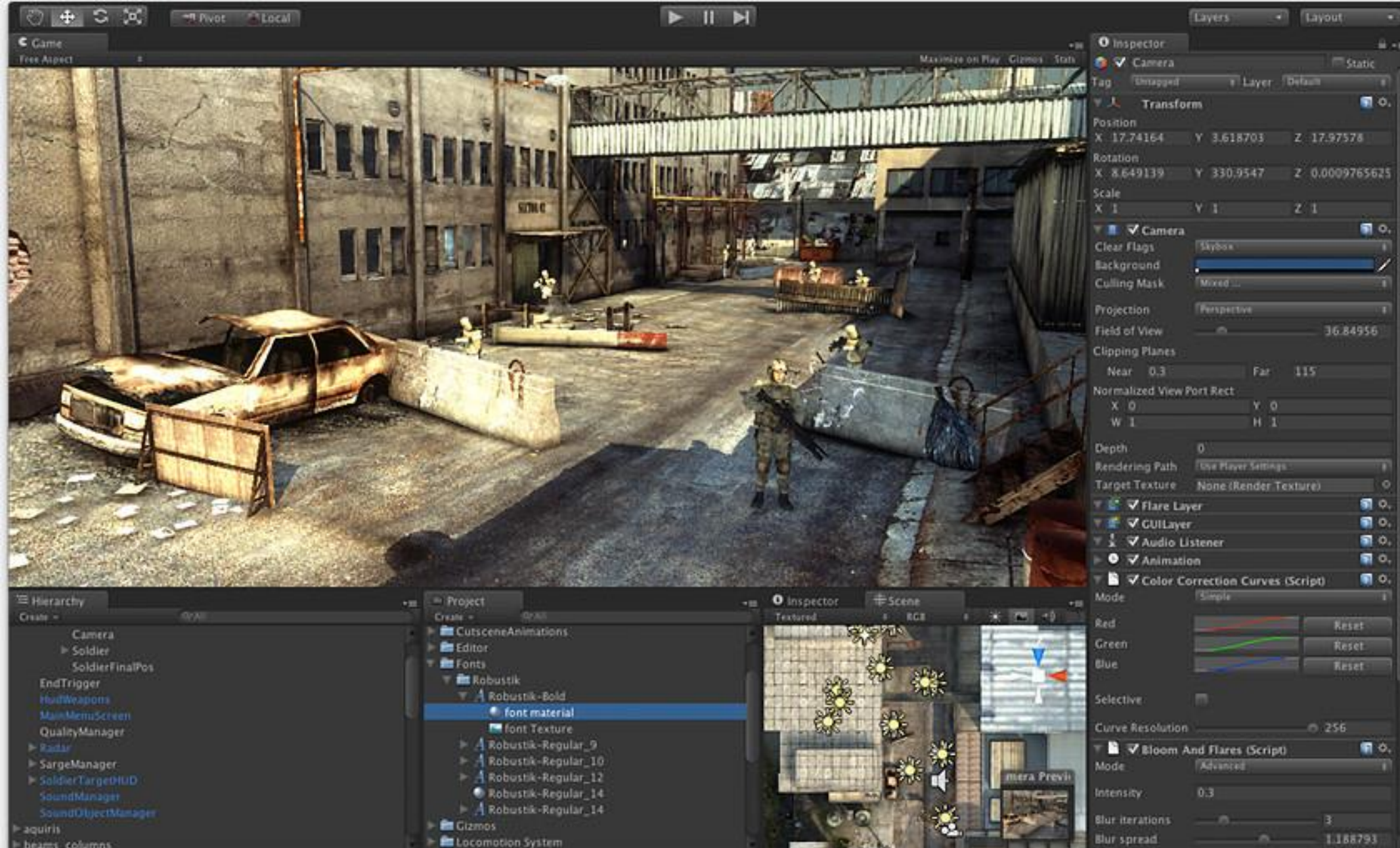
^ PR & Marketing

01. Zero budget game marketing
02. Marketing Principles for Indies
