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Unity 2020.1

Welcome To The Course

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Download Unity & VS Code

Rick Davidson

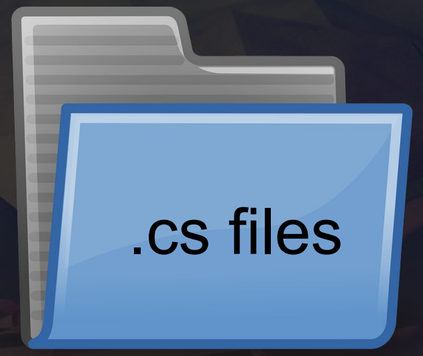
Download Unity Hub & Unity

- 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

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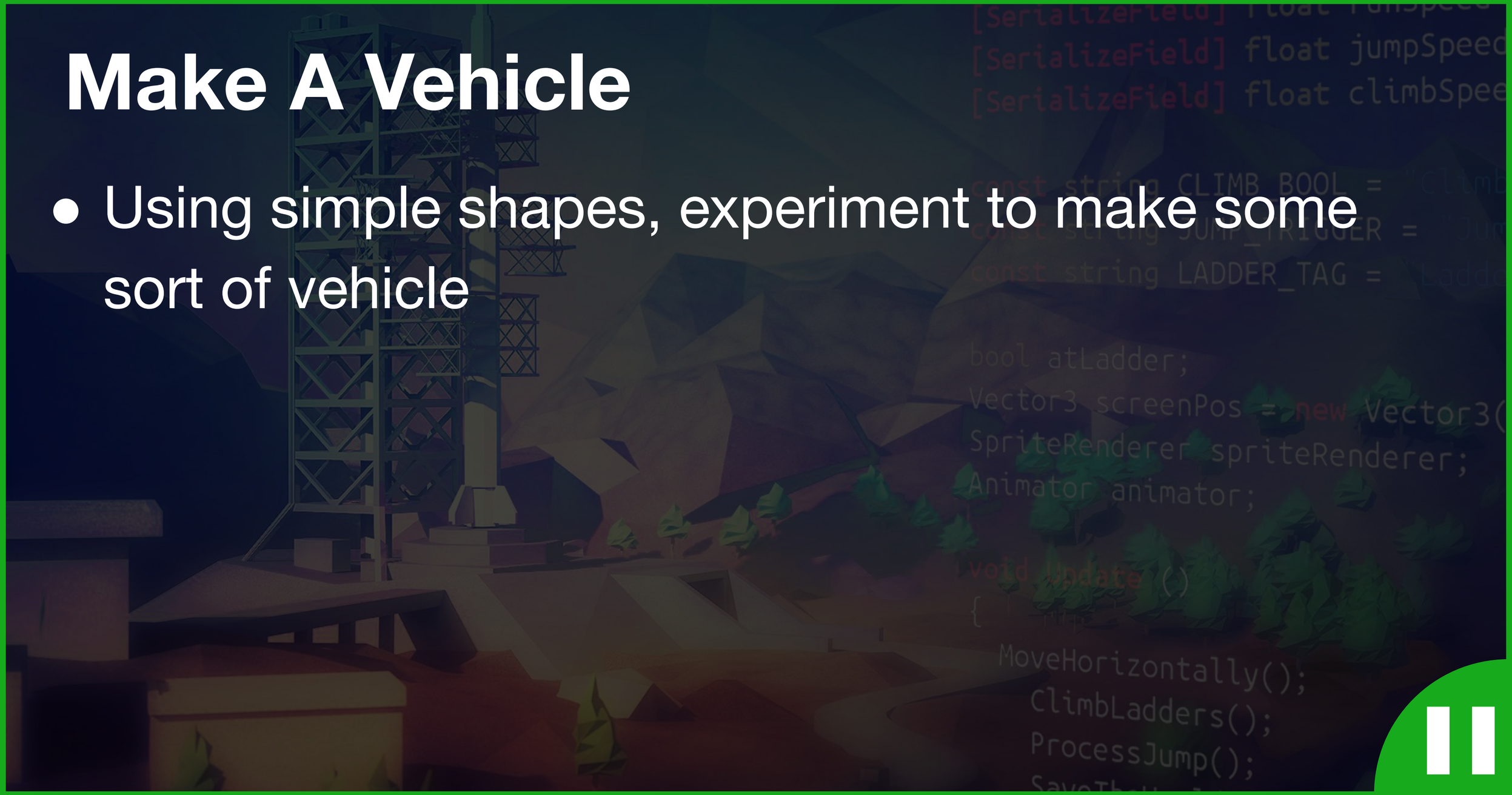
Introducing Unity

Make A Vehicle

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



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Introducing Prefabs

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

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Your First Script

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?”

