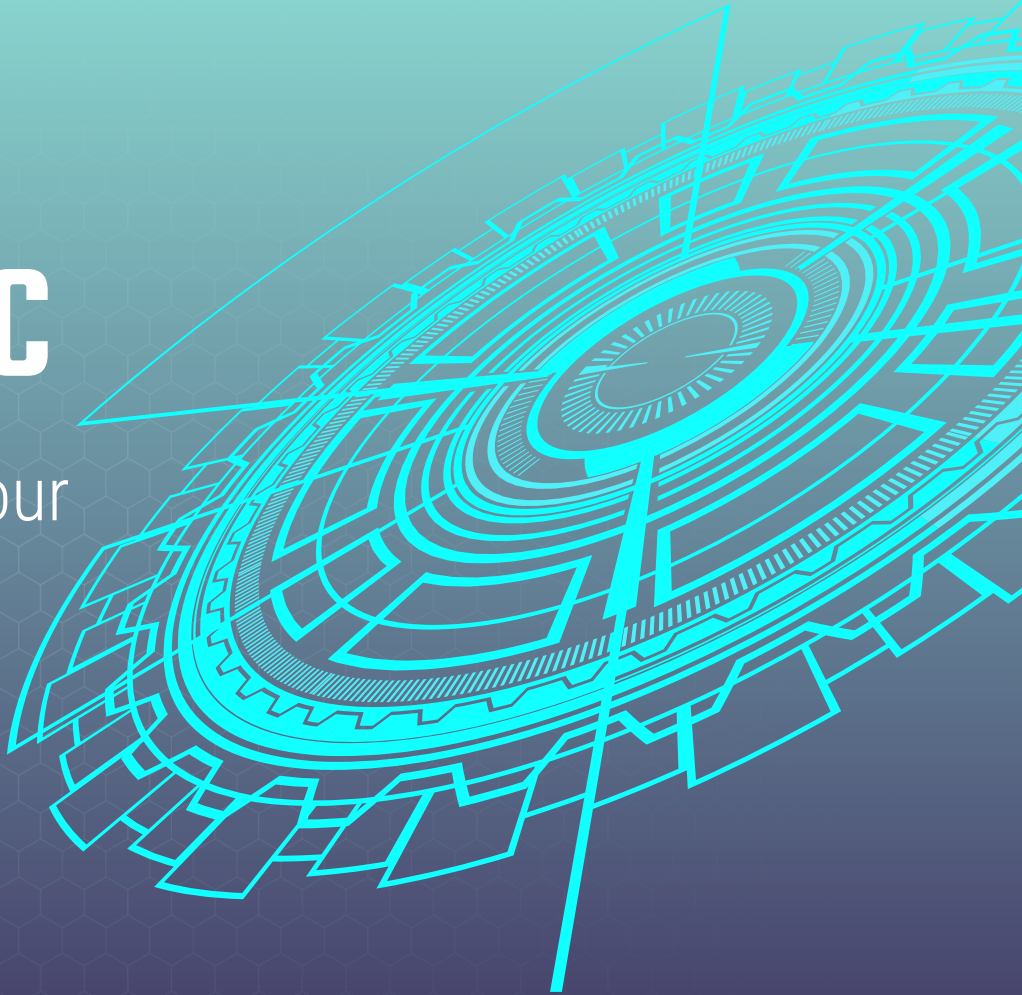


Week 17 GWC

Tutorials and Planning Your
Game

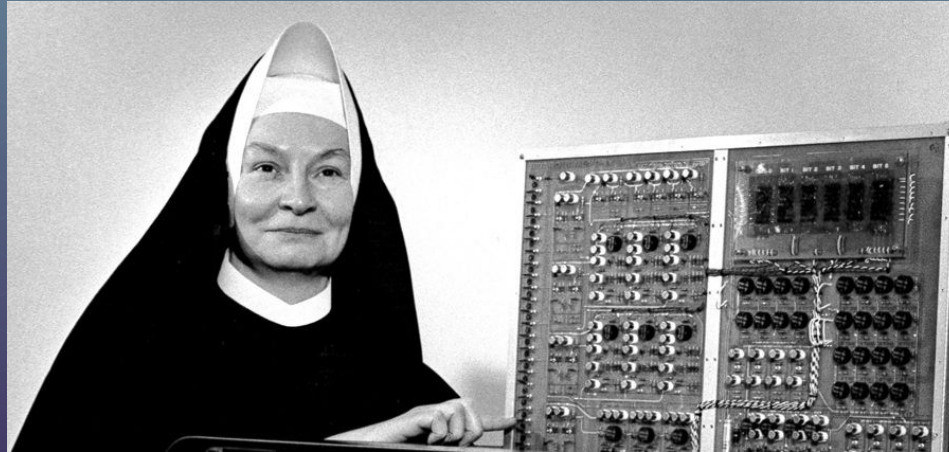


Katie Tooher and Carmen Seda

Women In Tech Shout-Out of the Week:

Sister Mary Kenneth Keller

- 1st woman to receive a PhD in Computer Science (1965)
 - And she was a nun!
- Studied at Dartmouth (it was only men back then!)
- Helped develop a key computer language (BASIC)
 - This made computers more accessible
- Head of Computer Science department at Clarke College for 20 years





Warm-up

Print a string input by the user in reverse

(We've done this before! Does anyone remember?)



