



# TP Adventures



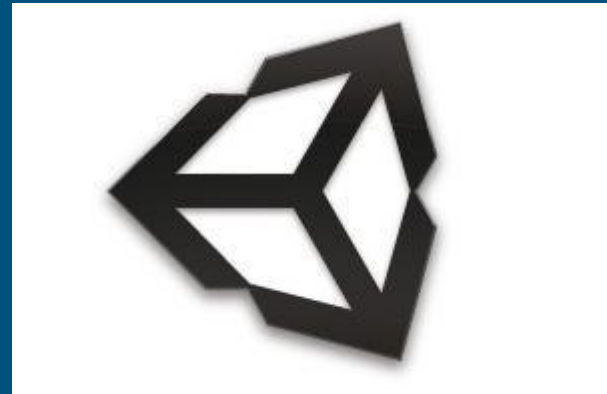
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# Unity

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- Cross-Platform Game Engine
- Supports 2D and 3D Games
- Scripting done in C#
- Ability to export to many game platforms



# Development Requirements

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- OS requirement: Windows 7+, OSX 10.9+
- Graphics Card that supports DirectX 9+
- 64-bit CPU
- Con: Not possible to develop in Linux

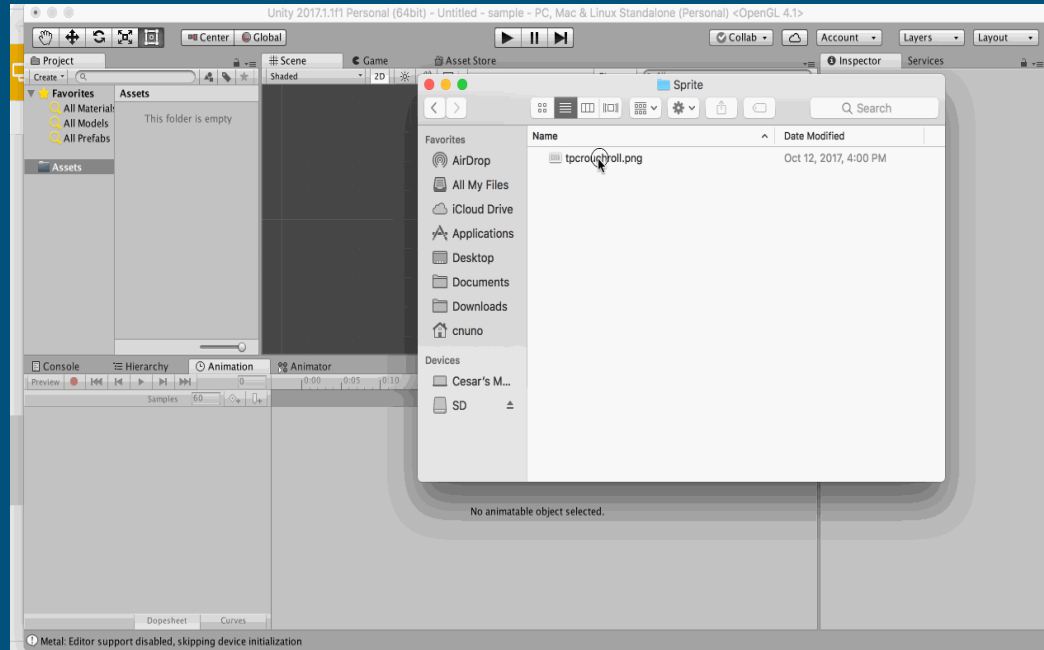
# Running Requirements

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- Ability to run on Windows, OSX, and Linux
- DirectX 9+, WebGL, and OpenGL Platforms
- 64-bit CPU

