INTRODUCING OUR DEVELOPMENT ENVIRONMENT: UNITY
Topics
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- Downloading Unity
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- Why Choose Unity?
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- Understanding the Unity Window Panes
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  - Leads to greater student confidence and proficiency
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The Unity Demo Project: AngryBots

The Unity window when it opens for the first time
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    - Standing next to some computers will change the wires leading from them from red to green and unlock doors
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- **Try playing for about 10-15 minutes**
Unity Features Shown in AngryBots
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- **Artificial Intelligence-based Pathing**
  - Enemies will move around objects in a room to track down the player
Setting Up the Unity Window Layout
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- The following instructions will guide you to the layout that is used throughout the book.
Setting Up the Unity Window Layout

First: Choose the 2 by 3 window layout
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Set the Project pane to One Column Layout
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- Unity window panes can be moved in two ways:
  - Panes can be grabbed by their tab and moved as shown by the Arrow cursor
  - Pane borders can also be moved as shown by the Left-Right Resize Arrow cursor.
Setting Up the Unity Window Layout
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- When a pane is moving, it is ghosted.
- When in a location that it can snap to, it will unghost and move into the snapped position.
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Move the panes to the locations shown above
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You also need to add the Console pane
Setting Up the Unity Window Layout
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- Adding the Console pane:
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- Adding the Console pane:
  - From the menu bar, choose Window > Console
Setting Up the Unity Window Layout

- **Adding the Console pane:**
  - From the menu bar, choose *Window > Console*
  - Drag the Console pane below the Hierarchy pane
Setting Up the Unity Window Layout

- **Adding the Console pane:**
  - From the menu bar, choose *Window > Console*
  - Drag the Console pane below the Hierarchy pane
  - Move the Project pane to the left of the Hierarchy pane
Setting Up the Unity Window Layout
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- Save this layout!
Setting Up the Unity Window Layout

- Save this layout!
  - Choose *Save Layout...* from the Layout pop-up menu
Setting Up the Unity Window Layout

- **Save this layout!**
  - Choose *Save Layout*… from the Layout pop-up menu
  - **Name the layout:** *(don't include quotation marks in the name)*
    - "Game Dev" on Mac with a space before the "G"
    - "_Game Dev" on PC with an underscore before the "G"
Setting Up the Unity Window Layout

- **Save this layout!**
  - Choose *Save Layout...* from the Layout pop-up menu
  - **Name the layout:** (don't include quotation marks in the name)
    - "Game Dev" on Mac with a space before the "G"
    - "Game Dev" on PC with an underscore before the "G"
  - These names will sort the new layout to the top of the list
Understanding the Unity Window Panes

Scene Pane: Allows you to move around the 3D scene and select, move, rotate, and scale GameObjects.
Understanding the Unity Window Panes

**Game Pane:** Shows you a preview of the gameplay. Shows the view from the Main Camera in the scene.
Understanding the Unity Window Panes

**Hierarchy Pane:** A list of every GameObject in the scene. Maintains a hierarchy of parent and child GameObjects.
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**Project Pane:** Collection of all assets in the Unity project: everything from models to C# code, images, and sounds.
Understanding the Unity Window Panes

**Inspector Pane:** Shows details of any selected asset. Allows you to edit the details of any GameObject.
Understanding the Unity Window Panes

Console Pane: Shows messages from Unity and from the C# scripts that you write. Used extensively in Chapter 18.
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- The next chapter will discuss C# in greater detail