Simple 2D Sprite Tutorial

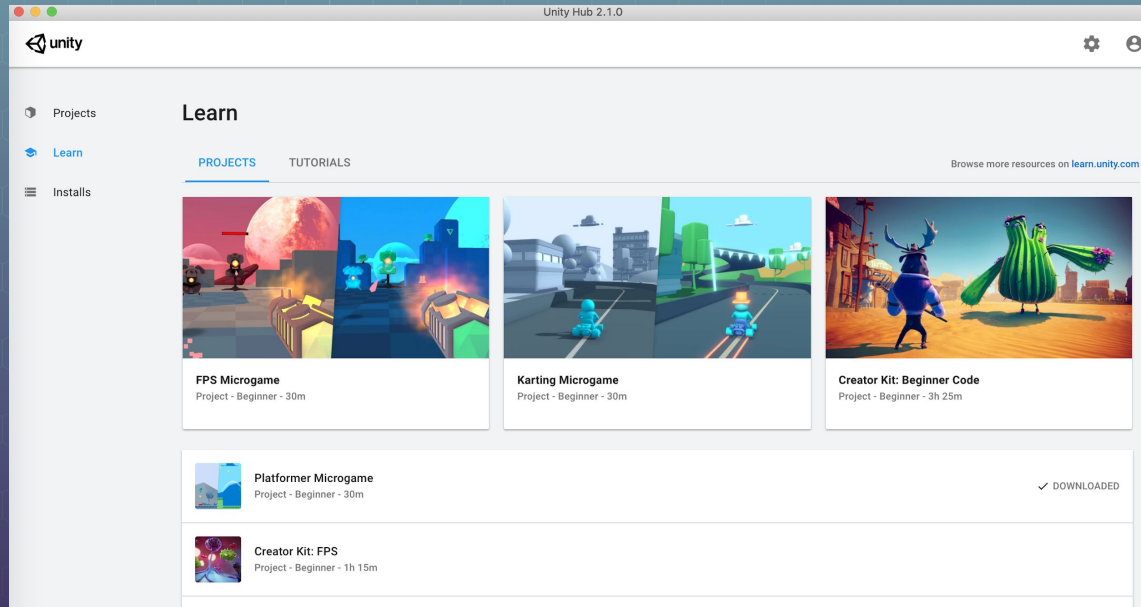
- For Game creation you don't always have to use built in unity packages for your games
- You can create your own sprites using photoshop or Blender (3d) to create textures for your characters
- One easy website you can use that is free is called piskel to create gif animations to add into your projects
 - Remember that moving characters or any moving item in a game is multiple images that are rendered during the game play (basically a while loop keeps changing the images under certain specified conditions, such as running or jumping)
- Piskel makes it easy to create your own animations!
- <https://www.piskelapp.com/>



Some animations I made with Piskel

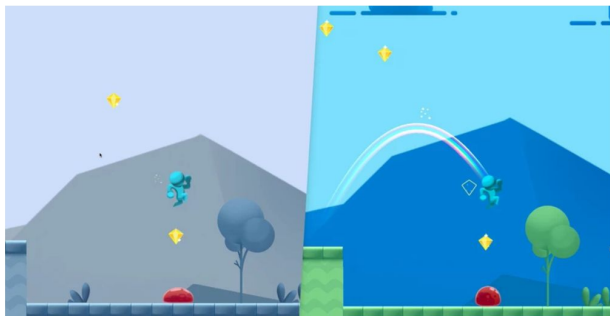
Tutorials

- Today we will continue with unity tutorials -- we will work on the 2D platformer microgame and then 2D Game Kit tutorials
- The 2D Platformer has been downloaded to all the GWC laptops, but there is an easy way to access these tutorials from unity hub.



Tutorials

Platformer Microgame



Project - Beginner - 30m

✓ DOWNLOADED

This Microgame Template is a classic 2D platform game that you can mod and make your own. Check out the Creative Mods to tweak the project and add your own levels, while learning the basics of Unity. Viewing from the Learn tab in the Unity Hub? Click Download Project > Open Project to automatically open it in Unity. Viewing from the Unity Learn website? Simply go to the Learn tab in the Unity Hub and search for this Microgame, or manually import it via the Asset Store link below.

[OPEN PROJECT](#)

[VIEW TUTORIALS](#)

2D Game Kit



Project - Beginner - 1h 55m

SIZE: 314.39 MB

The Explorer: 2D is a collection of mechanics, tools, systems and assets to hook up gameplay without writing any code. To show how these elements can be used we've also created a game example using these systems. If you need some quick information on components, take a look at the reference guide and advanced topics this can also be found in the Documentation folder within the project.

[DOWNLOAD PROJECT](#)

[VIEW TUTORIALS](#)

Today's Goals

- Finish tutorials
- Complete racing game if you have not already
 - If not working, ask for help! We want to make sure everyone has that good to go
- Plan your game!
 - Fill out the worksheet with questions about the type of game you want to make
- If you have time...
 - Go back into the premade games and modify them however you want! Make it your own :)

