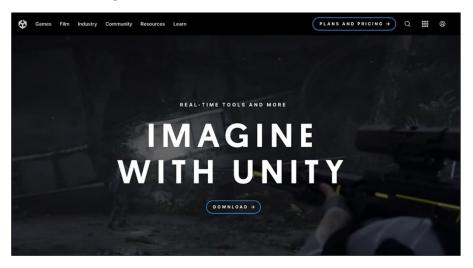
Chapter 1: Getting to Know Your Environment



Create with Unity in three steps

1. Download the Unity Hub Follow the instructions onscreen for guidance through the installation process and setup.

Download for Windows Download for Mac Instructions for Linux

2. Choose your Unity

version Install the latest version of Unity, an older release, or a beta featuring the latest indevelopment features.

Visit the download archive

3. Start your project

Begin creating from scratch, or pick a template to get your first project up and running quickly. Access tutorial videos designed to support creators, from beginners to experts.

100	Installs	
Projects	Install Unity Editor	
🖨 Installs	2022.3.5f1 SILICON LTS	
😙 Learn	Location /Applications/Unity/Hub/Editor	
🚢 Community	Required: 6.47 GB Available: 619.65 GB	
	Install Unity Editor	
	Locate existing installation	
	Don't ask me again Skip inst	allation
🛓 Downloads		

HE -	Installs	Locate Install Editor
Projects	Install Unity Editor	
🖨 Installs	2022.3.5f1 SILICON LTS	
😙 Learn	Location /Applications/Unity/Hub/Editor	
Community	Required: 6.47 GB Available: 619.65 GB	
	Install Unity Editor	
	Locate existing installation	
	Don't ask me again Skip inst	allation
🛓 Downloads		

Ins	talls		Locate	Install Editor
All	Official releases	Pre-releases	Q Search	
		No installs, yet		
		To get started, install or locate a version of	Unity Editor.	
		Install Editor		

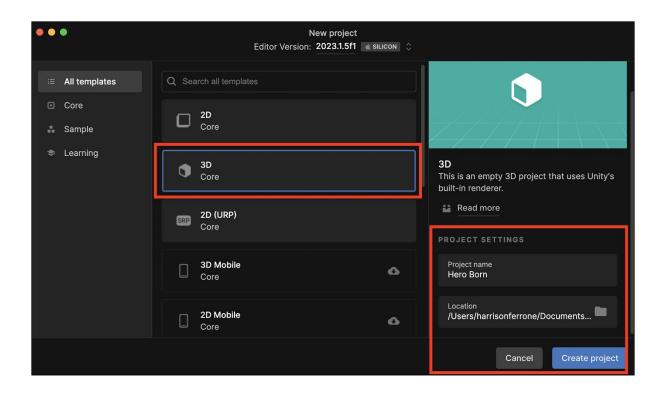
Install Unity Editor	×
Official releases Pre-releases Archive	
2020.3.48f1 INTEL LTS	Install
OTHER VERSIONS	
2023.1.5f1 & SILICON	Install
2023.1.5f1 @ INTEL	Install

Install Unity 2023.1.5f1 📧 SILICON		×
Add modules	Required: 11.46 GB	Available: 619.66 GB
- DEV TOOLS	DOWNLOAD SIZE	SIZE ON DISK
Visual Studio for Mac	1.23 GB	3.57 GB
- PLATFORMS	DOWNLOAD SIZE	SIZE ON DISK
Android Build Support	680.75 MB	2.14 GB
└── OpenJDK	112.97 MB	219.56 MB
└── Android SDK & NDK Tools	1.76 GB	4.66 GB
iOS Build Support	423.73 MB	1.09 GB
tvOS Build Support	417.02 MB	1.08 GB
	Ва	ck Continue

Insta	alls	Locate	Install Editor
All C	Official releases Pre-releases	Q Search	
•	2023.1.5f1 SILICON /Applications/Unity/Hub/Editor/2023.1.5f1/Unity.app macOS		¢

Unity dow	nload arc	hive					
From this page you can download the previous versions of Unity for both Unity Personal and Pro (if you have a Pro license, enter in your key when prompted after installation). Please note that we don't support downgrading a project to an older editor version. However, you can import projects into a new editor version. We advise you to back up your project before converting and check the console log for any errors or warnings after importing.							
Long Term Suppor The LTS stream is for use develop and ship their ga stable version for an exter Download LTS Releases	ers who wish to continue ames/content and stay or						
Unity 2023.X Unity	2022.X Unity 2021.X	Unity 2020.X	Unity 2019.X	Unity 2018.X	Unity 2017.X	Unity 5.X	
Unity 2023.1.5	Unity Hub	Downloads (Win)	✓ Download	ds (Mac) 💙	Downloads (Linux) V	Release Notes	S

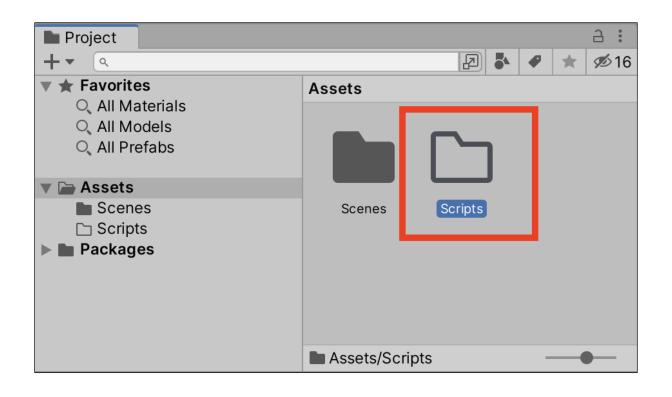
••• • •	Projects	Open New project Q Search
Projects		
Installs		MODIFIED A EDITOR VERSION
🕏 Learn		
🗳 Community		
		No projects, yet. ted, create or open a project.



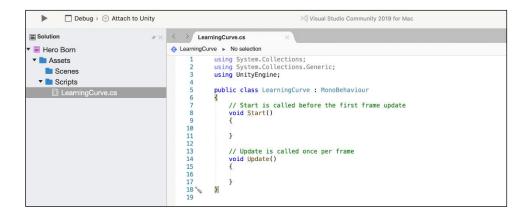
9 0 0	Sal	npleScene - Hero Born - Windows, Mac, Linux - Unity 2023.1.5f1 <metal></metal>		
😝 HF 👻 📥 🚔 Asset Store		▶ II E	⑤ Q, Lay	ers 👻 Default 👻
≡ Hierarchy	🔒 🗄 🛱 Scene 🛛 😎 Game	I.	Inspector	a :
+ • (9: All	Pivot 🔻 🌐 Global 🔻	☆ ▼ ☆ ▼ ⋈ ▼	Main Came	era Static 👻
V G SampleScene	1 =	(3) =	Tag MainCame	- Layer Default -
Directional Light	*		Transform	0 7 1
	\$	x	Position X 0	Y 1 Z -10
			Rotation X 0	YOZO
			Scale © X 1	Y 1 Z 1
6) B		🔻 🛋 🗹 Camera	0 ≠ :
			Clear Flags	Skybox 👻
			Background	/
			Culling Mask	Everything *
		— Main Camera	Projection 4	Perspective +
			FOV Axis Field of View	Vertical • 60
			Clipping Planes	Near 0.3
				Far 1000
		/	Viewport Rect	
🖿 Project	a :	Console I	X 0	Y 0
+ • (a	🗐 🐉 🛷 🔺 🖈 13	Clear 👻 Collapse Error Pause Editor 🕶 🍳 🔍 😡 0 🗛 0 😡 0	W 1	H 1
7 ★ Favorites Q. All Materials	Assets		Depth	-1
Q All Models			Rendering Path Target Texture	Use Graphics Setti • None (Render Text)
୍, All Prefabs		\frown	Occlusion Culling	
/ 🗁 Assets	Scenes	(6)	HDR	Use Graphics Setti -
Scenes		\smile	MSAA	Use Graphics Setti 🕶
· · · (5)		Allow Dynamic Resol	
			Target Display	Display 1 💌
			🔒 🗹 Audio Listen	ner 00 ≠ i
			-	1 3 8 8 Q

	٩	1
External Tools	Visual Studio for Map (9.10.20)	
External Script Editor		Visual Studio Editor v2.0.16 enabled
Generate .csproj files for:		
Embedded packages		
Local packages	 Image: A start of the start of	
Registry packages		
Git packages		
Built-in packages		
Local tarball		
Packages from unknown sources		
Player projects		
Regenerate project files		
Image application	Open by file extension	*
Revision Control Diff/Merge	Apple File Merge	•
	External Script Editor Generate.csproj files for: Embedded packages Local packages Registry packages Git packages Built-in packages Local tarball Packages from unknown sources Player projects Regenerate project files Image application	External Tools External Script Editor Visual Studio for Mac (8.10.20) Generate.csproj files for: ✓ Embedded packages ✓ Local packages ✓ Registry packages ✓ Git packages ✓ Local tarball Packages Local tarball Packages from unknown sources Player projects Regenerate project files Image application Open by file extension

