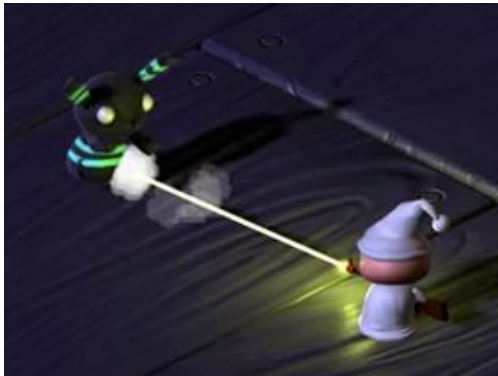# Unity Game Basis

**Software environment:** Unity 2018.3.8      **Hardware environment:** Laptop

## Practice objectives:

**1. Discover the main modules of Unity (Sound Mixer, Animator, Particle effect, UI...)**

**2. Get familiar with scripting**

**3. Organize a project**

**4. Make your first full 3D Game**

## Description:



**Goal**: Unity is a free game engine which provides a software framework that the users can use to create interactive scenes and implement game scenarios. Different modules like the Physics Engine, Sound Mixer, Animator, Material etc... are included as part of Unity in order to streamline the development of different games. You will discover these different modules through this tutorial which is based on videos recorded during the Unite training day in 2014. It is a project made by Unity called Survival Shooter Tutorial.

## Instructions:

You should follow the different video tutorials on the Unity *Learn* page here:
http://unity3d.com/learn/tutorials/projects/survival-shooter

You can find the updated Survival Shooter assets here:
https://www.assetstore.unity3d.com/#!/content/40756

This Hands-on tutorial lasts approximately 3h30. Therefore, you might not be able to complete the whole project during the normal two hour TP session. However, we strongly recommend you to complete it on your own time and to ask any questions that you may have during the next session.

**If you have any questions during the session, do not hesitate to ask the TAs!**

**Good Luck!**