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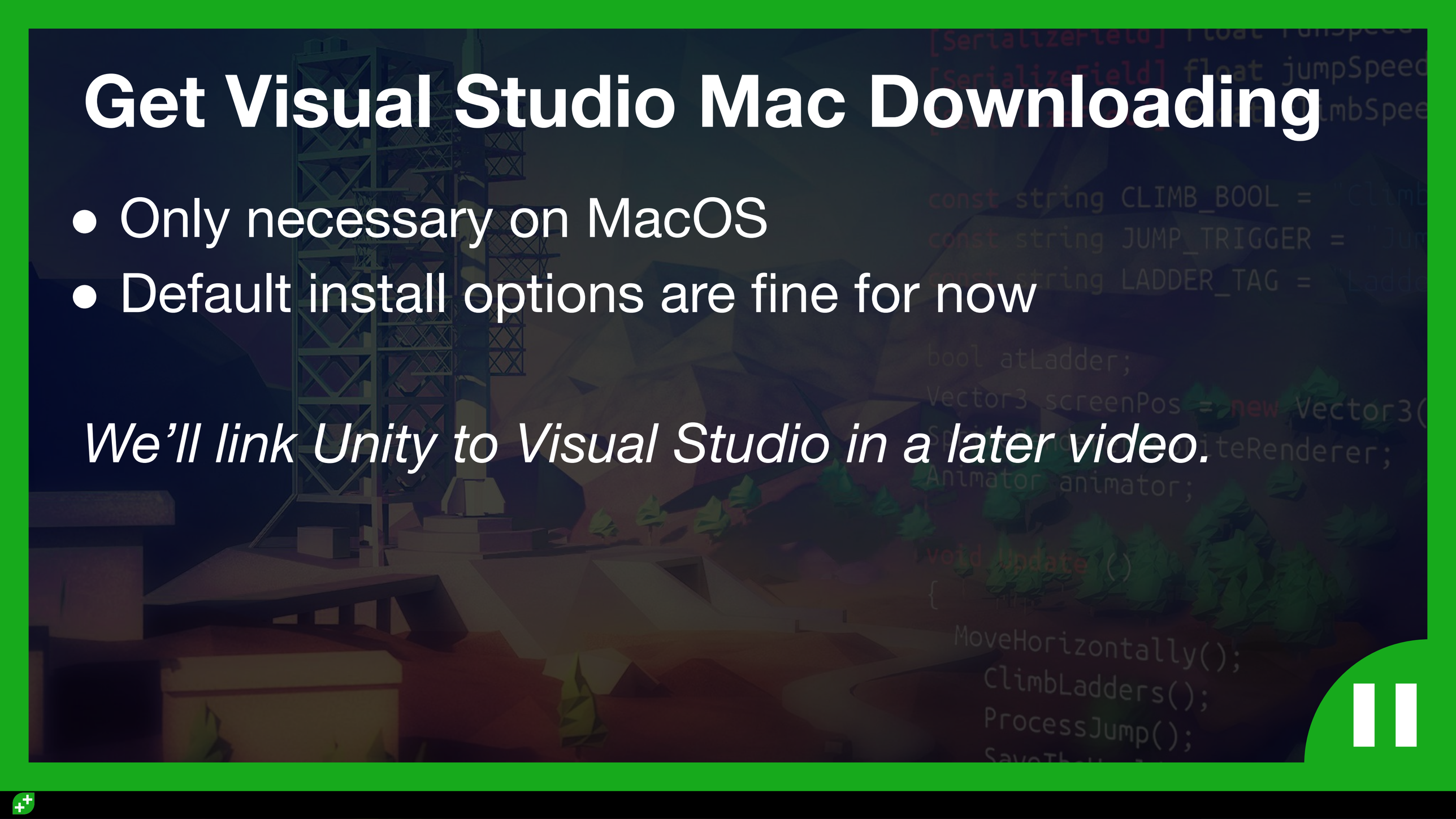
Community & Support

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.



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Congratulations

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More To Come