Streferences			:
		٩	
General	General		
Analysis Profiler Asset Pipeline Colors Diagnostics Display Settings External Tools	Load Previous Project on Startup Disable Editor Analytics Auto-save scenes before building Script Changes While Playing Code Ontimization On Startun	Recompile And Continue Playing	
GI Cache Package Manager	Editor Theme	Light	
Scene View Scene Template	Editor Font Enable Alphanumeric Sorting	Inter (Default)	
 Search Indexing Timeline Visual Scripting 	Device To Use Graph Snapping Create Game View On Play	Automatic	



Project	a :
+ ▼ Q	🖅 🛃 🗶 ★ 💋 16
 Favorites All Materials All Models 	Assets > Scripts # LearningCurve
 Q. All Prefabs ▼ ➤ Assets ■ Scenes 	
 Scripts Packages 	
	•



		Create Reveal in Finder Open Delete Rename	>
		Copy Path	₹₩C
		Open Scene Additive	
Project		View in Package Manager	
+ •		Import New Asset	
Favorites Q All Materials	Assets > Scripts	Import Package	>
Q All Models	# LearningCur	Export Package	
Q All Prefabs		Find References In Scene	
🔻 🗁 Assets		Select Dependencies	
Scenes		Refresh	жR
 Scripts Packages 		Reimport	
		Reimport All	

■ Project ■ Project ■ Favorites Q All Materials Q All Models Q All Prefabs ■ Scenes ■ Scripts ■ Packages	
Packages	Reimport

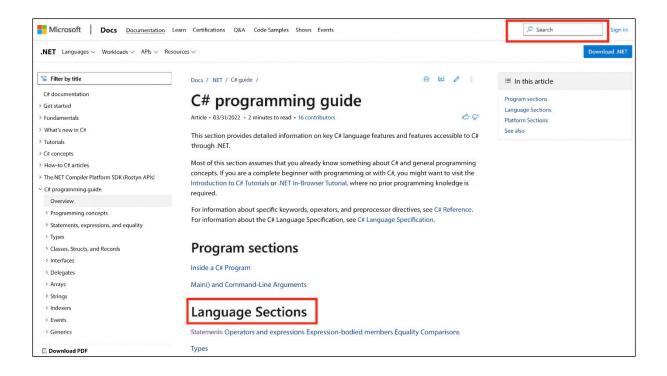
ि Hierarchy	1.	Inspector	а:
+ ▼ Qr All ▼ ✿ SampleScene	2 :	Main Camera	Static 💌
🕥 Main Camera		Tag MainCam▼ Layer	Default 🔻
🕜 Directional Light		▼ 🙏 Transform	0 ≓ :
		Position X 0 Y 1	Z -10
		Rotatior X 0 Y 0	Ζ 0
		Sca 🕸 X 1 Y 1	Z 1
		▶ ■ ✓ Camera	0 ∓ :
		🎧 🗹 Audio Listener	0 ÷ :
		Add Component	

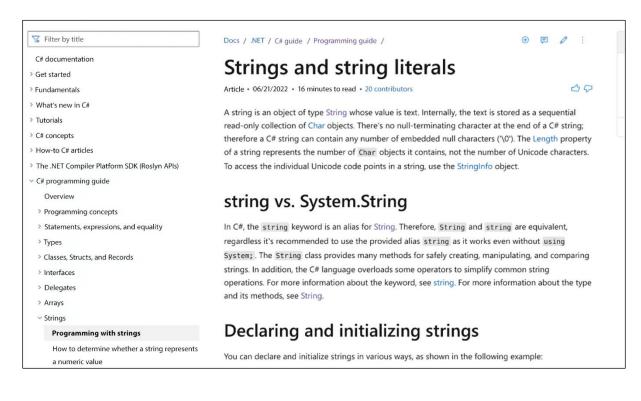
Durity Documentation	Manual Scripting API Search manual
Version: 2023.2 -	
Unity Manual	Unity User Manual 2023.2 (beta) / Create with Unity / Create Gameplay / GameObjects / Transforms
 Unity User Manual 2023.2 (beta) Packages and feature sets Install Unity 	←
Licenses and activation Upgrade Unity Create with Unity	Transforms
 2D or 3D projects Unity's interface 	SWITCH TO SCRIPTING The Transform stores a GameObject's Position, Rotation, Scale and parenting state. A GameObject always has a Transform component attached: yo create a GameObject without a Transform component.
Quickstart guides Advanced best practice guides Create Gameplay	The Transform Component
 Scenes GameObjects 	The Transform component determines the Position, Rotation, and Scale of each GameObject in the <u>scene</u> . Every GameObject has a Transform.
Introduction to components Use components Primitive and placeholder objects	Position X 0 Y 0 Z 0 Rotation X 0 Y 0 Z 0 Scale X 1 Y 1 Z 1
Create components with scripts Deactivate GameObjects	The Transform component

Transforms WITCH TO SCRIPTING The Transform is used to a GameObject's position, rotation, scale and parenting state and is thus very important. A GameObject attached - it is not possible to remove a Transform or to create a GameObject without one. The Transform Component

The Transform component determines the Position, Rotation, and Scale of each object in the scene. Every GameObject has a Tran

🔻 📙 Transform				0 ‡ :
Position		0	0	0
Rotation		0	0	0
	ø X 🕫			

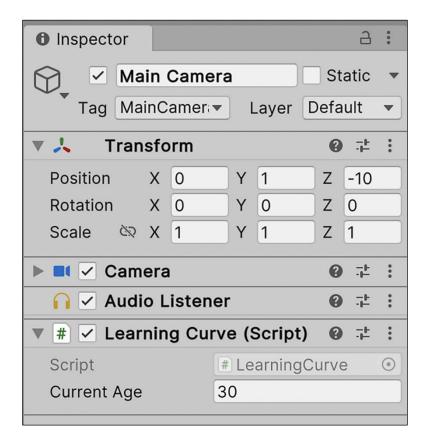




Chapter 2: The Building Blocks of Programming



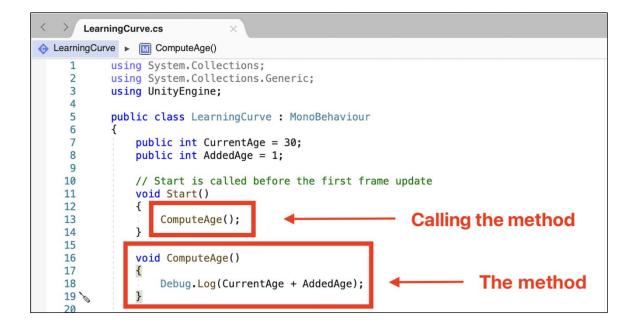
$\langle \rangle \rangle$	LearningCurve.cs ×
🔶 Learnin	gCurve 🕨 🔟 Start()
1	using System.Collections;
2	<pre>using System.Collections.Generic;</pre>
3	using UnityEngine;
4	
4	<pre>public class LearningCurve : MonoBehaviour</pre>
6	{
7	<pre>public int CurrentAge = 30;</pre>
8	
8	<pre>// Start is called before the first frame update</pre>
10	<pre>void Start()</pre>
11	{
12	Debug.Log $(30 + 1);$
13	<pre>Debug.Log(CurrentAge + 1);</pre>
14	}
15	



🕒 HF 🔹 🌰 🚔 Asset Store				
T Hierarchy	A : # Scene @ Game			Inspector A
+ * @ All Ø SampleScene Main Camera	Game	Free Aspect Scale Zx	Play Focused 💌 💶 Stats	Main Camera Static
⊙ Directional Light				▼ J. Transform ● ≠ Position X 0 Y 1 Z 10 Rotation X 0 Y 1 Z 10 Scale © X 1 Y 1 Z 1 ■ ✓ Camera ● ≠ ● ✓ Audio Listener ● ≠ © ✓ Learning Curve (Script) ● ✓ LearningCurve (Current Age 30 ✓ Add Component Add Component ✓ ✓ ✓ ✓
	Assets > Scripts # LearningCurve	Clear Collapse Error Pause Editor * Clarse U12:31:09;31 U12:31:09;31 U14:174:50;ine Debug:Log (object)	i 12 0 0 0	
Scenes Scenes Packages		UnityEngine.Debug:Log (object)		

