

Welcome To The Course



```
[SerializeField] float runSpeed =  
[SerializeField] float jumpSpeed =  
[SerializeField] float climbSpeed
```

```
const string CLIMB_BOOL = "Climbing"  
const string JUMP_TRIGGER = "Jump"  
const string LADDER_TAG = "Ladder"
```

```
bool atLadder;  
Vector3 screenPos = new Vector3();  
SpriteRenderer spriteRenderer;  
Animator animator;
```

```
void Update ()  
{  
    MoveHorizontally();  
    ClimbLadders();  
    ProcessJump();  
    SaveTheWorld();  
}
```



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Download Unity & VS Code

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Download Unity Hub & Unity

- Download Unity Hub
- Download latest Unity release
 - Any problems at all, download the version we are using
- Download VS Code
- We'll make sure everything works properly in next video

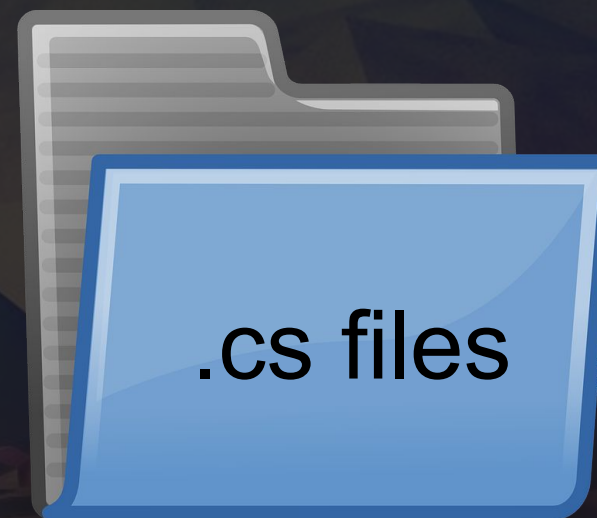


Game Engine & IDE

Game Engine:



- Visual interface for creating games
- Systems of existing code we can use (physics, rendering, audio, etc)



- Code we write is saved in "Scripts" which are .cs files

Integrated Development Environment (IDE):



- Helps us write code to tell the game engine what to do
- Auto-complete, colour coding, syntax error checking

```
[SerializeField] float runSpeed =  
[SerializeField] float jumpSpeed =  
[SerializeField] float climbSpeed  
  
const string CLIMB_BOOL = "Climb"  
const string JUMP_TRIGGER = "Jump"  
const string LADDER_TRIGGER = "Ladder"  
  
bool isClimbing = false;  
Vector3 movementVector = Vector3.zero;  
SpriteRenderer spriteRenderer;  
Animator animator;  
void Start()  
{  
    MoveHorizontally();  
    ClimbLadders();  
    ProcessJump();  
    SaveTheWorld();  
}
```


Introducing Unity



Rick Davidson

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Make A Vehicle

- Using simple shapes, experiment to make some sort of vehicle

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```

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const string CLIMB_BOOL = "Climb";  
const string JUMP_TRIGGER = "Jump";  
const string LADDER_TAG = "Ladder";
```

```
bool atLadder;  
Vector3 screenPos = new Vector3(0, 0, 0);  
SpriteRenderer spriteRenderer;  
Animator animator;
```

```
void Update ()  
{  
    MoveHorizontally();  
    ClimbLadders();  
    ProcessJump();  
    SaveTheGame();  
}
```



Introducing Prefabs



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Make A Scene

- Create at least 2 prefabs
- Each prefab should be a grouping of multiple objects into one (eg. multiple car parts to make a car)
- Create a quick scene using your prefabs
- Share a screenshot in the Discussions / Q&A



Your First Script



Rick Davidson

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Change The Print Statement

- Change our print statement so it prints out some strange fact about your game object. Eg.
“Hello, I have no doors or windows, who on earth designed me?”



Community & Support



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Get Visual Studio Mac Downloading

- Only necessary on MacOS
- Default install options are fine for now

We'll link Unity to Visual Studio in a later video.



Congratulations



Rick Davidson

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More To Come



Rick Davidson



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