Unity Training Course Module

Section 1: Introduction And Setup

- Introducing The Unity engine
- Installing Unity
- Mac And PC Differences
- Introducing the Unity Editor
- Mono develop
- Saving And Closing Your Project
- Useful Resources

Section 2: Basic Scripting

- Printing Text To The Console Preview
- Using Variables Preview
- Responding To Key Presses
- Using IF to make choices
- Scope And Context Of Variables
- Simplifying by creating Functions
- Completing Number Wizard
- How To Debug Programs Preview

Section 3: Text

- Creating New Projects
- Adding 2D User Interface Text
- Word Wrapping & Joining Strings
- Building Your Game Engine
- Our TextController.cs Script
- Re-Organising Your Code

Section 4: Interface User

- Introduction To User Interface
- Game Design Document
- Section Notes

- About Objects And Classes
- Creating and Saving Levels
- How To Add Text To The Scene
- Adding a Start Button
- Calling Scripts from Buttons
- How To Load Scenes and Quit
- Using A Game Design
- Finishing
- Introduction To Block Breaker
- Using Blender To Create 2D Art
- Gimp Image Editing 101
- Creating A 2D Brick Sprite
- Import The Menu System•
- Playing Background Music
- About Statics & Singletons
- Using Static Variables
- Execution Order & Singletons
- Z-Depth in 2D games
- Ball + Gravity + Colliders = Fun
- Colliders, Triggers & Collisions
- Tidying Up Before Moving On
- Choosing Collider Type In Unity
- Using Physics Materials
- Movement By Mouse
- Launching Ball On Mouse Click
- Invisible Colliders & Gravity Scale
- Creating & Using Unity Prefabs
- Unity Editor Snap To Grid
- Making Everything A Prefab
- GameObject.FindObjectOfType
- Level Build Order
- Destroying When Hit
- Importing Sprite Sheets
- Swapping Sprites In Script
- Consolidating Hit Counting
- Statics To Detect Win Condition
- Playing Sound Effects On Impact