

# Unity Beginner Session

Usask 2015 GameJam

# WhoAmI

- Jesse Rolheiser, President of CSSS
- 4th year Comp Sci Student

e-mail: [jesse.rolheiser@usask.ca](mailto:jesse.rolheiser@usask.ca)

# Covering

- Little game theory
- General tips on making games
- The Unity interface
- Sprites, physics, animation, scripting

# Getting Started Today

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-Code we'll be using: UofSCSSS, Facebook

# Tips for a GameJam/First Game

- Know your scope
- Always have a minimum viable product
- Order from easiest to hardest(2D):
  - 1.Racing
  - 2.Top Down Shooter
  - 3.Platformer
  - 4.Puzzle
  - 5.JRPG
  - 6.Fighting
  - 7.Action Adventure
  - 8.RTS/MOBA

# General Tips for Unity

- Have a tab open to the unity.docs
- Great video tutorials
- Everything is a GameObject(Camera,players)
- Prefabs are your secret weapon

# Let's Go!

Code: UofSCSSS, Facebook