TP Adventures

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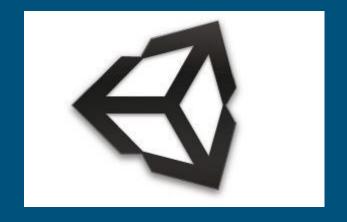
Unity

• Cross-Platform Game Engine

Supports 2D and 3D Games

Scripting done in C#

Ability to export to many game platforms



Development Requirements

• OS requirement: Windows 7+, OSX 10.9+

Graphics Card that supports DirectX 9+

• 64-bit CPU

Con: Not possible to develop in Linux

Running Requirements

Ability to run on Windows, OSX, and Linux

DirectX 9+, WebGL, and OpenGL Platforms

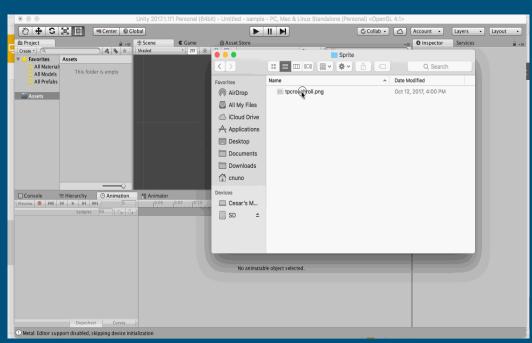
• 64-bit CPU

Sprite Management

Drag and drop

Automatic size detection

Built-in sprite slicing

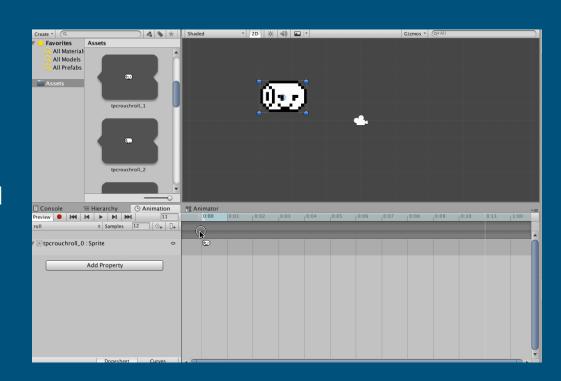


Animations

Built in animation creator

Easy to use, simply drag and drop

View animation right after adding sprites





Text Editor

Built-in text editor for script manipulation

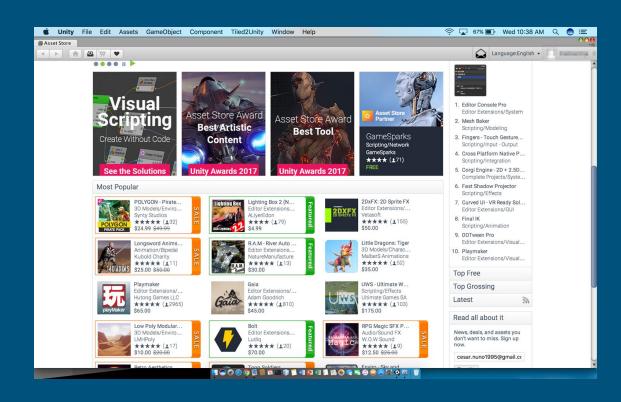
Light weight

No need to wait for visual studio to load up

```
Debug > I Unity Editor
                                                 Solution loaded.
Solution
Senior Project
                      No selection
Assembly-CSharp
                                1 using System.Collections;
                                  using System.Collections.Generic;
▶ Assembly-CSharp-Editor
                                  using UnityEngine;
                                  public class Player : MonoBehaviour {
                                      public float maxSpeed = 3:
                                      public float speed = 50f;
                                      public float jumpPower = 150f;
                               12
                                      public bool grounded;
                               13
                                      public bool rolling;
                                      public bool crouching;
                                      private Rigidbody2D rb2d;
                                      private Animator anim;
                                      private SpriteRenderer sprite;
                                      // Use this for initialization
                                      void Start () {
                               22
                               23
                                          rb2d = gameObject.GetComponent<Rigidbody2D>();
                               24
                                          anim = gameObject.GetComponent<Animator>();
                               25
                               26
                               27
                               28
                               29
                                      // Update is called once per frame
                                      void Update () {
                               31
                               32
                                          anim.SetBool("Grounded", grounded);
                               33
                                          anim.SetFloat("Speed", Mathf.Abs(Input.GetAxis("Horizontal")));
                               34
                                          anim.SetBool ("isRolling", rolling);
                                          anim.SetBool ("isCrouching", crouching);
                               37
                                          if (Input.GetAxisRaw("Horizontal") < -0.1f) {
                                              if (Input.GetAxisRaw ("Vertical") < 0.0f) {
```

Marketplace

- 2d/3d Models/Sprites
- Animations
- Audio
- Extensions
- Scripts
- Services

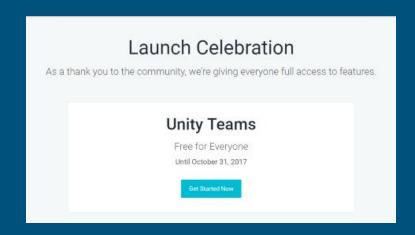


Unity Teams

Allows Collab (sharing in Unity)

- Only free until Oct 31st
- Decide how to proceed

Option 1: Pay for Unity Teams





Option 2: Use an alternative like Github

Option 1: Unity Teams

- Four person team = \$16 per month
- Pro: It obviously works with Unity
- Pro: Not expensive

Con: Having to pay at all

Unity Teams

\$9 per month

25 GB of cloud storage

Max Team Size of 3.

