

GUI Summer 2020
Assignment – Unity-1 (UN1)

Due on June 11

Submission Instructions:

Please carefully follow the Submission Instructions for assignment I1 and apply the relevant instructions.

Assignment Instructions:

The goal of assignments UN assignments is to get familiarity with Unity via executing the Unity learning tutorials.

In UN1 you have to complete the tutorials:

FPS, Karting, and Platform microgames

Additionally, you have to complete at least the first part of the tutorial Creator Kit beginner code.

Your deliverable (to TRACS) is the saved project (or game) at the point you have completed or stopped the tutorial.