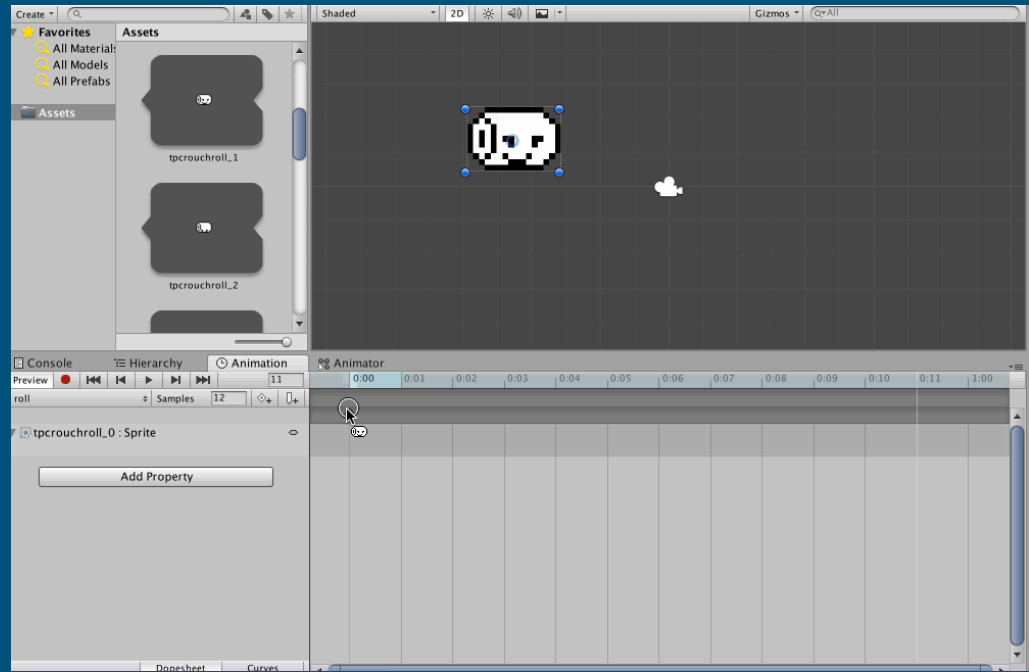
# Sprite Management

- Drag and drop
- Automatic size detection
- Built-in sprite slicing



# Animations

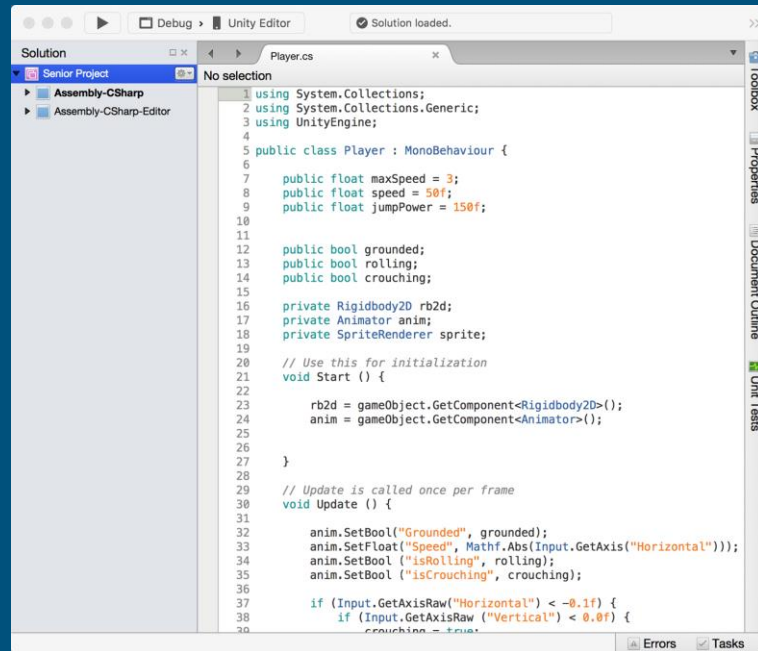
- Built in animation creator
- Easy to use, simply drag and drop
- View animation right after adding sprites



