



Tutorial

Getting Started!

In Unity, we support C# and Unityscript, with a primary focus on teaching people to program using C#. When learning to create games with C#, there are two main areas that need to be understood: logic and syntax. We can think of the logic as ‘what is supposed to happen, in what order, or under what conditions’ and syntax as the language in which we communicate that to the compiler(system). Learning both things, simultaneously, for the first time can be very challenging [1].

Playmaker, a visual scripting tool created by Hutong Games, replaces the text-based paradigm with a visual metaphor. Logic is expressed through graphs that are wired together to create relationships and syntax is automatically expressed using pre-made ‘Actions’ that can be selected from a list. Because of this, Playmaker can be a very useful tool for creators who are interested in exploring the logical side of creating interactivity without having to interface deeply with written code syntax. Playmaker presents a great opportunity for creators who are new to programming and want to begin creating interactive experiences — or even those who know that they have no interest in ever learning text-based programming but do want to be able to create interactivity [1].

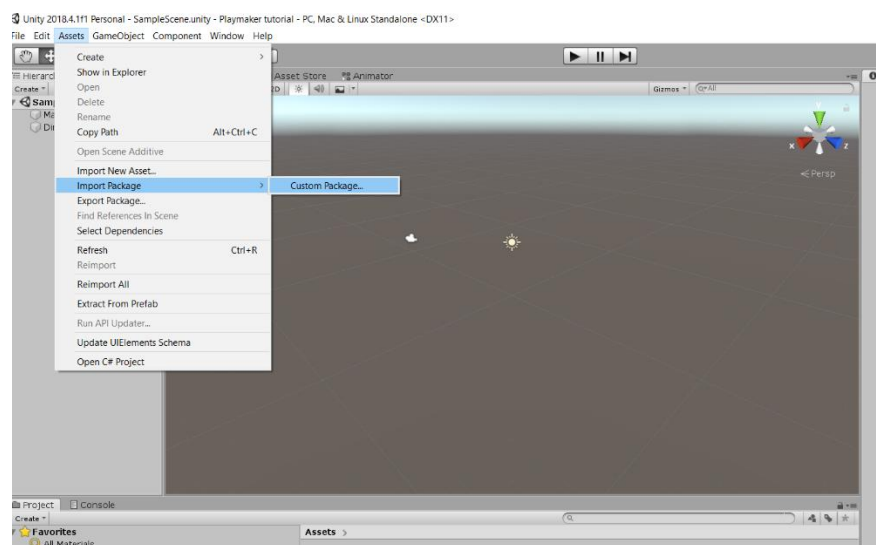
Getting Started

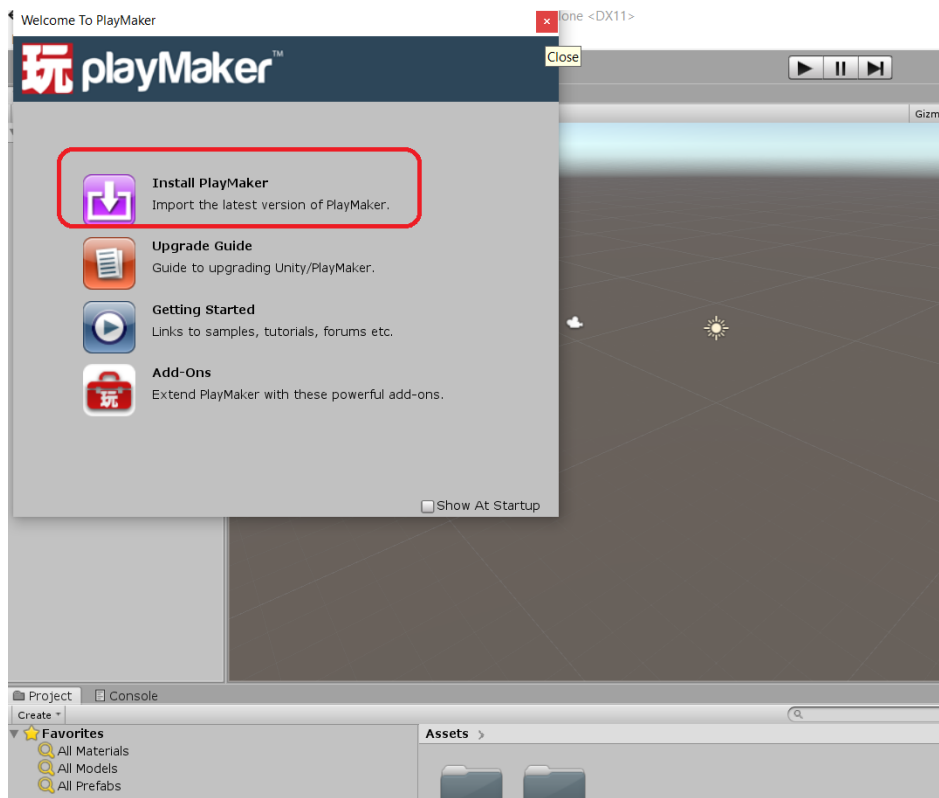
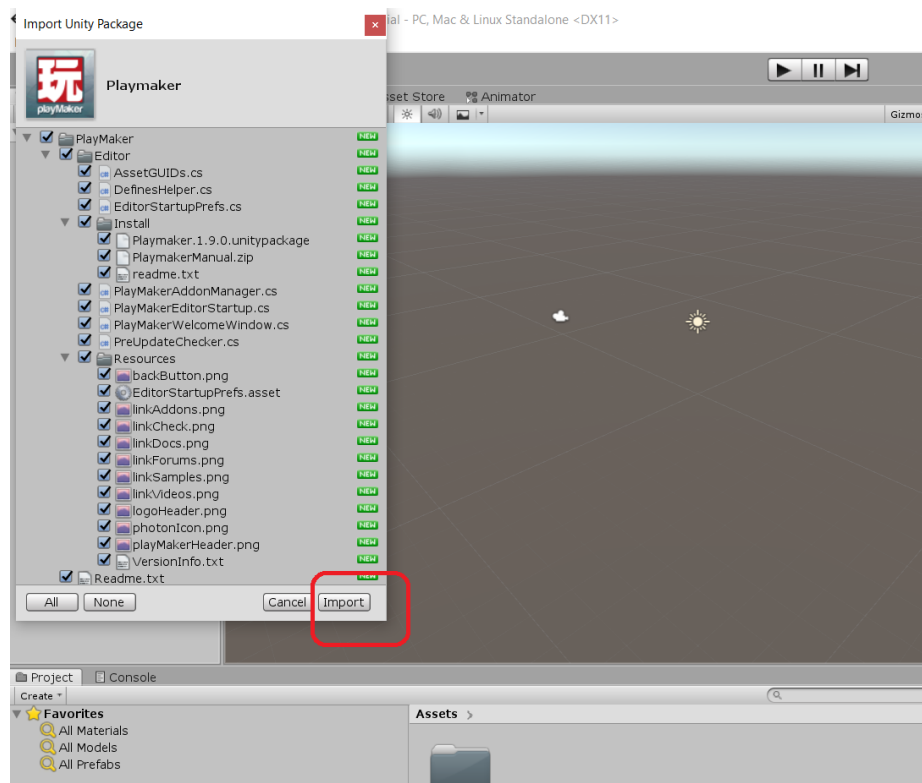
Versions used:

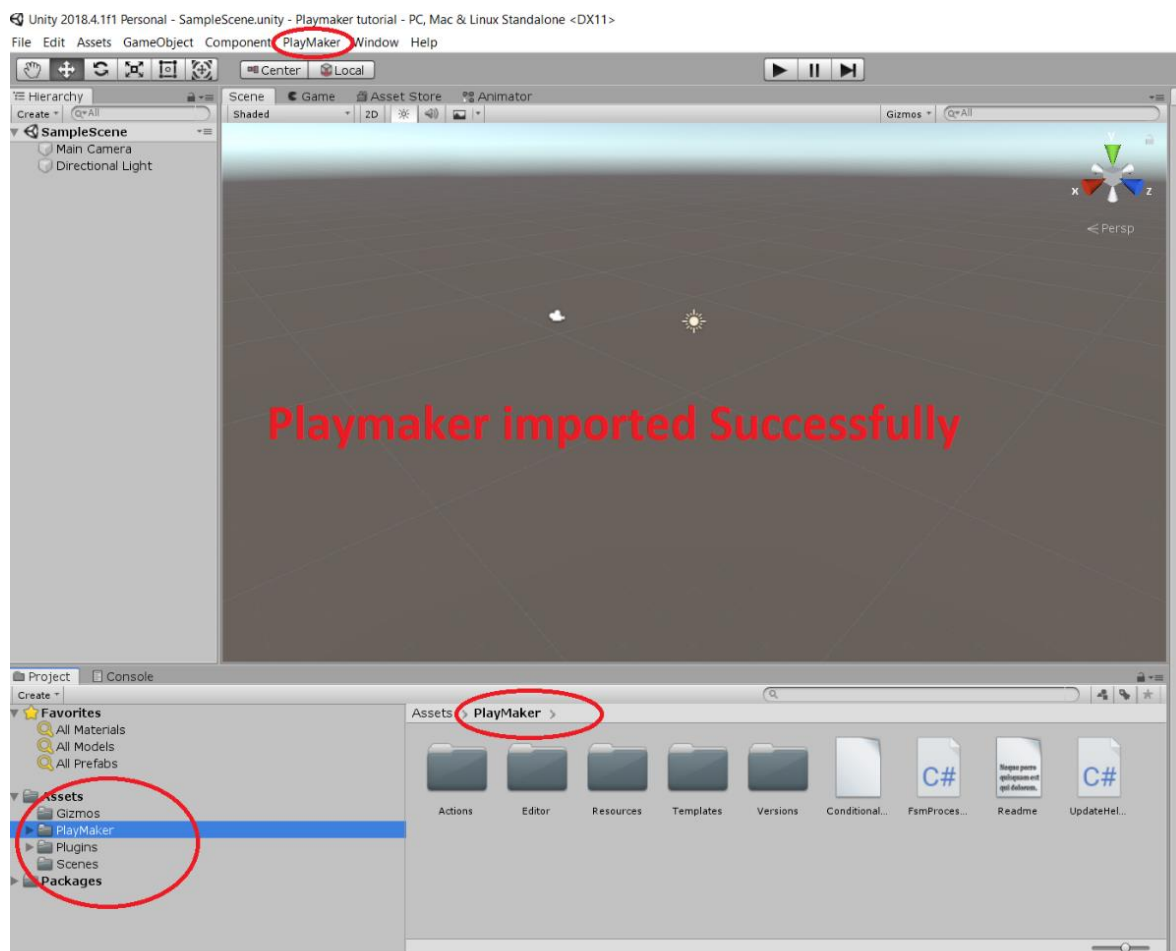
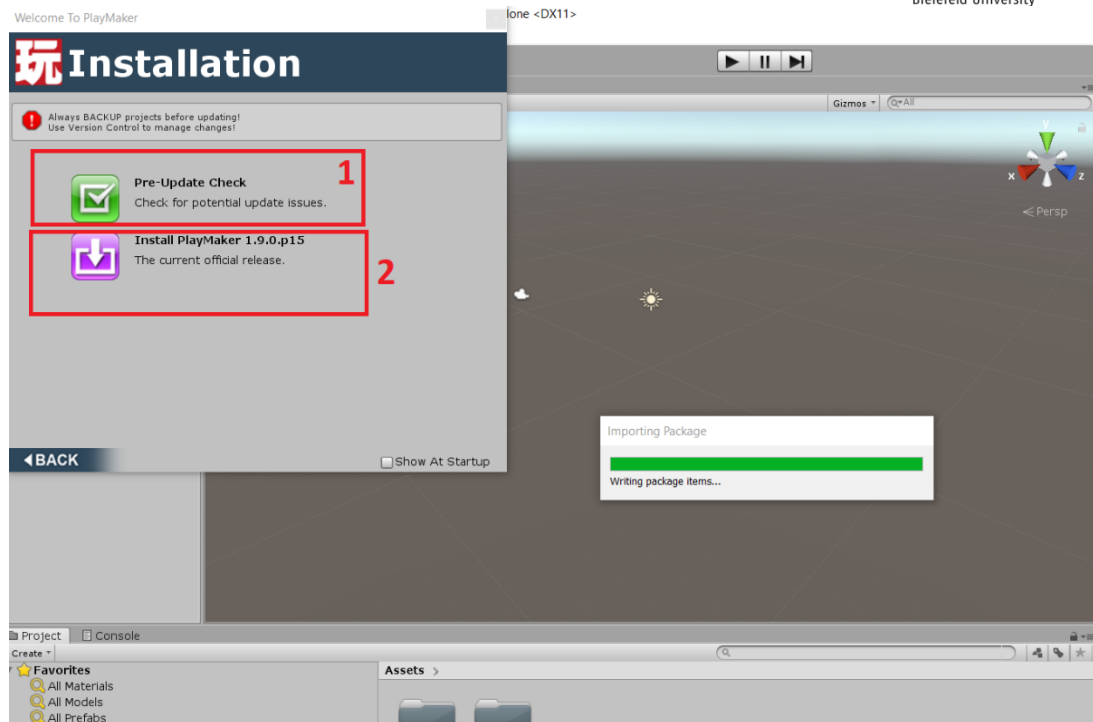
- Playmaker 1.9.0.p15 (attached in resources of UBI workshop)
- Unity 2018.3.14f1 or Unity 2018.4.1f1

