



Project Required Resources & Development Environment

Senior Project I

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Required Resources Overview

- Unity Personal Edition
- Graphics Editors
 - GIMP
- Audio
 - FamiTracker
- IDEs and Text Editors
 - Unity's MonoDevelop, Visual Studio, and Notepad++/Sublime
- GitHub
- GitHub Desktop
 - PC software that connects with github

Required Resources: GIMP

- GIMP is a free, open-source, cross-platform image editor
- Primary tool for creating all of our graphics



GIMP



Audio

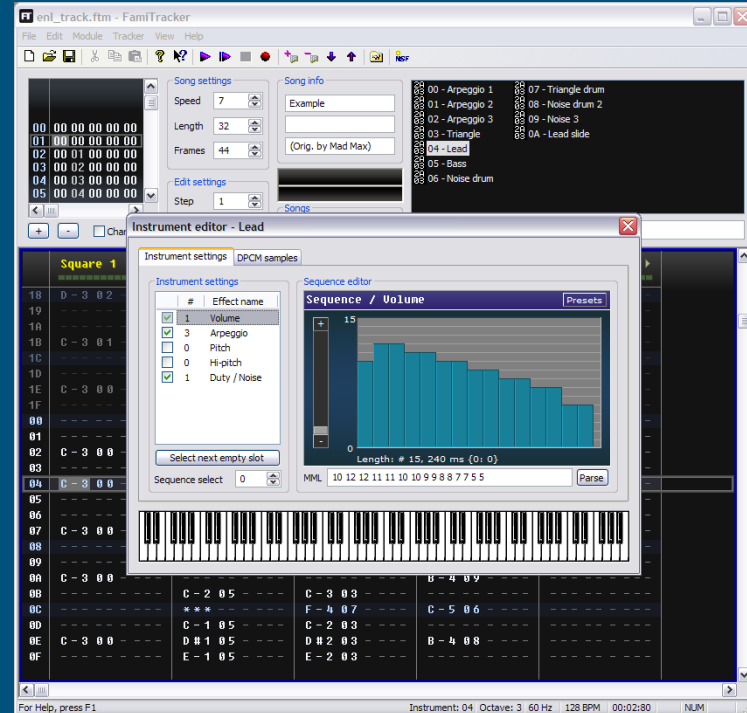
- Unity can import almost every common file format.

Supported Formats

Format	Extensions
MPEG layer 3	.mp3
Ogg Vorbis	.ogg
Microsoft Wave	.wav
Audio Interchange File Format	.aiff / .aif
Ultimate Soundtracker module	.mod
Impulse Tracker module	.it
Scream Tracker module	.s3m
FastTracker 2 module	.xm