# Text Editor

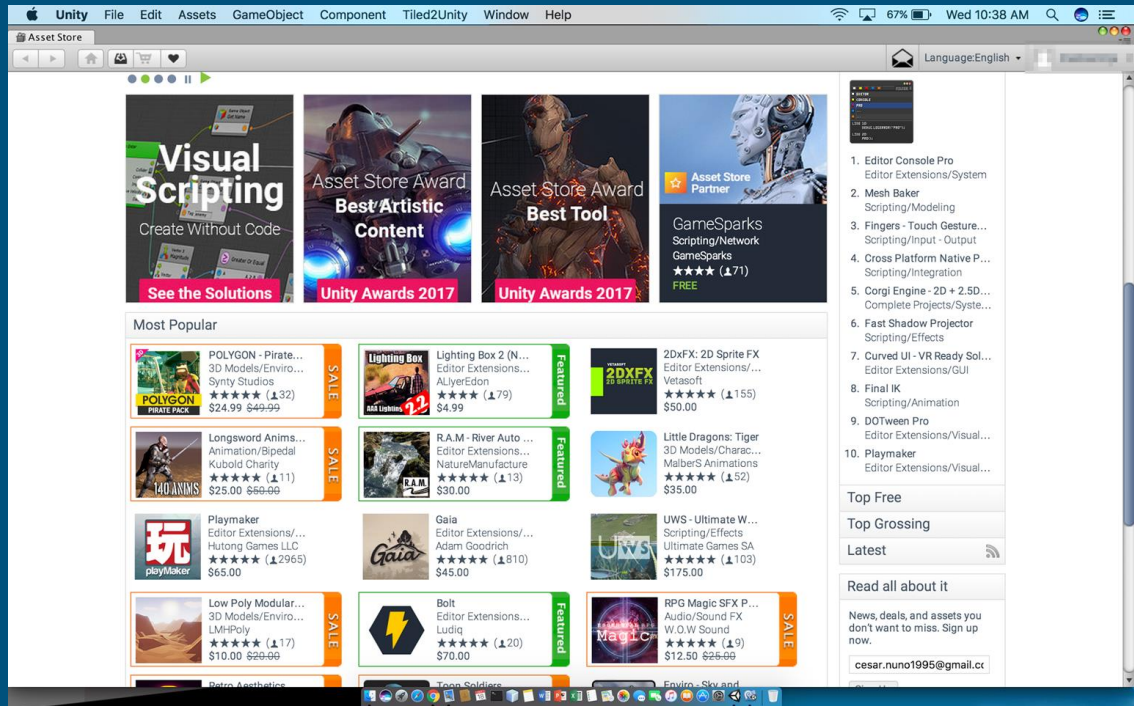


- Built-in text editor for script manipulation
- Light weight
- No need to wait for visual studio to load up



# Marketplace

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

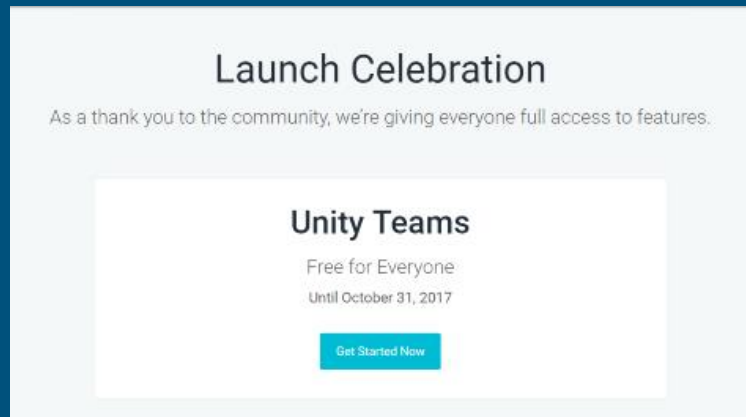




# Unity Teams

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- 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

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- 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