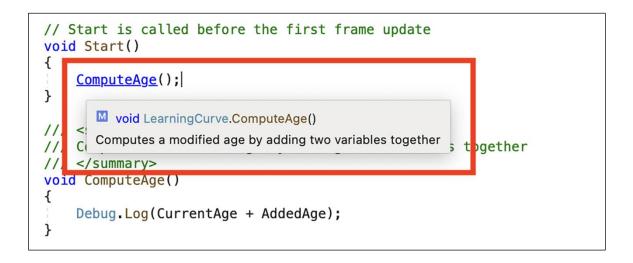
🖪 Conso	ole			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩
[12:31:09] 31 UnityEngine.Debug:Log (object)				
[12 Un	:31:09] 31 ityEngine.D	ebug:Log (ot	oject)	

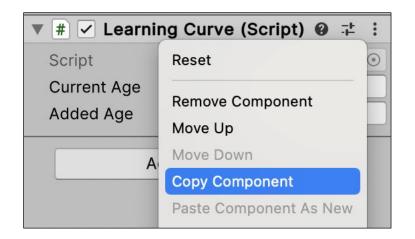
E Console Clear I ▼ Collapse	(1)2 ▲0 ●0	Ψ_{\bullet}	ora		9
[12:34:09] 31 UnityEngine.Debug:Log (object)	1	Tag MainCamera Layer Default Tag Transform	0	+	•
[12:34:09] 19 UnityEngine.Debug:Log (object)	1	▶ ■ ✓ Camera	0	같	:
omy Englie. Debug. Eog (object)		🔒 🗹 Audio Listener	9	た	+
		▼ # ✓ Learning Curve (Script)	0	÷	-
		Script # LearningCurve			۲
		Current Age 18			
		Add Component			



🖪 Consc	ole			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩
	:42:11] 19 ityEngine.D)ebug:Log (ot	oject)	

1	/// <summary></summary>
	/// Computes a modified age by adding two variables together
	///
	<pre>void ComputeAge()</pre>
	{
	<pre>Debug.Log(CurrentAge + AddedAge);</pre>
	}

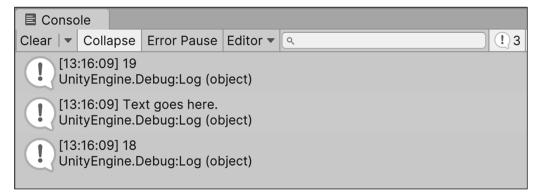




🔻 # 🗹 Learning Curve (Script) 😧 👎 :						
Script	Reset					
Current Age Added Age	Remove Component Move Up					
Add C	Move Down					
	Copy Component					
	Paste Component As New					
	Paste Component Values					

▼ # ✓ Learning Curve (Script) 🛛 🕂					
Script	Reset	•			
Current Age Added Age A	Remove Component Move Up Move Down Copy Component				

Chapter 3: Diving into Variables, Types, and Methods



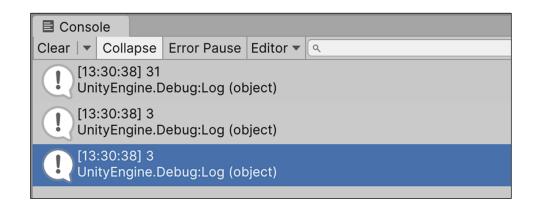


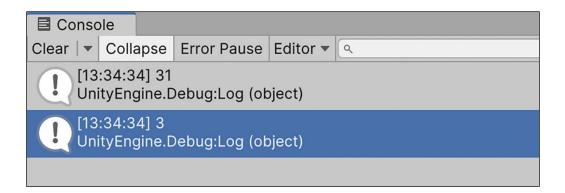
▼ # ✓ Learning Curve (Script) ④ ∓				:
Script	# LearningCurve			۲
Added Age	1			

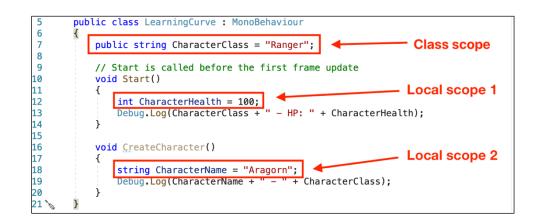
Туре	Contents of the variable						
int	A simple integer, such as the number 3						
float	A number with a decimal, such as the number 3.14						
string	Characters in double quotes, such as,"Watch me go now"						
bool	A Boolean, either true or false						

🔻 # 🗹 Learning Curv	▼ # ✓ Learning Curve (Script) @ ∓					
Script	# Learning Curve					
Added Age	1					
Pi	3.14					
First Name	Harrison					
Is Author	✓					

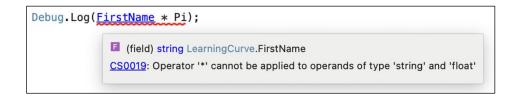
E Console						
Clear 🕶	Collapse	Error Pause	Editor 🔻	٩ ((!)	
[13:26:11] 31 UnityEngine.Debug:Log (object)						
[13:26:11] A string can have variables like Harrison inserted directly! UnityEngine.Debug:Log (object)						





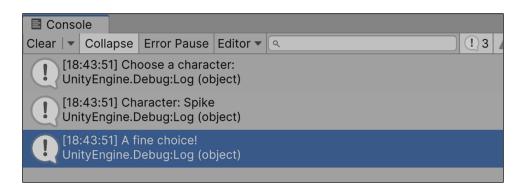


Project 🗟 Console	:				
Clear V Collapse Error Pause Editor V	! 1 ▲ 0 0				
[17:49:25] Harrison Ferrone UnityEngine.Debug:Log (object)					

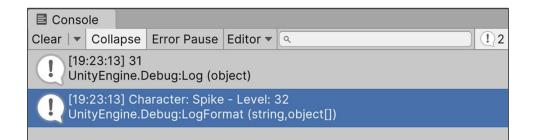


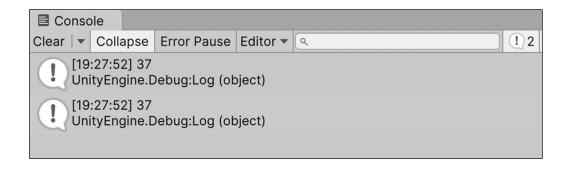
🖪 Conso	le						:
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩	Q 0	Δ 0	1
[] [18:	:38:55] As:	sets/Scripts/L	earningC	urve.cs(36,19): error CS0019: Oper	ator '*	' cann	othe
Acceste/Co	vinte /l. e e vi	in a Quanta a sa (20.10\		onnlia	al ta	
		ring and 'float		ror CS0019: Operator '*' cannot be	applie	ed to	

13	<pre>// Use this for initialization</pre>
14	<pre>void Start ()</pre>
15	{
16	<pre>Debug.Log("Choose" a character.");</pre>
17	GenerateCharacter();
18	<pre>Debug.Log("A fine choice.");</pre>
19	}
20	
21	public void GenerateCharacter()
22	{
23	<pre>Debug.Log("Character: Spike");</pre>
24	}



13 14	// Use this for initialization void Start () Arguments
15	
16	int characterLevel = 32;
17	<pre>GenerateCharacter("Spike", characterLevel);</pre>
18	} Parameters
19	
20	<pre>public void GenerateCharacter(string name, int level)</pre>
21	{
22	<pre>Debug.LogFormat("Character: {0} - Level: {1}", name, level);</pre>
23	}

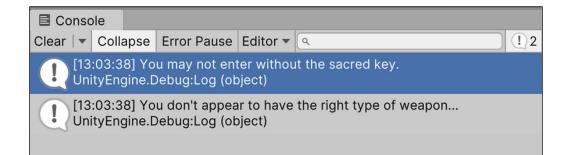




# Scene	📾 Game							:
Game 🔻	Display 1	Free Aspect	•	Scale 1x	97-70 10-11	Play in Window 🛛 💌 🖤	🕅 🖽 Stats	Gizmos 🔻
	_	_		_		Statisti Audio:		
						Level: -74.8 dB Clipping: 0.0%	DSP load: Stream loa	
						Graphics: CPU: main 4.5ms render t Batches: 2 Saved by t Tris: 1.7k Verts: 5.0k Screen: 881x390 - 3.9 MB SetPass calls: 2 Sh Visible skinned meshes: 0 Animation components play	batching: 0 3 nadow caste aying: 0	

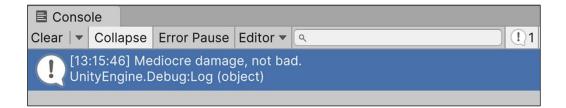
Chapter 4: Control Flow and Collection Types

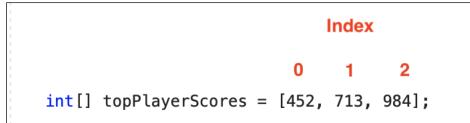
🖪 Consc	le					
Clear 🔻	Collapse	Error Pause	Editor 🔻	۹		
[12:54:09] Looks like your purse is in the sweet spot. UnityEngine.Debug:Log (object)						

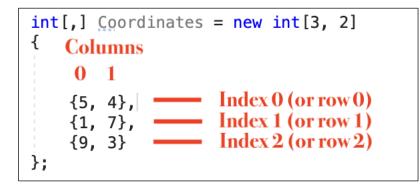


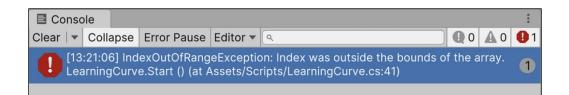
🖪 Consc	E Console						
Clear 🕶	Collap	ose	Error Pause	Editor 🔻	۹ (!) ۱		
[13] Uni	:09:24 tyEngi] You ine.D	u have the sp ebug:Log (ob	irit, but no ject)	ot the knowledge.		