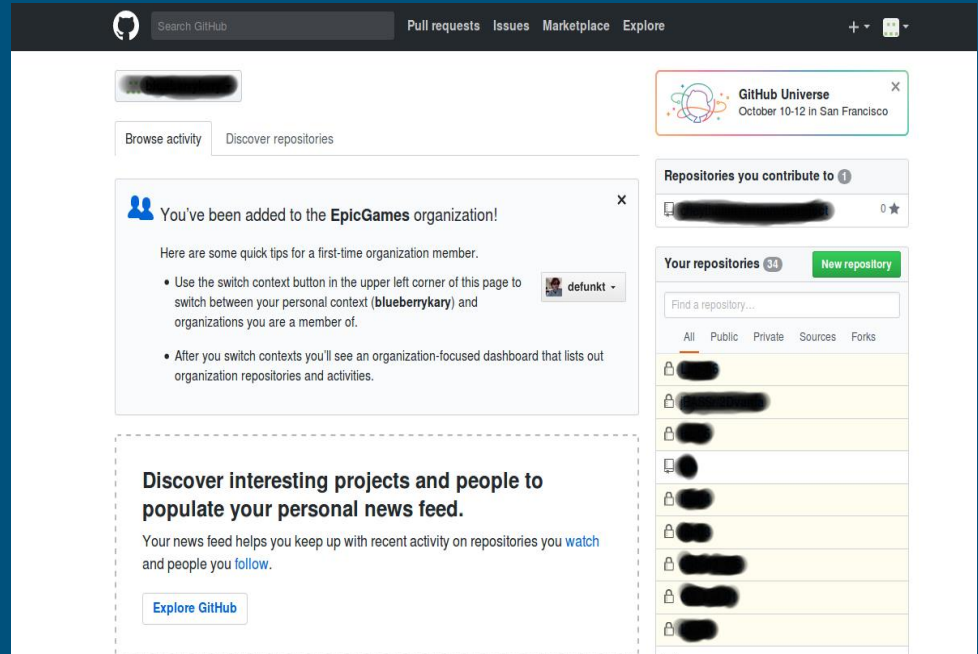
Required Resources: Famitracker

- Free
- Retro-sounding Game Synth



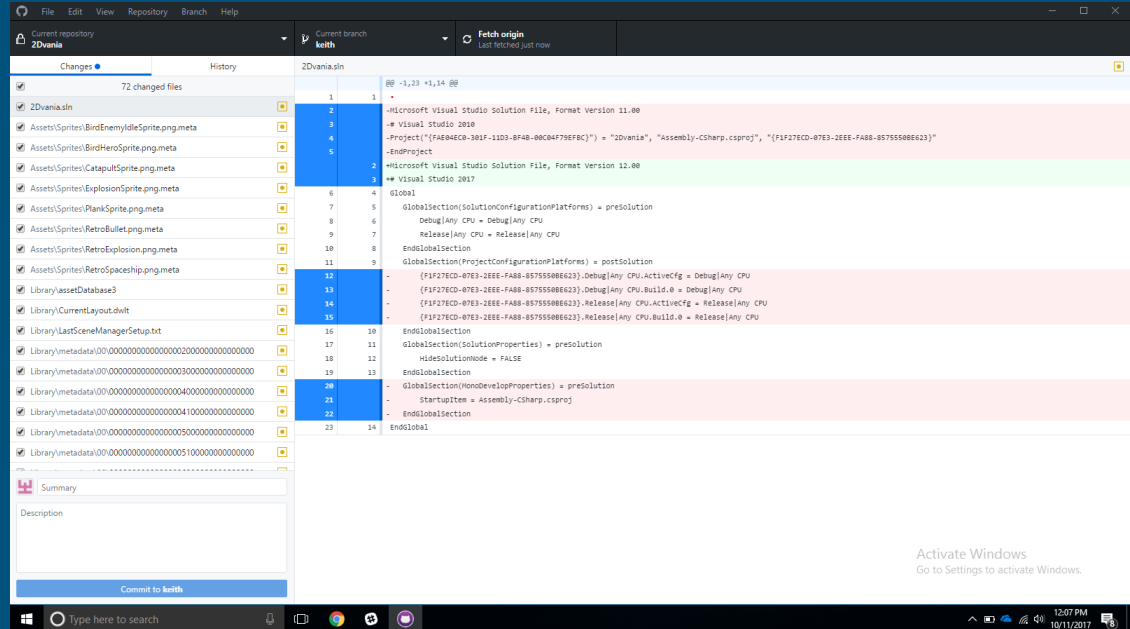
Required Resources: GitHub

- Web-based Git or version control repository and Internet hosting service. It is mostly used for code.
- Offers all of the distributed version control and source code management functionality of Git as well as adding its own features