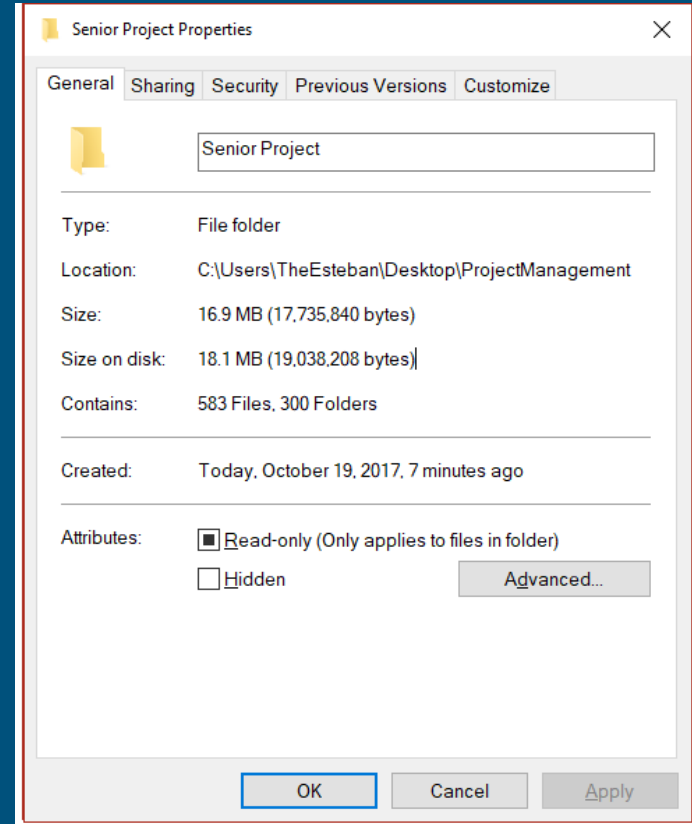
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- The idea was to get this working and web-hooking Github with Discord to automate notifications of commits to Github.
- There is a lot of setup involved.
- The hope was the setup would make subsequent uses easier.
- At the beginning dragging files 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

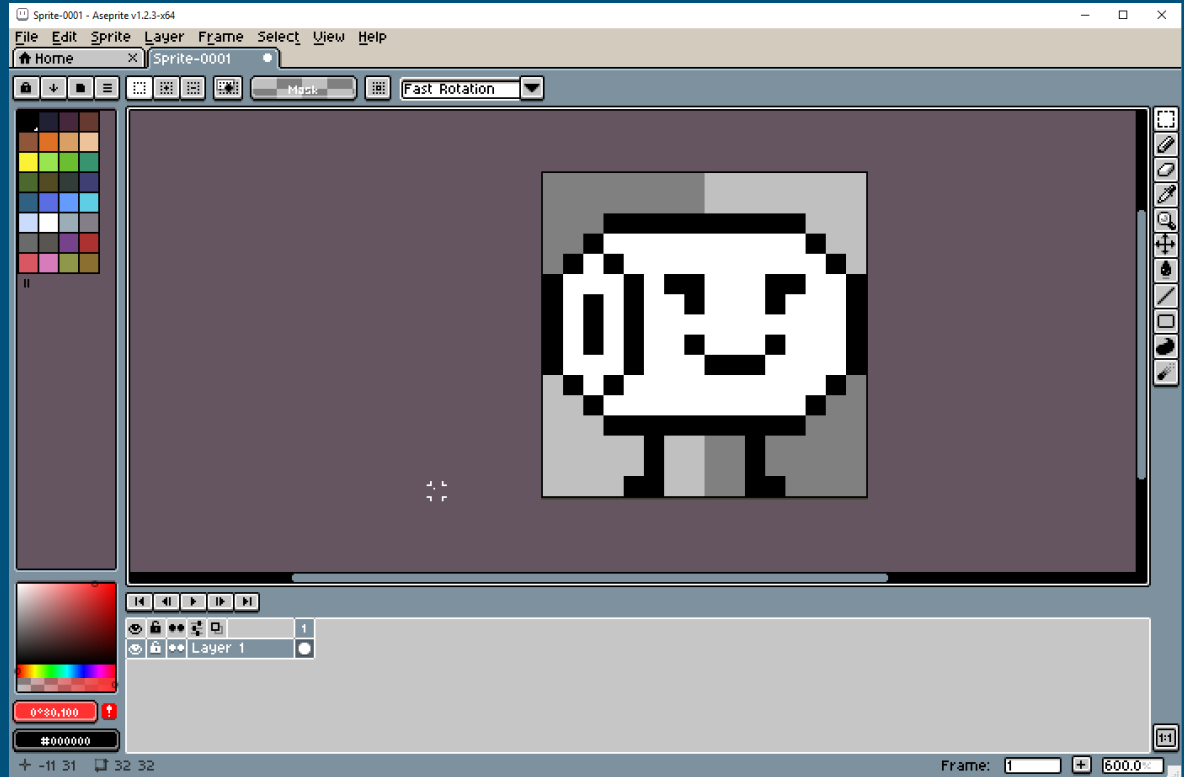
- Many files, there could be duplicates due to moving files around in Unity and Github commits not recognizing them to merge
- Operator error, commits done incorrectly
- Solution 1 could be to come up with a scheme of how to organize files
- Simplest solution is to pay for Unity Teams
- Deadline to decide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