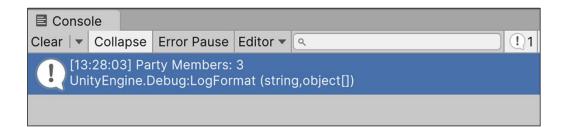
🖪 Consc							
Clear 🔻	Collapse	Error Pause	Editor 🔻	۹ (!)1			
[13] [13] Uni	:12:23] To ityEngine.D	arms!)ebug:Log (ot	oject)				

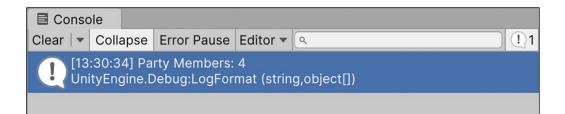


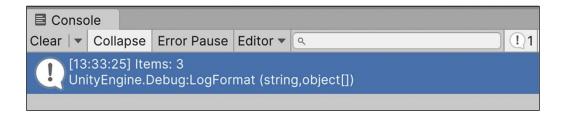










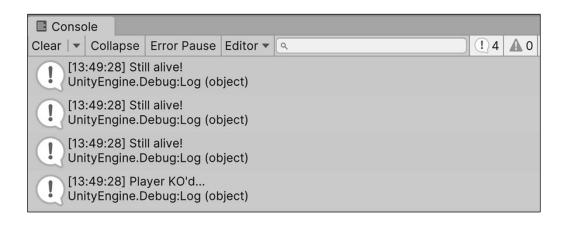


E Console	:
Clear Collapse Error Pause Editor Collapse Editor Collapse Error Pause Editor Collapse Ed	
[13:39:35] Party Members: 4 UnityEngine.Debug:LogFormat (string,object[])	1
[13:39:35] Index: 0 - Tanis the Thief UnityEngine.Debug:LogFormat (string,object[])	1
[13:39:35] Index: 1 - Merlin the Wise UnityEngine.Debug:LogFormat (string,object[])	1
[13:39:35] Index: 2 - Sterling the Knight UnityEngine.Debug:LogFormat (string,object[])	1
[13:39:35] Index: 3 - Craven the Necromancer UnityEngine.Debug:LogFormat (string,object[])	1

🖪 Consc	le					:
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩	0.6	0
		rty Members:)ebug:LogFor		g,object[])		1
		ex: 0 - Tanis ebug:LogFor		g,object[])		1
	-	ex: 1 - Merlin)ebug:LogFor		g,object[])		1
		id you're here Debug:Log (ot				1
	-	ex: 2 - Sterlin ebug:LogFor	•	•		1
	-	ex: 3 - Crave ebug:LogFor				1

E Console	:					
Clear 💌 Collapse Error Pause Editor 💌 🔍						
[13:44:51] Party Members: 4 UnityEngine.Debug:LogFormat (string,object[])						
[13:44:51] Tanis the Thief - Here! UnityEngine.Debug:LogFormat (string,object[])	1					
[13:44:51] Merlin the Wise - Here! UnityEngine.Debug:LogFormat (string,object[])	1					
[13:44:51] Sterling the Knight - Here! UnityEngine.Debug:LogFormat (string,object[])						
[13:44:51] Craven the Necromancer - Here! UnityEngine.Debug:LogFormat (string,object[])	1					

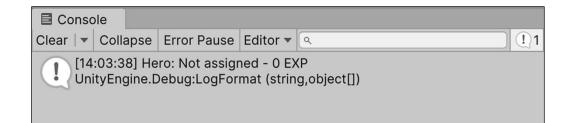
Console						
Clear 🕶	Collapse	Error Pause	Editor 🔻	۹ (!) 3		
[13]	[13:47:19] Item: Potion - 5g UnityEngine.Debug:LogFormat (string,object[])					
[13]	[13:47:19] Item: Antidote - 7g UnityEngine.Debug:LogFormat (string,object[])					
[13:47:19] Item: Aspirin - 1g UnityEngine.Debug:LogFormat (string,object[])						



🖪 Cons					
Clear	Collapse	Error Pause	Editor 🔻	٩	<u> </u>
	a:49:281 Stil hityEngine.D	alive! ebug:Log (ob	oject)		
	3:49:28] Still hityEngine.D	l alive! ebug:Log (ob	oject)		
	3:49:28] Still hityEngine.D	l alive! ebug:Log (ob	oject)		
	3:49:28] Play nityEngine.D	yer KO'd ebug:Log (ot	oject)		

Chapter 5: Working with Classes, Structs, and OOP

🖪 Consc	le			
Clear 🔻	Collapse	Error Pause	Editor 🔻	۹ (!) ۱
[14] [14] Uni	:00:29] He tyEngine.D	ro: - 0 EXP)ebug:LogFor	mat (strin	ıg,object[])





🖪 Consc	ole					
Clear 🔻	Colla	pse	Error Pause	Editor 🔻	۹. (!) 2	
[14] Uni	[14:08:53] Hero: Not assigned - 0 EXP UnityEngine.Debug:LogFormat (string,object[])					
[14:08:53] Hero: Agatha - 0 EXP UnityEngine.Debug:LogFormat (string,object[])						

🖪 Conso	Console						
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩	(!)3		
[14] [14] [14]	[14:17:55] Hero: Not assigned - 0 EXP UnityEngine.Debug:LogFormat (string,object[])						
[14] [14] Uni	[14:17:55] Hero: Agatha - 0 EXP UnityEngine.Debug:LogFormat (string,object[])						
[14] [14] Uni	:17:55] We ityEngine.D	apon: Hunting ebug:LogFor	g Bow - 10 mat (strin)5 DMG g,object[])			

Console

Clear I V Collapse Error Pause	Editor • 🤍 🛄 3
[14:20:41] Hero: Not assign UnityEngine.Debug:LogFor	
[14:20:41] Hero: Not assign UnityEngine.Debug:LogFor	

Console

	10							
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩ (!				
[14] [14] Uni	[14:22:00] Hero: Sir Kane the Bold - 0 EXP UnityEngine.Debug:LogFormat (string,object[])							
[14] Uni	[14:22:00] Hero: Sir Kane the Bold - 0 EXP UnityEngine.Debug:LogFormat (string,object[])							

Consc	le				
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩	
[14:23:48] Weapon: Hunting Bow - 105 DMG UnityEngine.Debug:LogFormat (string,object[])					
[14:23:48] Weapon: Hunting Bow - 105 DMG UnityEngine.Debug:LogFormat (string,object[])					

Console

Clear | ▼ Collapse Error Pause Editor ▼
Q

[14:25:54] Weapon: Hunting Bow - 105 DMG UnityEngine.Debug:LogFormat (string,object[])

[14:25:54] Weapon: War Bow - 155 DMG UnityEngine.Debug:LogFormat (string,object[])

hero.PrintStatsInfo(); villain.PrintStatsInfo(); villain.<u>Reset();</u>

void Character.Reset()

<u>CS0122</u>: 'Character.Reset()' is inaccessible due to its protection level

E Console								
Clear 🔻	Collapse	Error Pause	Editor 🔻	۹ (!) ۱				
[13] Uni	:03:55] He tyEngine.D	ro: Sir Arthur)ebug:LogFor	- 0 EXP mat (strin	g,object[])				

E Console								
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩	11			
[13] Uni	:09:04] Ha tyEngine.D	il Sir Arthur -)ebug:LogFor	take up y mat (strin	our Hunting Bow! g,object[])				

