

Unity Project Group

Instructor Info

Instructor: Jared Frees

Email: frees.10@osu.edu

Call/text: 513-340-8274

Class Time: Thursday 4:15pm – 5:15pm

Course Overview

Welcome to the Unity project group. Unity is a cross-platform game engine developed by Unity Technologies, which is primarily used to develop video games and simulations for computers, consoles and mobile devices. It can be used to create a range of different games, from 2D mobile games to console games, and virtual reality. It is also free for personal use. In this project group, you will learn the basics of Unity, and design a game for your final project.

Popular games made in Unity:

- Hearthstone: Heros of Warcraft
- Assassin's Creed: Identity
- Temple Run
- Kerbal Space Program

Course Expectations

- Absences: Notify me if you will not be able to make a meeting, text or email.
- Respect everyone: stay off your cellphones unless necessary
- Come prepared: bring your laptop to every class

Requirements:

1. **Laptop** that can run Unity
2. **Textbook**

Getting Started with Unity 5

By: Dr. Edward Lavieri

Print ISBN-13: 978-1-78439-831-6

Web ISBN-13: 978-1-78439-563-6

Finding the textbook

- Go to this URL: <http://proquest.safaribooksonline.com/book/programming/game-programming/9781784398316>
- I suggest saving the URL of this book in your favorites for future use
- This textbook is free to use with your OSU credentials

Point System

- You have the opportunity to earn a maximum of 100 points in this course

Attendance: 3 points each week = 42 points max

Assignments: 2 points each week for seven weeks = 14 points max

Final Project: 44 points

Course Structure

- For the first seven weeks of this course we will be going through the textbook and learning about the basics of Unity
- For the last seven weeks, you will be designing a final project

Course Schedule

Week	Subject	Homework
1 (8/31/17)	An overview of Unity	1. Finish downloading Unity 2. Setup Unity account 3. Read chapter 2 – Game Design
2 (9/7/17)	Creating a Game Environment	1. Read chapter 3
3 (9/14/17)	Working with Assets	1. Read chapter 4
4 (9/21/17)	Animating the Game Characters	1. Read chapter 5
5 (9/28/17)	Scripting the Game	1. Read chapter 6
6 (10/5/17)	Adding a Graphical User Interface	1. Read chapter 7
7 (10/12/17)	Polishing and Optimizing the Game	1. Finish example project
8 (10/19/17)	Work on project	Work on project
9 (10/26/17)	Work on project	Work on project
10 (11/2/17)	Work on project	Work on project
11 (11/9/17)	Work on project	Work on project
12 (11/16/17)	Work on project	Work on project
13 (11/23/17)	Work on project	Work on project
14 (11/30/17)	Work on project/Present project	Work on project

Final Project

- You will be making a game using all the aspects of game design you have learned in this course
- We will go over the specifications and requirements later in class

Extra Credit

- I will give 5 points of extra credit to the best overall game