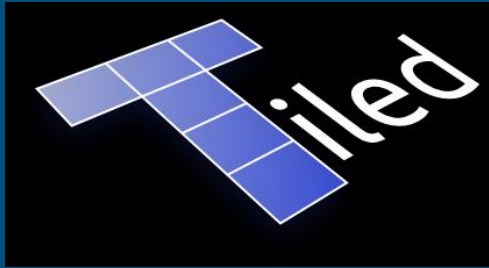
# Graphical



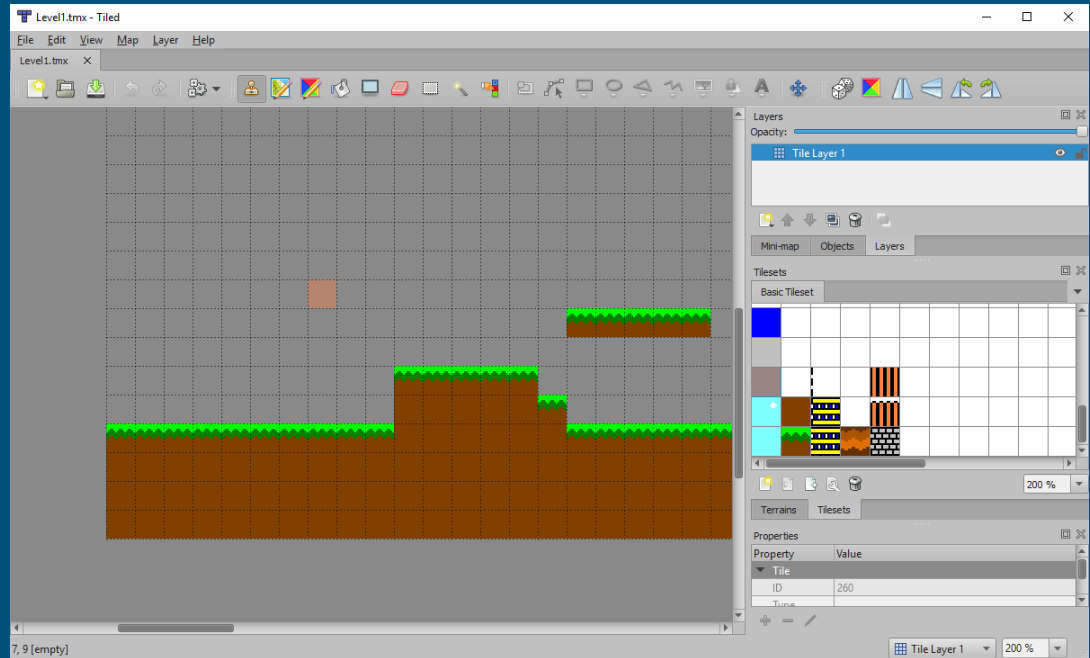
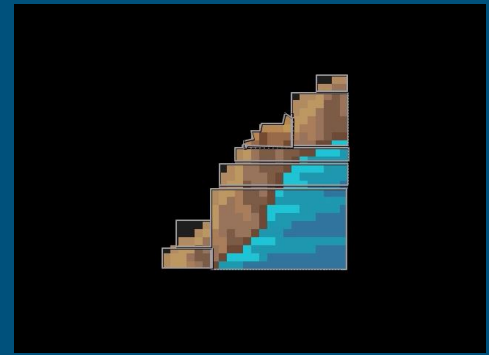
- Easy to use
- Affordable (\$14.99)
- Simple Graphics
- Animation