Inspector	a :
Main Camera	Static 💌
Tag MainCamera 🔻 Layer	Default 🔹
Transform	0 ∓ :
Position X 0 Y 1	Z -10
Rotation X 0 Y 0	Z 0
Scale 🔅 X 1 Y 1	Z 1
▶ ■ ✓ Camera	0 . :
🎧 🗹 Audio Listener	0 ∓ :
▶ # ✓ Learning Curve (Script)	0 ∓⊧ :
Add Component	

	🔻 # 🗹 Learning Cu	rve (Script) 🛛 🛛 🖓 🕂 🗄
	Script	# LearningCurve
	Added Age	1
	Pi	3.14
	First Name	Harrison
	Is Author	~
	Current Gold	32
	Pure Of Heart	~
E Console	Has Secret Incantation	
Clear V Collapse Error Pause Editor V Q	Rare Item	Relic Stone
	Character Action	Attack
(13:12:18) (0.00, 1.00, -10.00) UnityEngine.Debug:Log (object)	Dice	7
	Player Lives	3
	Cam Transform	🙏 Main Camera (Transform 💿

Inspector	:
Directional Light Static	•
Tag Untagged Layer Default	•

Dice	7	
Player Lives	3	
Cam Transform	🙏 None (Transform)	\odot
Direction Light	🛇 Directional Light	\odot
Light Transform	🙏 None (Transform)	\odot

Chapter 6: Getting Your Hands Dirty with Unity

Concept

Game prototype focused on stealthily avoiding enemies and collecting health items - with a little FPS on the side.

Gameplay

Main mechanic centers around using line-of-sight to stay one step ahead of patrolling enemies and collecting required items.

Combat will consist of shooting projectiles at enemies, which will automatically trigger an attack response.

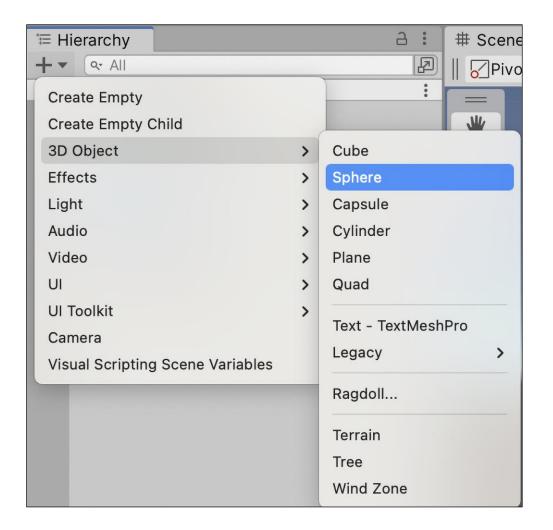
Interface

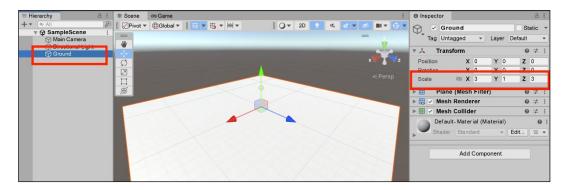
Control scheme for movement will be the WASD or arrow keys using the mouse for camera control. Shooting mechanic will use the Space bar, and item collection will work off of object collisions.

Simple HUD will show items collected and remaining ammo, as well as a standard health bar.

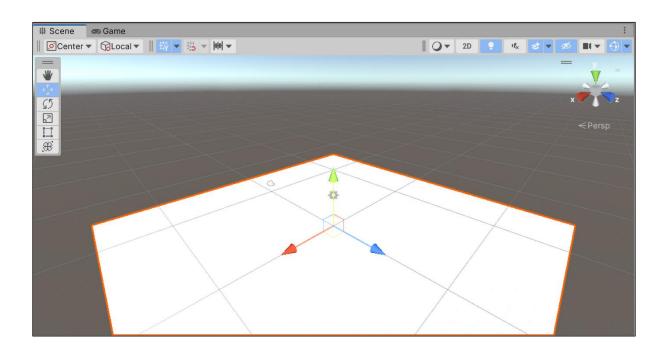
Art Style

Level and character art style will be all primitive GameObjects for fast and efficient, no-frills development. These can be swapped out at a later date with 3D models or terrain environments if needed.

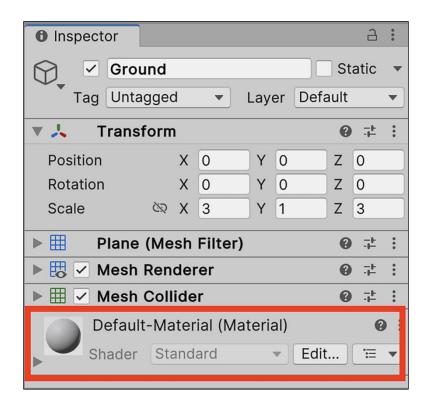


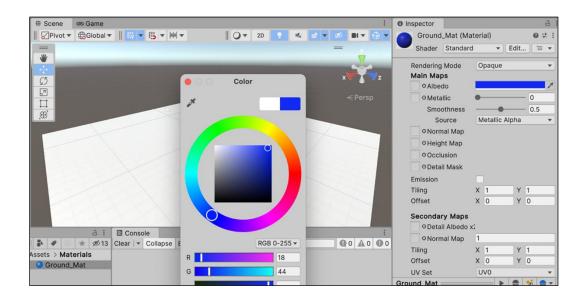


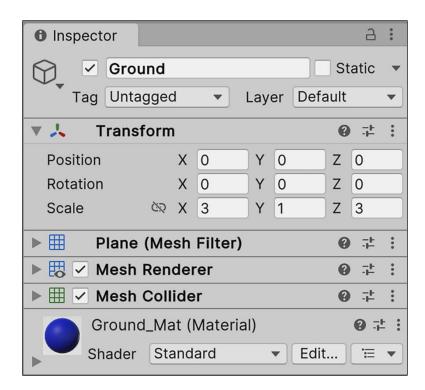
Inspector							Э	*
Directional L	ig	ht				Sta	tic	
Tag Untagged		•	Laye	er Defaul	t			•
🔻 🙏 Transform						0	-0-	:
Position	Х	0	Y	3	Z	0		
Rotation	Х	50	Y	-30	Z	0		
Scale 🖏	Х	1	Y	1	Z	1		
🔻 🐟 🔽 Light						0	-0-	:
Туре	D	irectional	1					•
Color								8
Mode		Mixed				•		
Intensity								
Indirect Multiplier								
Shadow Type	S	oft Shado	ows					•
Baked Shadow Ang			_		_	0		

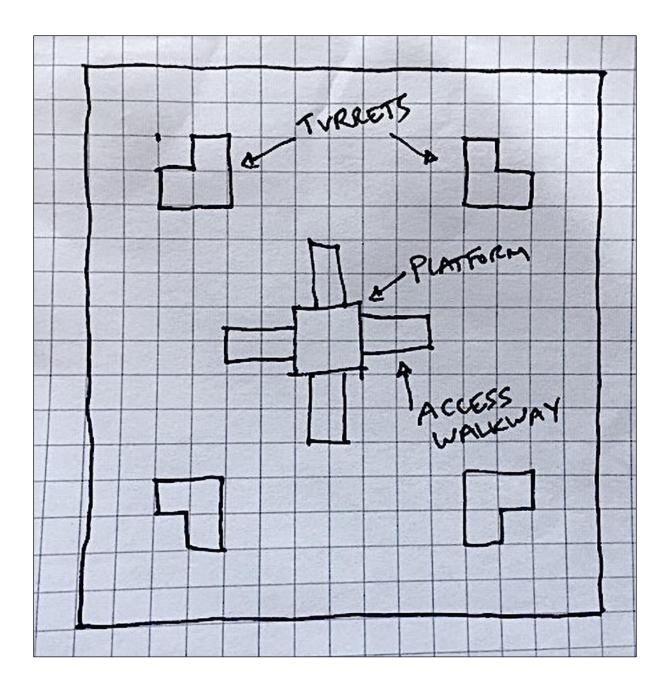


Inspector						6
Ground						Static 💌
Tag Untagged		• L	aye	er Defau	ılt	*
🔻 🙏 Transform						0 : :
Position	Х	0	Y	0	Ζ	0
Rotation	Х	0	Y	0	Ζ	0
Scale 🖏	Х	3	Y	3	Z	3

