



Jamming With Unity

Who am I?

Anna Tito
Game Programmer, Gameloft NOLA

- Forbes 30 Under 30 in Games – 2015
- Develop magazine 30 Under 30 – 2014
- Nominated Microsoft Xbox Women In Games Rising star – 2013 & 2014

Jamming with Unity

- Speed is your friend
- Be careful of the 3D time sink
- Example projects are your friend
- Unity 2D
- Prefabs & Tillable Assets
- Layers
- Box Colliders & Triggers (Box Collider 2D)
- Unity UI (Unity 4.6)

Useful Code

- Events

SET UP EVENT

```
public delegate void SomeAction();  
public static event SomeAction MoveGuy;  
public event SomeAction OnSomeOtherAction;
```

```
if(MoveGuy != null)  
{  
    MoveGuy();  
}
```

USE EVENT

```
void Start()  
{  
    EventsExample.MoveGuy += OnMoveGuy;  
}
```

```
void OnDestroy()  
{  
    EventsExample.MoveGuy -= OnMoveGuy;  
}
```

- Collision Triggers

```
BoxCollider2D:  
OnCollisionEnter2D, OnCollisionExit2D,  
OnCollisionStay2D, OnTriggerEnter2D,  
OnTriggerExit2D, OnTriggerStay2D
```

```
BoxCollider:  
OnCollisionEnter, OnCollisionExit,  
OnCollisionStay, OnTriggerEnter,  
OnTriggerExit, OnTriggerStay
```

- Load Level

```
/*Must be in build Settings to dynamically  
load level*/  
Application.LoadLevel("HighScore");
```

- Game Manager
Singleton Example

Resources

- **Unity**

Unity 2D Tutorials

<http://unity3d.com/learn/tutorials/modules/beginner/2d>

Example Projects

<http://unity3d.com/learn/resources/downloads>

- **Art**

OpenGameArt.org – <http://opengameart.org/>

Sprite Animation Tutorial –

<http://michaelcummings.net/mathoms/creating-2d-animated-sprites-using-unity-4.3>

- **Sound**

Incompetech – <http://incompetech.com/>

- **Scripts**

Unity docs – <http://docs.unity3d.com/ScriptReference/>

My Jamming With Unity Examples –

<http://www.mythicalcreature.net/downloads.html> under Tutorials

Final Remarks

- Work to your team strengths
- Check out the GGJ2015 Diversifiers
<http://globalgamejam.org/news/introducing-ggj-2015-diversifiers>
- Experiment
- Sleep the first night
- HAVE FUN :D

NOTE: *Your game will be under a Creative Common Licence so should all the assets you use.*