+\$7 per additional team member per month.

Have Plus or Pro?

Unity Teams Included.

Learn more

Have Personal?

1GB of Cloud Storage. Upload and share builds.

Max Team Size 3.

Option 2: Github

- Pro: Github is free and previous experience
- Con: Github is not private (not sure if Unity is)



- If we want our code to be private we have to pay either way
- There are other options like Bitbucket.

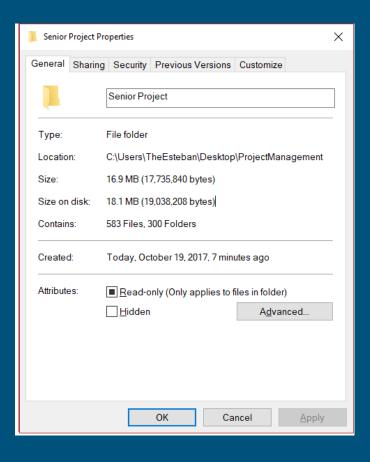
Github Experiment



- The idea was to get this working and web-hooking Github with Discord to automate notifications of commits to Github.
- There is a lot of setup involved.
- The hope was the setup would make subsequent uses easier.
- At the beginning dragging files to Github and bringing them back to Unity was successful.
- The last attempt however had some bugs when importing from Github back to Unity. There are many more files now. The game physics works, but tiles do not render

Possible Cause of Problem

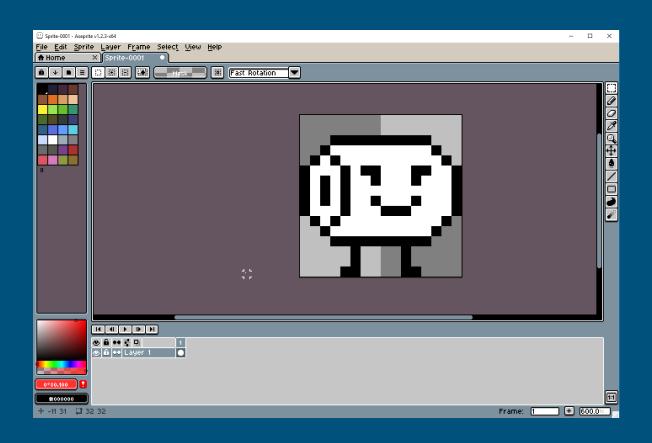
- Many files, there could be duplicates due to moving files around in Unity and Github commits not recognizing them to merge
- Operator error, commits done incorrectly
- Solution 1 could be to come up with a scheme of how to organize files
- Simplest solution is to pay for Unity Teams
- Deadline to decide is Oct 31st



Graphical



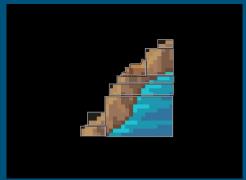
- Easy to use
- Affordable (\$14.99)
- Simple Graphics
- Animation

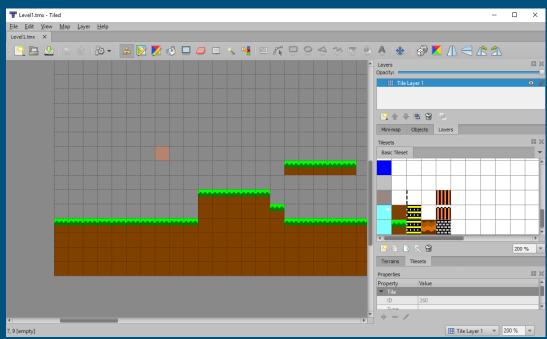


Tiles



- Map Editor
- Collision Detection
- Exports to variety of Formats
- Free

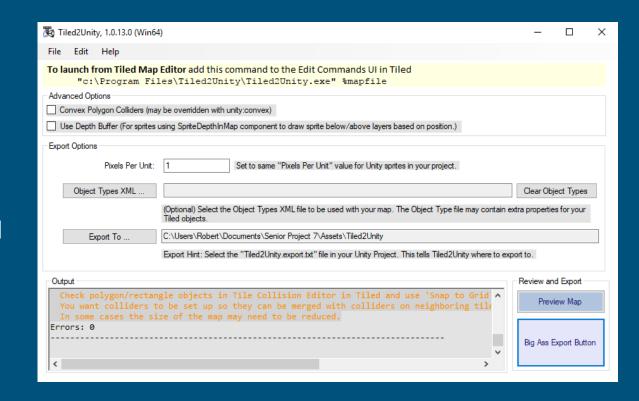




Tiles (cont)

Tiled2Unity

- Simplifies collision
- Helper Program
- Easily converts Tiled
 Maps to use in
 Unity
- Free



Music



- **Audio Suite**
- Midi Keyboard compatible
- Create sounds
 - and Music





Free