03. How to Market Your Game

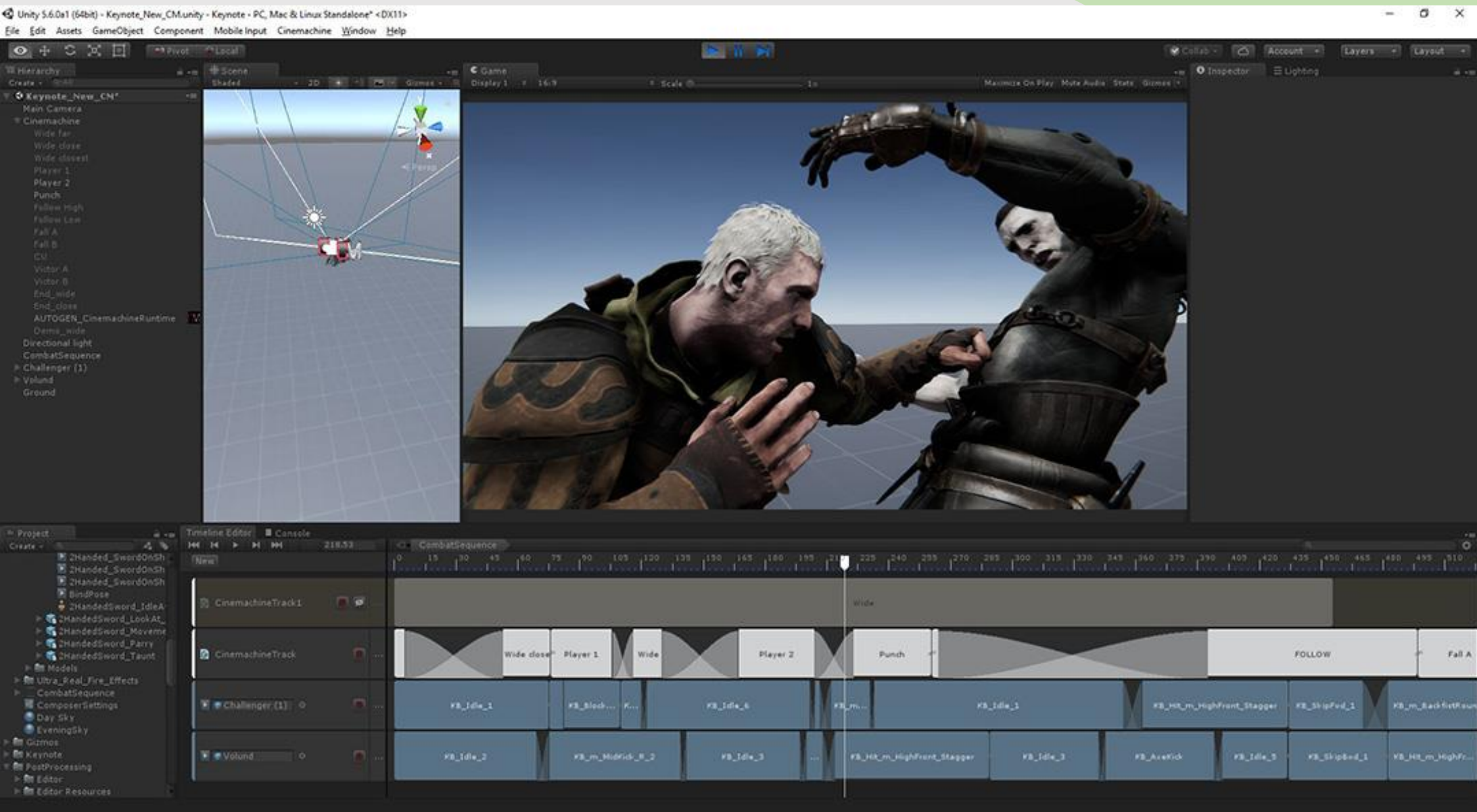
Layout Examples

EXTRA