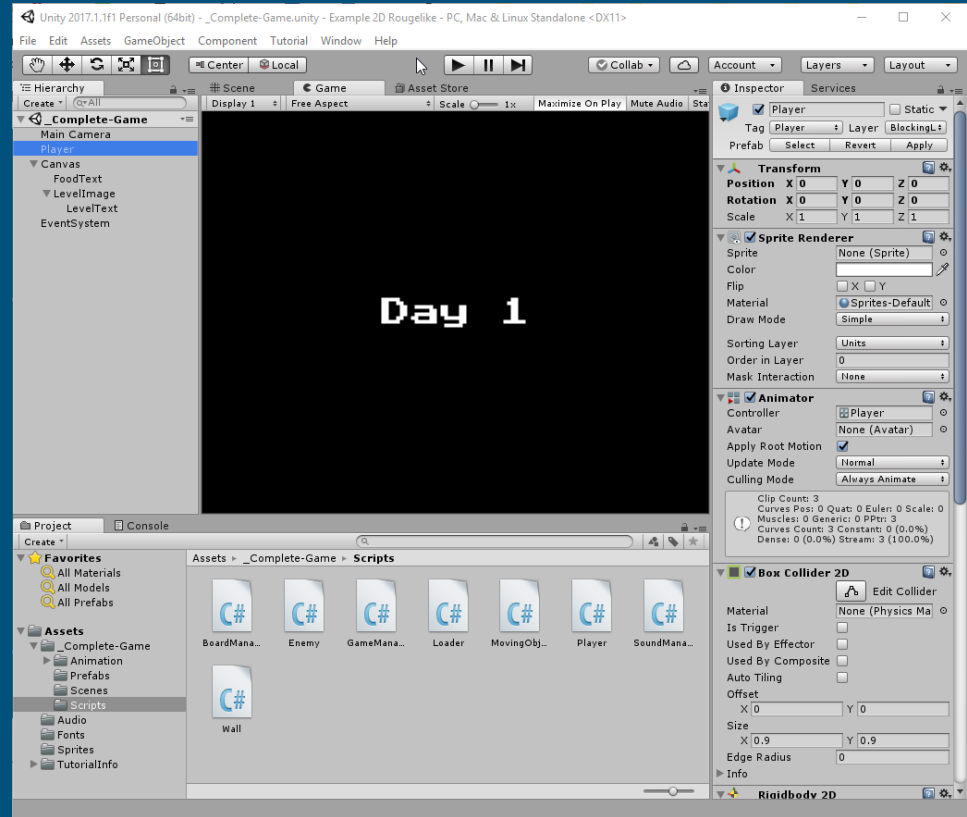
Required Resources: GitHub Desktop

- GitHub Desktop is software you can install on your PC.
- Features are:
 - Automatic fetching origin.
 - Cloning, branching, pulling, pushing, pull requests.