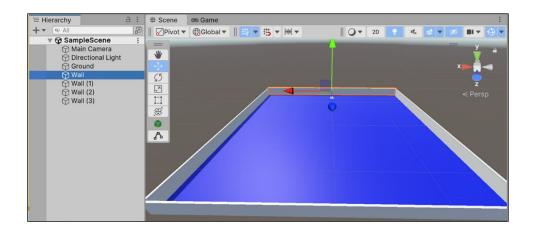




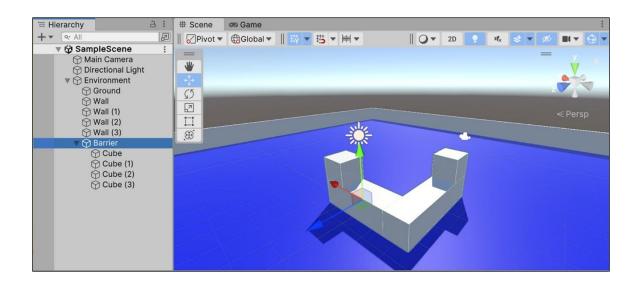




*	1
$\stackrel{\uparrow}{\leftarrow\downarrow}\rightarrow$	2
65	
2	
	5
) ()	6

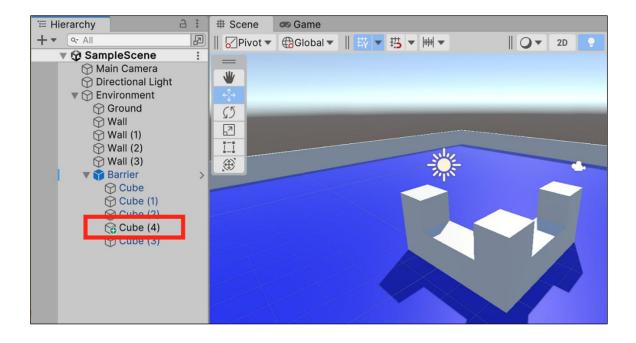


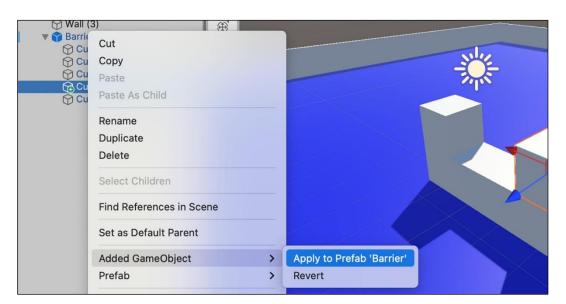
[™] Hierarchy	a :
+ • (• All	æ
🔻 🤀 Sample	Scene :
💬 Main (Camera
💬 Direct	ional Light
🔻 😭 Enviro	onment
💬 Gro	und
💬 Wal	I
💬 Wal	(1)
💬 Wal	II (2)
💬 Wal	II (3)

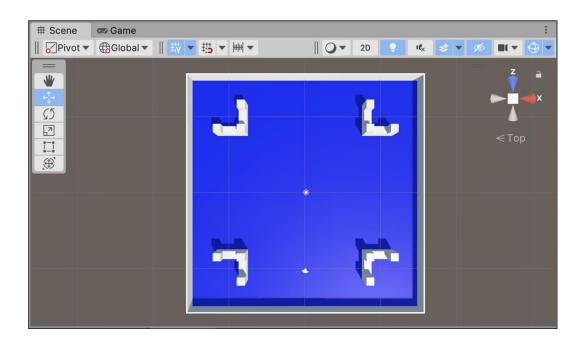


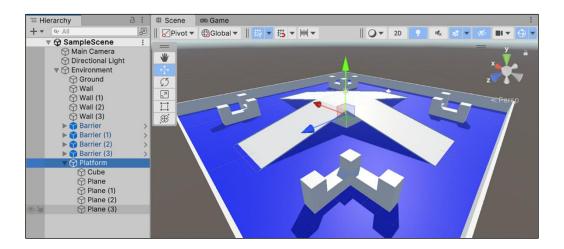
Project	a :
+ ▼ Q	2 🎝 🖌 🖉 🔘 ★ 💋13
🔻 ★ Favorites	Assets > Prefabs
	🍞 Barrier
୍ All Prefabs	
 Assets Materials Prefabs Scenes Scripts Packages 	
	Assets/Pre

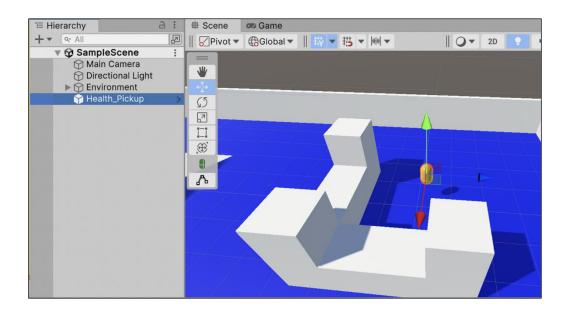
Inspector						2	1
Barrier_01						Static	
Tag Untagged		•	Laye	er Defau	lt		•
Prefab 🜍 Barrier_01							٢
Overrides		•	S	elect		Open	
🔻 🙏 Transform						0 7	: :
Position	х	0	Y	0	z	0	
Rotation	х	0	Y	0	z	0	
Scale 🖏	Х	1	Y	1	Z	1	
	٨dd	l Compor	nent				







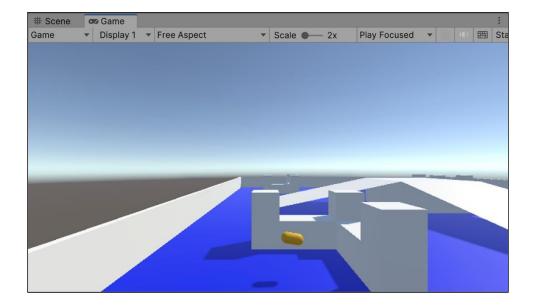




Create Empty		
Create Empty Child		
Create Empty Parent		
3D Object	>	
Effects	>	
Light	>	Directional Light
Audio	>	Point Light
Video	>	Spotlight
UI	>	Area Light
UI Toolkit	>	Reflection Probe
Camera		Light Probe Group
Visual Scripting Scene Variables		
Move To View		
Align With View		
Align View to Selected		
Toggle Active State		

🔻 \land 🖌 Light		9	-#-	:
Туре	Directional			•
Color				de.
Mode	Realtime			•
Intensity	1			
Indirect Multiplier	1			
Shadow Type	Soft Shadows			•
Realtime Shadows				
Strength	•	1		
Resolution	Use Quality Settings			•
Bias	•	0.	05	
Normal Bias	-•	0.	4	
Near Plane	•	0.	2	
© Cookie				
Size	10			
Draw Halo				
Flare	None (Flare)			۲
Render Mode	Auto			•
Culling Mask	Everything			•
A				

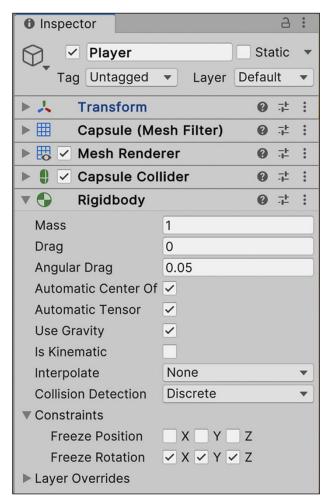
Inspector	a :							
Health_Pick	static static	•						
Tag Untagged	Layer Default	•						
Prefab 📦 Health_Picl	kup	0						
Overrides	Select Open							
Figure 2 Constraints - King Strain St	0 ∓ €	}						
► 🖽 Capsule (Mesh Filter) 🛛 🥹 🕂								
🕨 🔀 🗹 Mesh Render	er 😧 🕂							
🕨 🌒 🗹 Capsule Colli	der 🤨 🕂							
🔻 # 🗹 Item Rotation	n (Script) 🛛 🖓 🕂	}						
Script	# ItemRotation	\mathbf{O}						
Rotation Speed	100							
Health_Mat (M	laterial) 🛛 🖓 🕂	•						
Shader Standard Edit Edit								