# Tiles



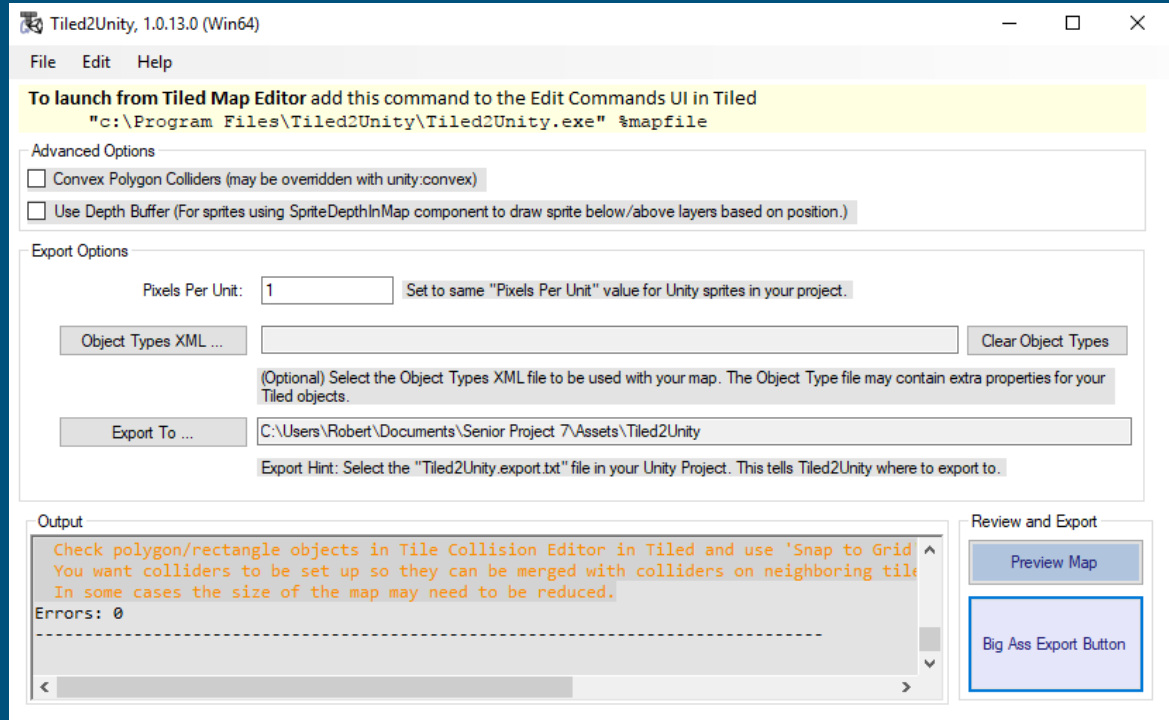
- Map Editor
- Collision Detection
- Exports to variety of Formats
- Free



# 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