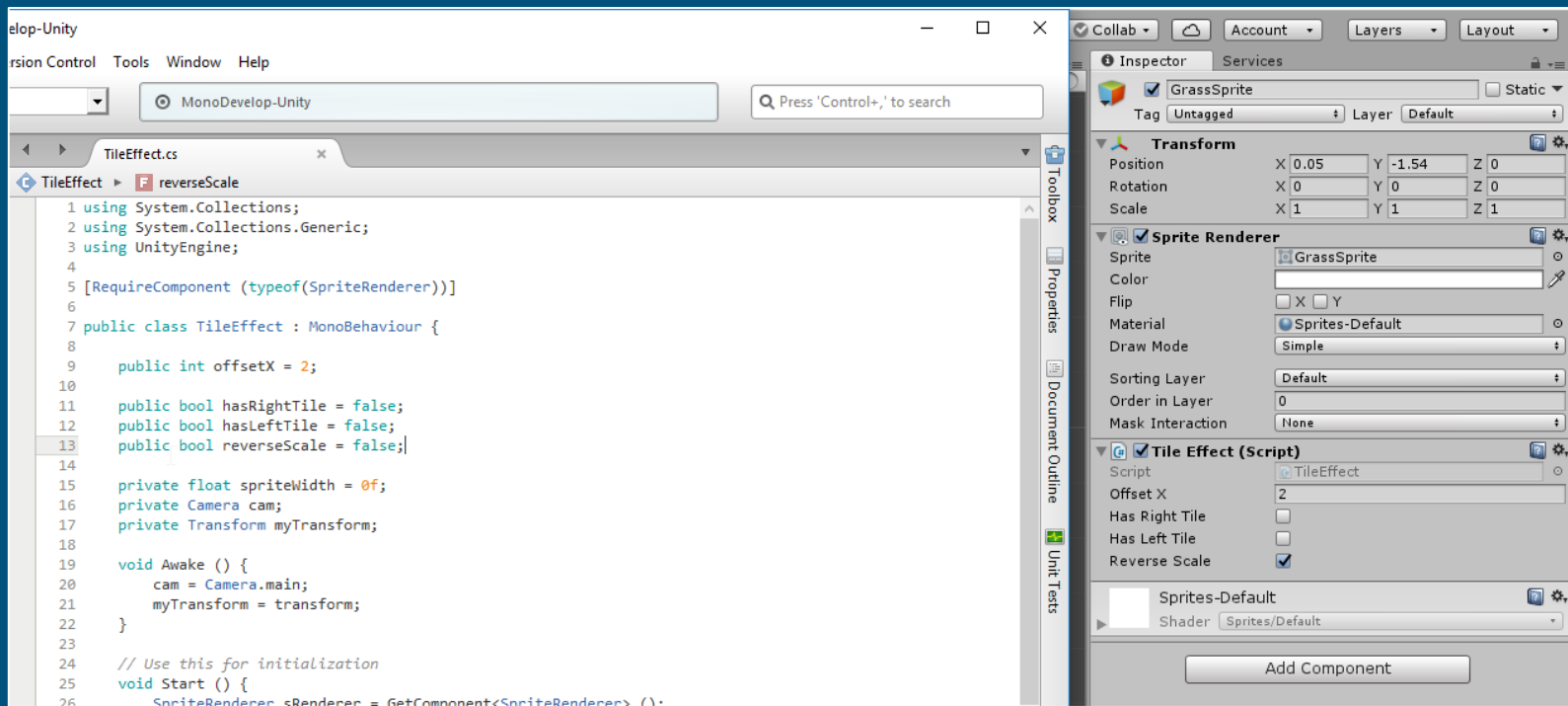


Development Environment Overview: Unity

- Visual Studio and MonoDevelop
- Game Objects and Components
- Hierarchy and Parent-Child relationships
- Inspector
- Assets Management
- Scene and Game View



MonoDevelop

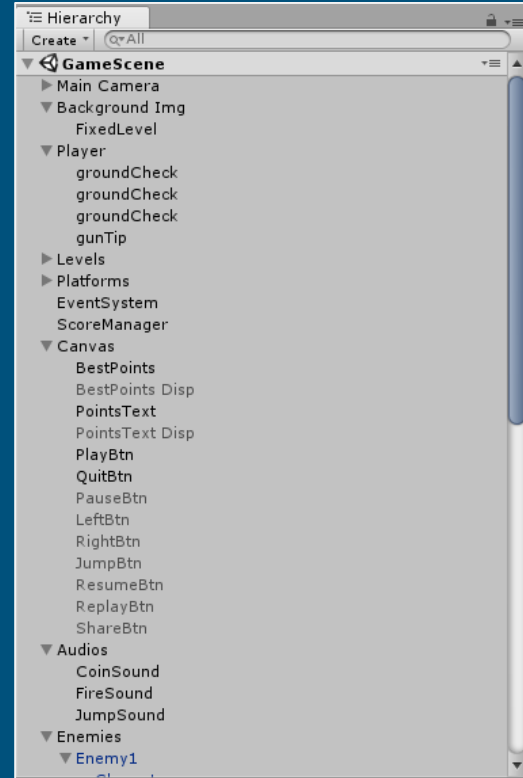


Game Objects and Components

- Game Objects are any single (the player), or recurring (enemies) entities in the game.
- They can be changed in the Hierarchy and Inspector views.
- These also include the scenery, cameras, and lights.
- They can have components such as colliders, physics effects, animations, sounds and videos along with custom scripts made by the programmer.

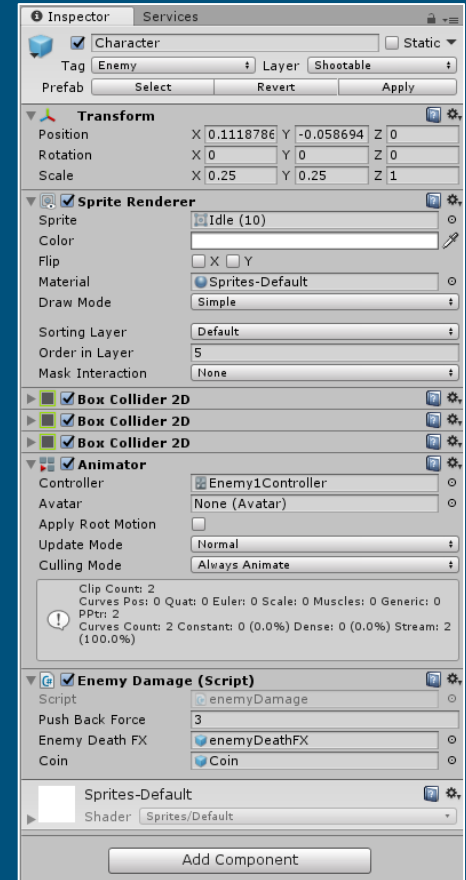
Hierarchy and Parent-Child relationships

- The Hierarchy view is where the hierarchy of game objects can be seen.
- Children are listed within each parent.
- Children inherit their parents' transform scale and rotation attributes, but the position attributes are relative to the parent's position.