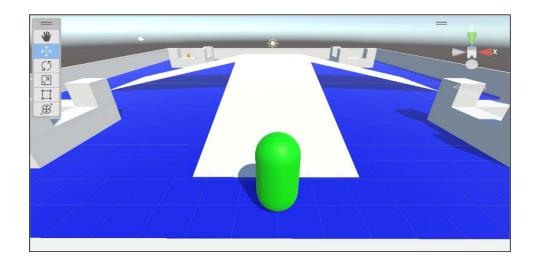


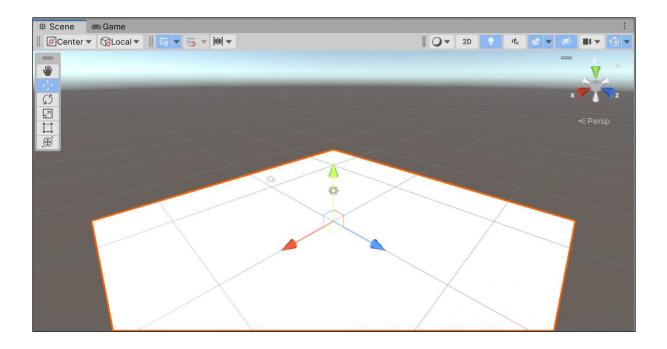
'≡ Hie	rarchy	а:	# Scene	ors G	ame		C A	nimat	tion									а:
+-	Qr All	R	Preview	144		▶	$\left\ \cdot \right\ $	►H.		0		0:00	10:10	0:20	0:30	0:40	0:50	:
V		:							-\$-	♦+	0+							
	 Main Camera Directional Light Environment Health_Pickup 	>																
														No animatab	le object se	lected.		
						Do	opes	heet	(Curve	S							

'≡ Hierarchy	a :	# Scene	e (🕫 Gan	ne	CA	nima	tion								3	:
+ - Q: All	R	Preview		144	[▶	▶1	⊳⊳I		0		0:00	10:10	10:20	0:30	0:40	0:50	:
🔻 🛱 SampleScene	:							¢	0+	0+							
Main Camera																	
Directional Light																	
Environment																	
Health_Pickup	>																
											egin anima	ting Heal	th_Pickup, o	create an Ar	imator and	an Animatio	n
													(Create			
1																	

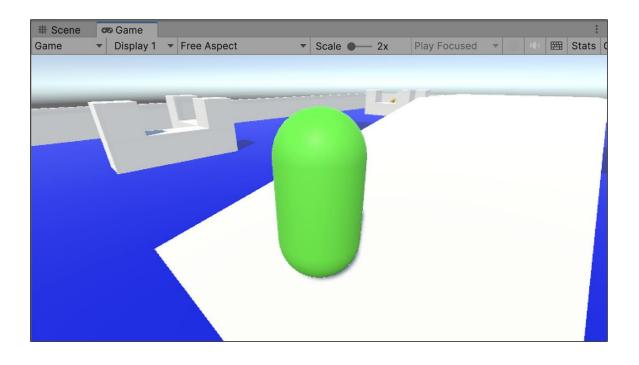
Chapter 7: Movement, Camera Controls, and Collisions





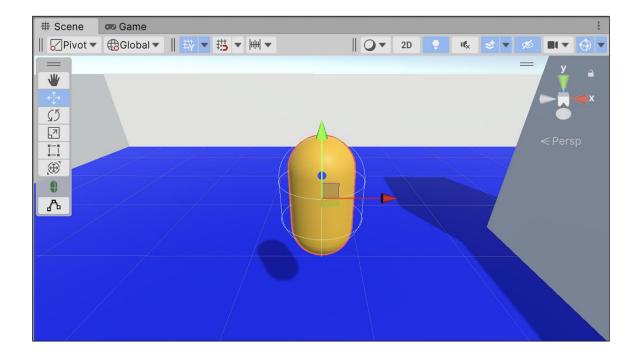


🌣 Project Settings		: 🗆 ×							
	٩								
Adaptive Performance Audio	Input Manager								
Editor Graphics Input Manager Memory Settings	This is where you can configure the output the UnityEngine.Input API. Consider using Axes	controls to use with the g the new Input System Package instead.							
Package Manager	Size	18							
Physics	▼ Horizontal								
Physics 2D	Name	Horizontal							
Player Preset Manager Quality	Descriptive Name								
	Descriptive Negative Name								
Scene Template	Negative Button	left							
Script Execution Order	Positive Button	right							
 Services Version Control 	Alt Negative Button	а							
Tags and Layers	Alt Positive Button	d							
TextMesh Pro	Gravity	3							
Time	Dead	0.001							
Timeline Ul Builder	Sensitivity	3							
Version Control	Snap								
Visual Scripting	Invert								
XR Plugin Management	Туре	Key or Mouse Button 👻							
	Axis	X axis 💌							
	Joy Num	Get Motion from all Joystick:							
	▶ Vertical								

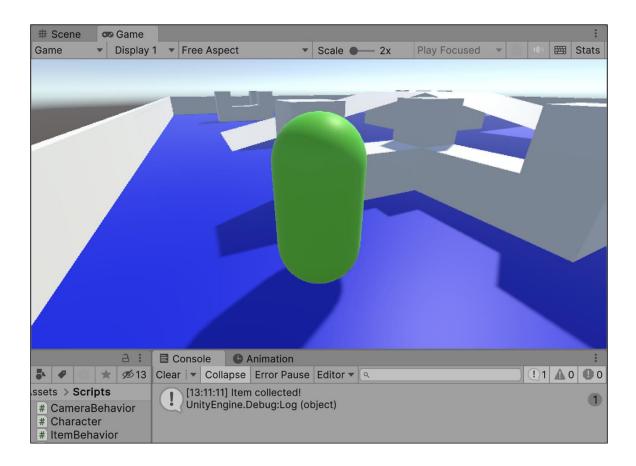


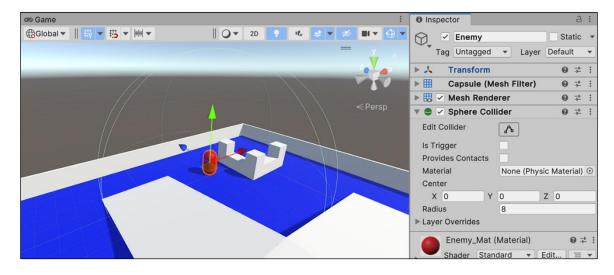
🔻 🕤 🛛 Rigidbody	0 ∓ :
Mass	1
Drag	0
Angular Drag	0.05
Automatic Center Of	✓
Automatic Tensor	✓
Use Gravity	✓
ls Kinematic	
Interpolate	None 🔻
Collision Detection	Discrete 🔹
▼ Constraints	
Freeze Position	XYZ
Freeze Rotation	✓ X ✓ Y ✓ Z
Layer Overrides	

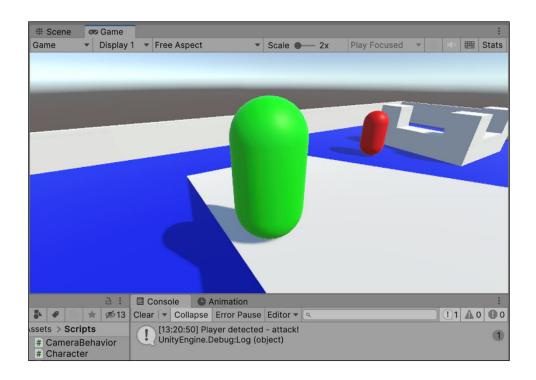
🔻 🌒 🗹 Capsule Collider								÷
Edit Collider		ሌ						
Is Trigger]						
Provides Contacts]						
Material	N	lone (Phy	sic	Material)				\odot
Center	Х	0	Y	0	Ζ	0		
Radius	0	.5						
Height	2							
Direction	Y	′-Axis						•
Layer Overrides								

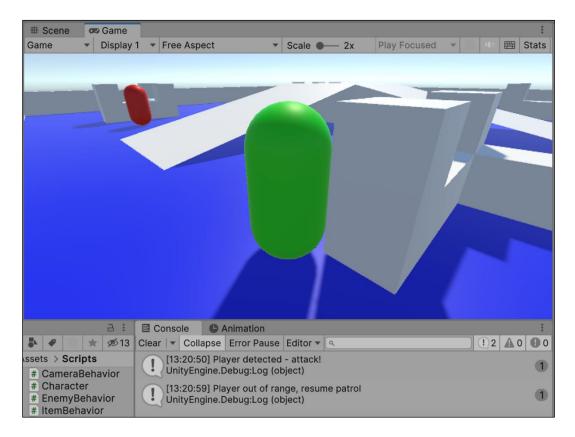


	🔻 📷 🗸 Item Behaviour	(Script) 🛛 🔁 👎
	Script	Reset
Apply to P	refab 'Health_Pickup'	Added Component
Revert	Shader Standar	Remove Component Move Up Move Down Copy Component Paste Component As New Paste Component Values
① ★ Ø16		Find References In Scene Properties Edit Script









