

Introduction to C# Programming and Unity 3D

Duration 3 day

About this Course

This course is all about starting to learn how to develop video games using the C# programming language and the Unity game engine on Windows or Mac. Why use C# and Unity instead of some other language and game engine? Well, C# is a really good language for learning how to program and then programming professionally. Also, the Unity game engine is very popular with indie game developers; Unity games were downloaded 16,000,000,000 times in 2016! Finally, C# is one of the programming languages you can use in the Unity environment.

This course doesn't assume you have any previous programming experience. Don't worry if you've never written code before; we'll start at the very beginning and work our way up to building small games by the end of the course. Throughout the course you'll learn core programming concepts that apply to lots of programming languages, including C#, and you'll also learn how to apply those concepts when you develop games. Computer programming is really fun in general, and programming games is even better! Caution: Beginning (assuming no prior programming knowledge) is not the same as easy (not hard to do). Learning to program IS hard to do, especially since this course is essentially the first half of a freshman-level college course. Meeting the course challenges while you master the material will be rewarding to you, but doing that will require hard work and maybe even a few expletives along the way.

Module 1: Write your first C# console application and Unity script and learn how we store data in our programs

Module 2: Learn how we use classes and objects to implement our code

Module 3: Learn the basics of Unity 2D games and discover how we make decisions in our code

Module 4: Get and use player input in your Unity games

Module 5: Complete final peer review and take "Final Exam"

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What you will learn from this course

Starting to Program

In this module, you'll learn about the course and get Unity installed and configured. You'll write your first C# console application and C# script in Unity, and you'll also learn some of the ways we store and use information in our C# programs.

Classes and Objects

In this module, you'll learn about classes and objects, the core of object-oriented programming.

Unity 2D Basics and Selection

In this module, you'll learn some of the basic ideas behind using Unity to develop 2D games. You'll also learn how we can make decisions in our code.

Unity Input

In this module, you'll learn how we can process user input in our Unity games.

Finishing Up
