MTEC 3175

Week 8 - Start Development!

Demo – Introduction to Unity 2D/3D
Lab – Setting Up Unity Project Files & Version Control

Download the Latest Unity 2020
(via Unity Hub):

https://unity3d.com/get-unity/download

Add Unity Version   ✕

1   **Select a version of Unity** ——————————— **2**   Add modules to your install

Can't find the version you're looking for? Visit our download archive for access to long-term support and patch releases, or join our Open Beta program releases.

Recommended Release

◉   Unity 2020.3.0f1 (LTS)

Official Releases

◯   Unity 2020.2.7f1

◯   Unity 2019.4.22f1 (LTS)

◯   Unity 2018.4.32f1 (LTS)

Pre-Releases

CANCEL   BACK   NEXT

This Week's Plan

- Right away - Start downloading Unity 2020 LTS
- Final Game & Reading Response
- Unity Experience Check
- Demo: Intro to Unity 2D & 3D
- (Break)
- Remaining Time: Project Breakout Rooms

Game & Reading Response!

The Final Session

Games:

Stanley Parable
Everything
Do Not Feed the Monkeys
Untitled Goose Game

Demo: Intro to Unity

(This is going to depend a lot on everyone's existing knowledge!)

- Originally an Danish indie game studio (founded 2004)

- Their only game was not a commercial success, decided to sell the tools instead

- Grew as a rapid prototyping tool with a "game developers first" attitude

- Business-first, former EA-CEO took over in late 2014

- Went public this year (2020)

Unity Hub 2.4.0

Projects

Learn

Community

Installs

ADD

Add Modules ✕

Platforms

		Installed	
> ✓ Android Build Support		Installed	1.1 GB
✓ iOS Build Support		Installed	2.8 GB
☐ tvOS Build Support		342.6 MB	1.5 GB
☐ Linux Build Support (Mono)		57.0 MB	262.1 MB
☐ Mac Build Support (Mono)		88.8 MB	499.8 MB
☐ Universal Windows Platform Build Support		284.6 MB	2.1 GB
☐ WebGL Build Support		251.9 MB	919.4 MB
☐ Windows Build Support (IL2CPP)		68.1 MB	357.0 MB
☐ Lumin OS (Magic Leap) Build Support		151.5 MB	829.8 MB

CANCEL   DONE

⌥ master ▾   **Unity-Project-Template / Assets /**

jchmelik Add _NonVerstioned folder   ...

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📁 Audio

📁 Materials

📁 Models

📁 Prefabs

📁 Scenes

📁 Scripts

📁 Textures

3. The Resources folder

This chapter discusses the *Resources* system. This is the system that allows developers to store Assets within one or more folders named *Resources* and to load or unload Objects from those Assets at runtime using the Resources API.

3.1. Best Practices for the Resources System

Don't use it.

This strong recommendation is made for several reasons:

- Use of the Resources folder makes fine-grained memory management more difficult

- Improper use of Resources folders will increase application startup time and the length of builds

  - As the number of Resources folders increases, management of the Assets within those folders becomes very difficult

- The Resources system degrades a project's ability to deliver custom content to specific platforms and eliminates the possibility of incremental content upgrades

  - AssetBundle Variants are Unity's primary tool for adjusting content on a per-device basis

Magic Folder Names

- Assets
- Editor
- Editor Default Resources
- Gizmos
- Resources
- Standard Assets
- StreamingAssets (no space… sigh…)
- \<Hidden Assets: "cvs" ".*", "~*"\>

Demo Time...

(Let's teach whatever you don't know!)

Lab: (Unity) Project Setup & Version Control
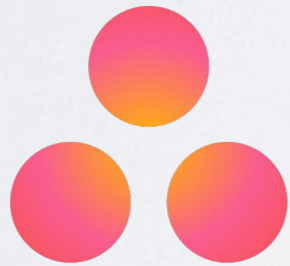
https://github.com/entertainmenttechnology/Levine-MTEC3175-Fall2020.git

Before we leave, let's also make sure everyone's got a GDD started

Then, if time, breakout rooms!

TRADITIONAL DEV WEEK 1 HOMEWORK

- Start development!!

- (Recommended) Initial project commit to repo

- (Recommended) Initial tasking added to issue tracker

- (Optional) Unity Tutorials - See OpenLab

SPRING 2021 HOMEWORK CLARIFICATION

Final Deadline for "Design" Graded Work (including the GDD) is next Friday, Mar. 26!

1) Any Late **Labs**, Game Journal & Reading Response Posts (55% of class grade!)

AND

2) Game Design Document
(still could be the same link as the rest of your team, or independent, as long as it's grade-able)
(10% of class grade)