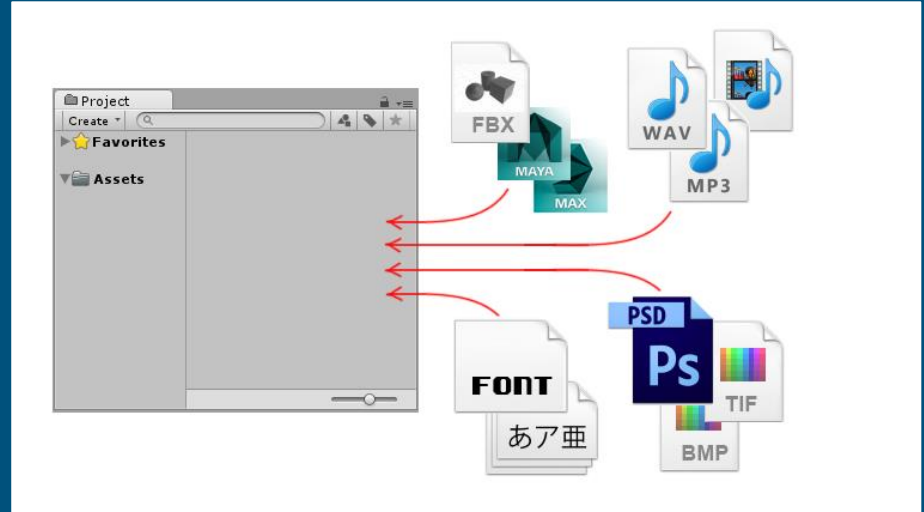
Inspector

- The Inspector is where you can view all the attributes and properties of a specific Game Object.
- This is where you can add components and scripts to the object. All Game Objects have a transform, or a position, rotation, and a scale.
- Public variables in the script can become adjustable attributes in the Inspector.



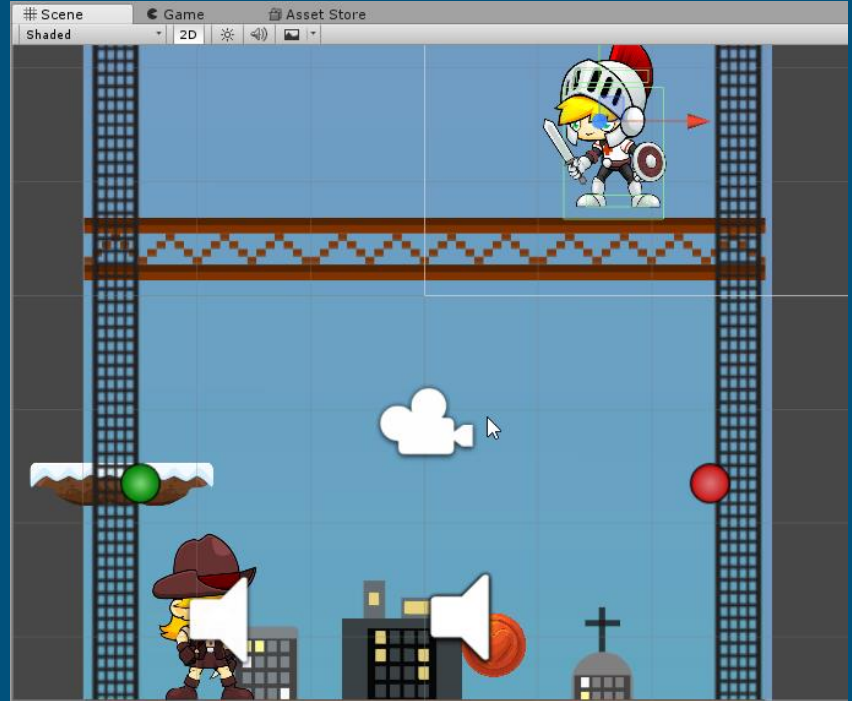
Unity Assets

- Audio files
- Meshes and Animations
- Image files



Scene View

- Where we see and interact with the world we are building.
- Allows one to select and position Game Objects such as lights, cameras, characters, and sprites.



Game View

- Shows your game from your cameras.
- Allows you to test your game without the need to build it.
- Represents your final product.

