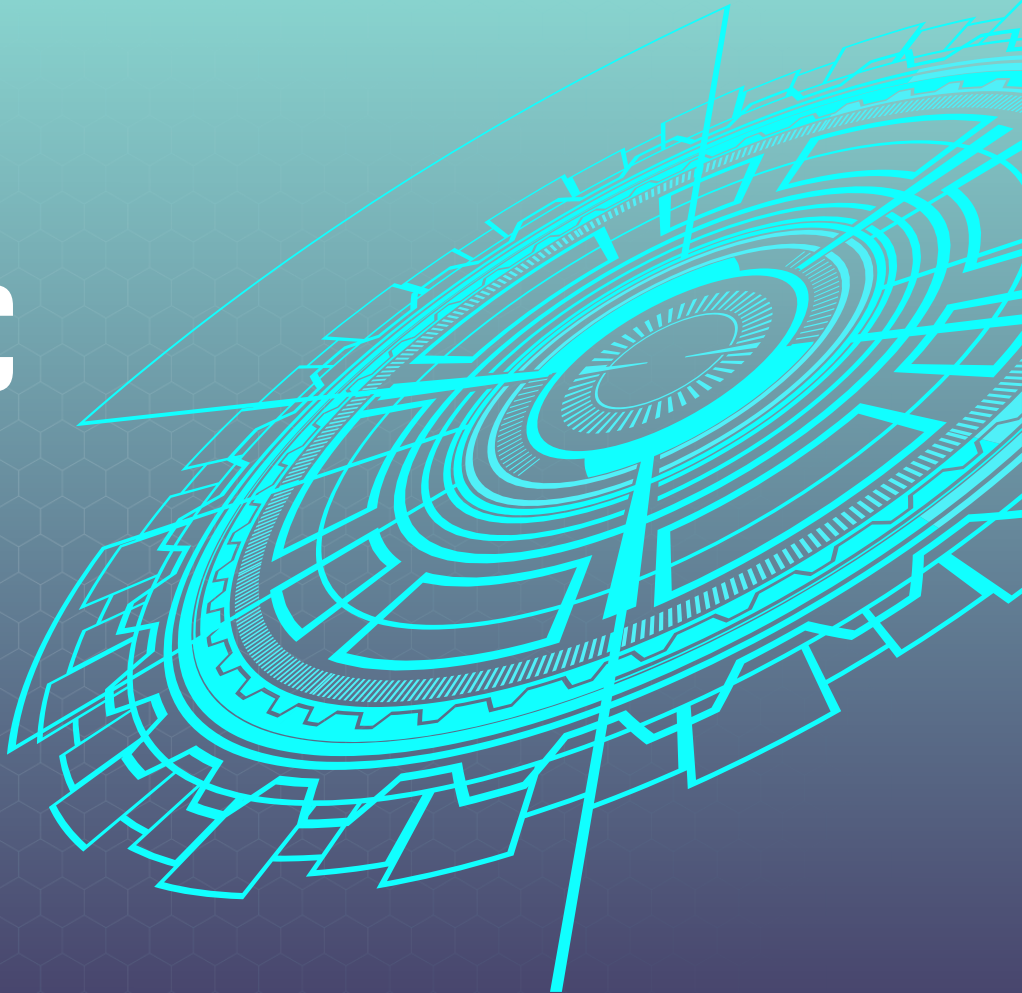


Week 13 GWC

Getting Started with Game
Development in Unity



Katie Tooher and Carmen Seda

Women In Tech Shout-Out of the Week: Rebecca Heineman



- Founding member of video game companies Interplay Productions, Logicware, Contraband Entertainment, and Olde Sküül
- Couldn't afford games for her Atari 2600 as a child
 - Learned how to pirate games
 - Reverse-engineered pirated games to learn game development
- Considered to be the first national video game tournament champion
- Worked on games released from 1985 to 2015



Warm-Up: Quick C# Exercise

Write a program that takes an integer as user input and outputs the products of that number multiplied by 0 through 10.

Ex: input = 5, output =

$$5 * 0 = 0$$

$$5 * 1 = 5$$

$$5 * 2 = 10$$

$$5 * 3 = 15$$

...

$$5 * 10 = 50$$



A Quick Look Ahead

- **This semester we will be using a video game engine to help us learn about game development**
- **We will learn about animation**
- **basics of 2D and 3D games and modeling**
- **Lighting Effects**
- **Scripting**
- **And more!**



Intro to Video Game Design



- **What is a game engine?**
 - **“A game engine is the software that provides game creators with the necessary set of features to build games quickly and efficiently”**
- **What is Unity?**
 - **Unity is one of the most used game engines to create dynamic 2D and 3D games with ease**
 - **Not just games are made with Unity -- it’s also used for animations, art, dynamic video editing, and is also being used for medical virtual reality research at Marquette**
- **Shape the world:** <https://www.youtube.com/watch?v=1Gj9X9EQrBQ>
- **Games made with Unity:** <https://www.youtube.com/watch?v=qh-BpLowy1w>
- **Top 10 Unity Games of All Time:** <https://www.youtube.com/watch?v=oCxx0twTww4>

Unity Set-up



- **There are 10 GWC Laptops with Unity pre-installed on them**
 - If you are opting to use your own laptop you need to install the Unity game engine preferably the 2018 edition
 - Go to <https://unity3d.com/get-unity/download>
- **Click on Unity Hub and create an account (this is free) so that you may save your projects to their cloud to work on other computers if you so choose!**
 - Use your email to make an account and follow the steps

3D Racing Game Walk Through

- **Things We Will go Over:**
 - **The Editor Itself**
 - **Terrain Building**
 - **Game Assets**
 - **Lighting**
 - **Basic of Textures and Meshes**



Final Remarks

- **Think ahead about what type of game you might want to make for the final project!**
 - **Brainstorm some rules, strategies, colors and characters you might want!**
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