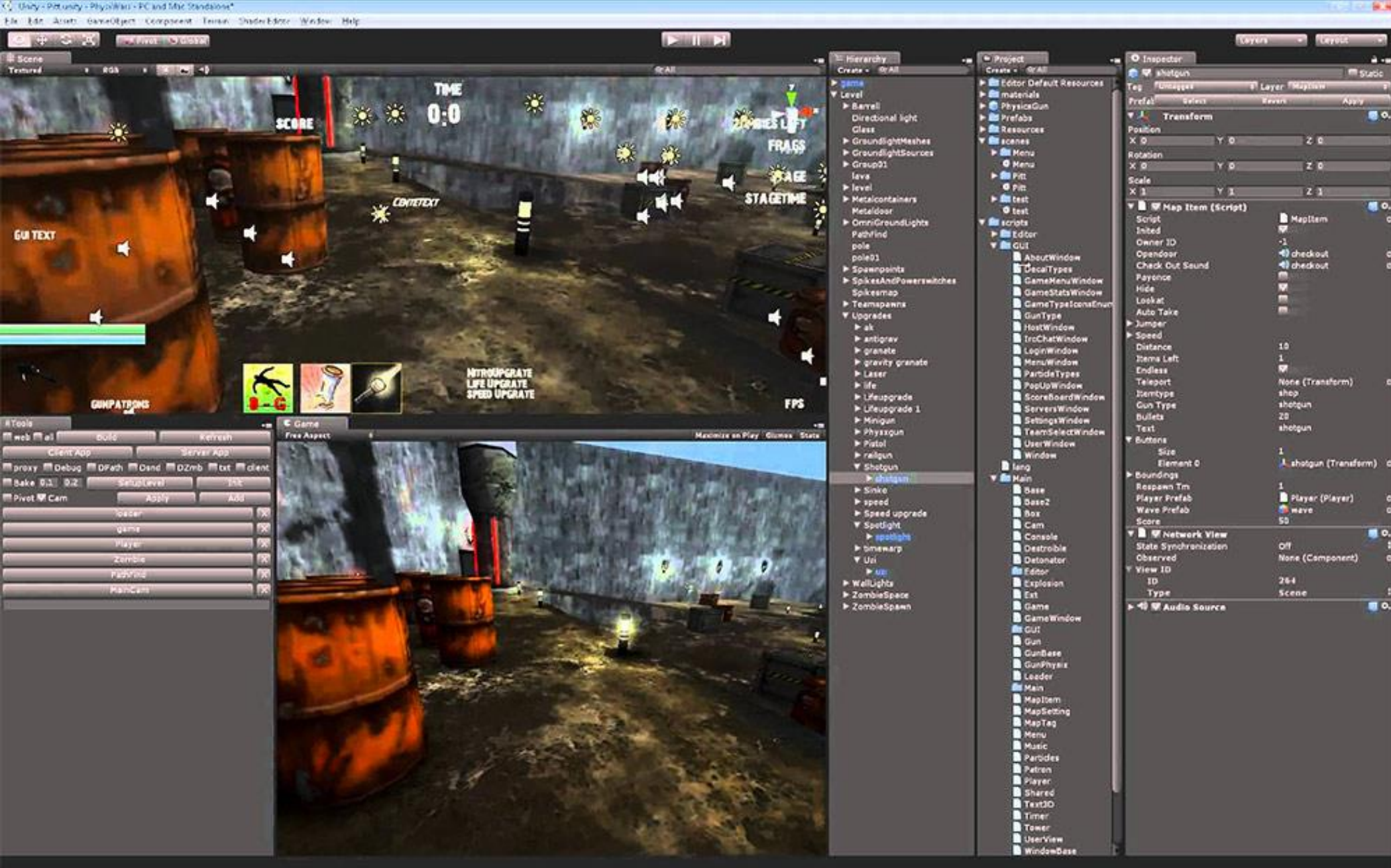




EXTRA



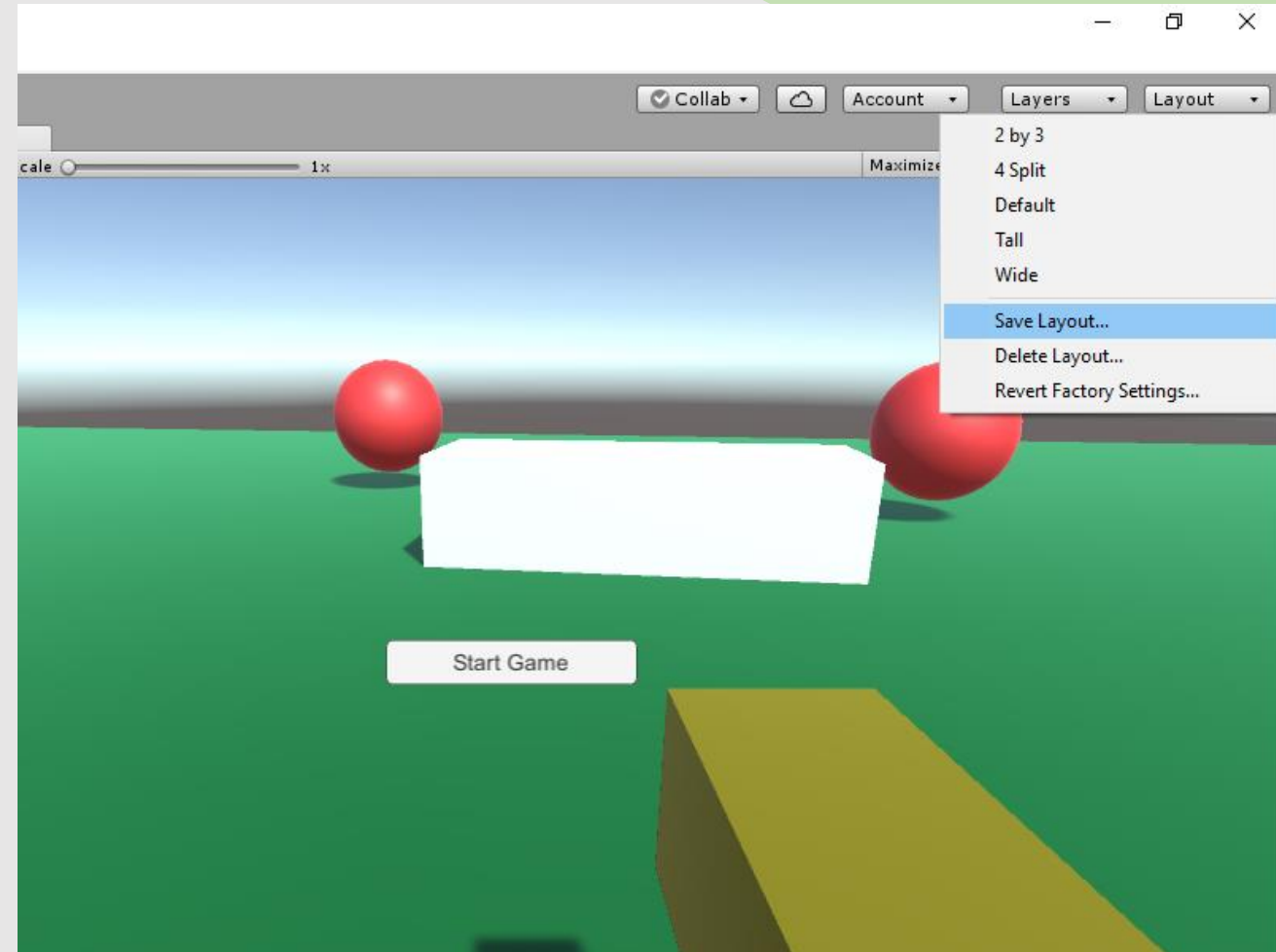
EXTRA



EXTRA

Saving a Layout

- Layouts checkbox -> Save Layout...
- Each role/ job in the workflow require different layout



EXTRA