Download and Add Playmaker in Unity:

Playmaker can be downloaded from asset store in unity. This requires some payment, its not free. I have attached playmaker plugin. Simply add custom package and select this playmaker plugin from resources folder:

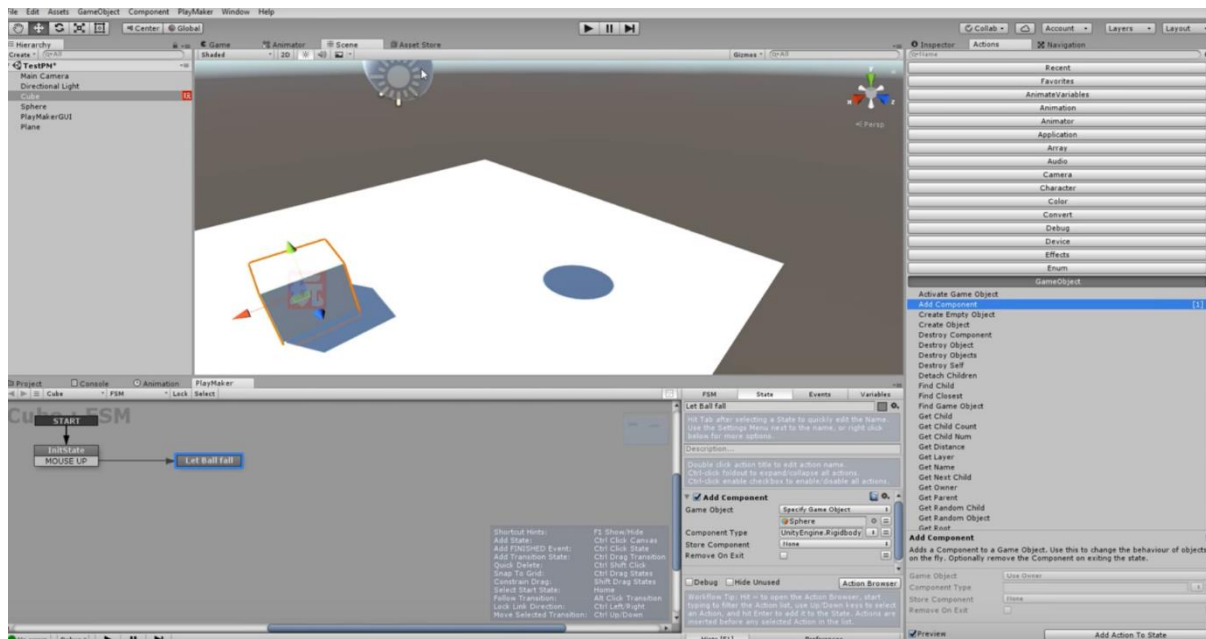






Make a simple example using Playmaker:

There is a very good video to start a simple example using playmaker. Follow <https://www.youtube.com/watch?v=NpMn10cvh3M> . It will show you how to code visually and interact with objects.



Hands on Experience:

For gaining good experience in playmaker, Hutonggames provide a step by step concepts of playmaker: <https://hutonggames.com/tutorials-game-design-with-playmaker.php>

There is also another emerging and latest tool for visual scripting called BOLT. You can find more information here: <https://ludiq.io/bolt/compare>

References:

[1]<https://blogs.unity3d.com/2017/05/04/spotlight-on-playmaker-visual-scripting-that-lets-you-bypass-the-code-and-unleash-your-creative-potential/>