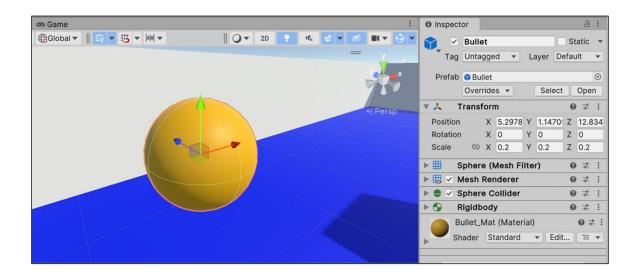
Chapter 8: Scripting Game Mechanics

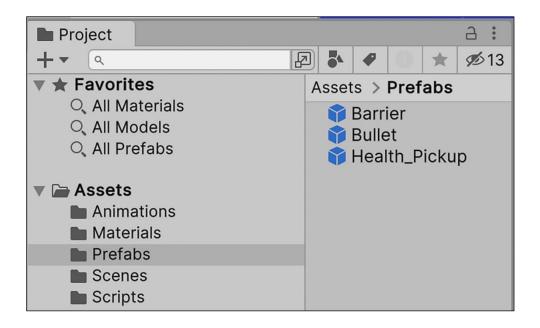
Inspector		а
Environmen	t	Static
Tag Untagged	•	Layer Default
V 🙏 Transform		 O: Default 1: TransparentFX
Position	X 0	2: Ignore Raycast
Rotation	X 0	4: Water
Scale čo	X 1	5: UI
4	Add Compc.	Add Layer

Inspector	a :
Tags & Laye	rs 07 1
▶ Tags	
 Sorting Layers Layers 	
Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
User Layer 3	
Builtin Layer 4	Water
Builtin Layer 5	UI
User Layer 6	Ground
User Layer 7	
User Layer 8	
User Layer 9	

Inspector							Э	*
🕥 🗹 Environmen	t					Sta	tic	•
Tag Untagged		•	Laye	er Gro	und			•
🔻 🙏 Transform						0	- 1 -	÷
Position	Х	0	Y	0	Z	0		
Rotation	Х	0	Y	0	Z	0		
Scale 🗞	Х	1	Y	1	Z	1		
4	٨dd	Compo	nent					

🔻 # 🗹 Player Behavio	0 ∓ :	
Script	# PlayerBehavior	\odot
Move Speed	10	
Rotate Speed	75	
Jump Velocity	5	
Distance To Ground	0.1	
Ground Layer	Ground	•
Player_Mat (M Shader Standa	Nothing Everything Default TransparentFX Ignore Raycast Water UI Sround	0 ≠ :





🔻 # 🗹 Player Behavior (Script) 🛛 🥹 🕂							
Script	# PlayerBehavior						
Move Speed	10						
Rotate Speed	75						
Jump Velocity	5						
Distance To Ground	0.1						
Bullet Speed	100						
Ground Layer	Ground 🔹						
Bullet	Sullet 💿						

Inspector	a :							
Game Manager Static								
Tag Untagged 🔻 Layer D	efault 🔻							
▼ 🙏 Transform	0 : :							
Position X 0 Y 0	Z 0							
Rotation X 0 Y 0	Z 0							
Scale 🖄 X 1 Y 1	Z 1							
🔻 # 🗹 Game Behavior (Script)	0 : :							
Script # GameBehav	vior 💿							
Add Component								

🖪 Conso	le 🕒	Animation							
Clear 🔻	Collapse	Error Pause	Editor 🔻	۹ (!)2					
[13:58:37] Item collected! UnityEngine.Debug:Log (object)									
UnityEngine.Debug:Log (object) [13:58:37] Items: 1 UnityEngine.Debug:LogFormat (string,object[])									

TMP Importer

TMP Importer

0 0 0

TMP Essentials

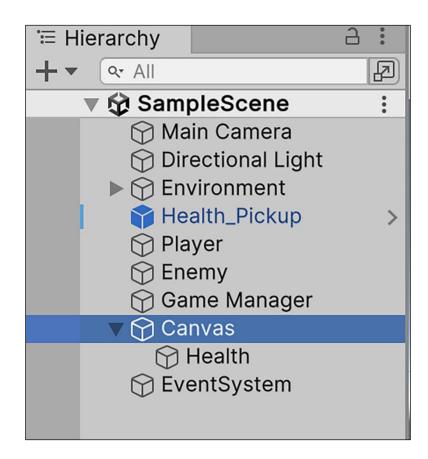
This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder.

Import TMP Essentials

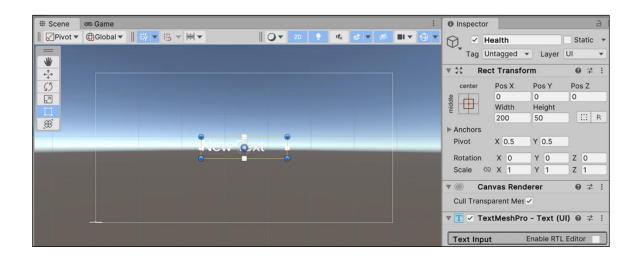
TMP Examples & Extras

The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources.

Import TMP Examples & Extras



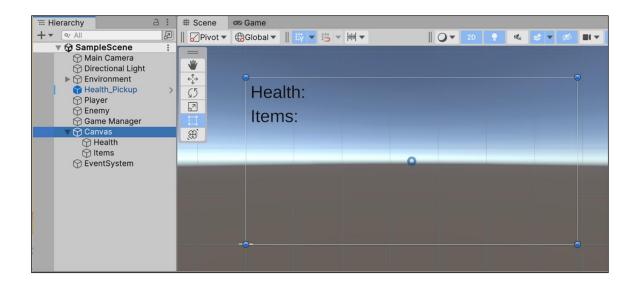
T Hierarchy	3:	# Scene	co Game								:
+ - Q All	P	🖌 Pivot 🔻	Global 🔻	Ⅲ款▼筠	▼ # ▼	0-	2D 💡	II,	3 - 9	• الا 🐱	•
♥ ♥ SampleScene ♥ Main Camera ♥ Directional Light ▶ ♥ Environment ♥ Health_Pickup ♥ Player ♥ Enemy ♥ Game Manager ♥ Canvas ♥ Health ♥ EventSystem	:		•							•	
			-0-							•	



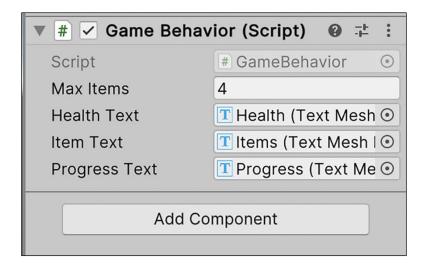
on Game :	-	Inspector			8
(∰Global▼ ∰▼ 拱 ▼ ▼ ▼ ●▼	6) ин	ealth		Static 🔻
		Tag U	ntagged	 Laye 	r UI 💌
		X Red	t Transfo	orm	Ø ∓ :
		left	Pos X	Pos Y	Pos Z
	top		344	-174	0
	÷		Width	Height	
	•	Anchor F	Presets		o set position
		Shirt. Aist	left		ight stretch
	۳				
		to D			
		middle			
	L F				
A : Console C Animation :	14	bottom			
★ 13 Clear ▼ Collapse Error Pause Editor ▼ Q					
		stretch	1		<u></u>
ns		str			

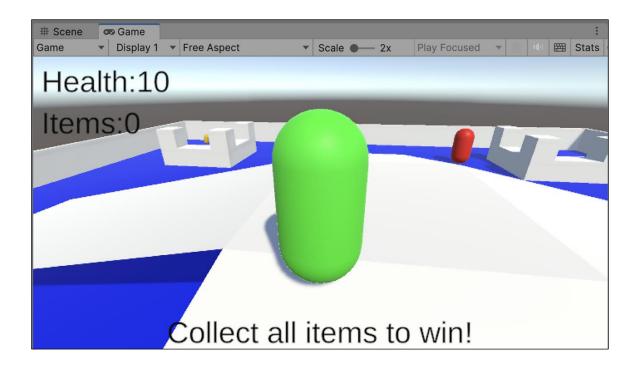
co Game			:	Inspector			а
Global ▼ ☆ ▼ 坊 ▼ 冊 ▼	🔾 🔻 2D 💡	1K 🛃 🔻 💋		Text Style	Normal		•
				Main Settings			
				Font Asset	ELiberatio	nSans s	SD 💿
				Material Preset	LiberationS	ans SDF	Ma▼
				Font Style	BI	U	S
					ab AB	SC	
				Font Size	36		
				Auto Size			
New 7	Text			Vertex Color Color Gradient Override Tags			8
				Spacing Options (en	n Charac 0 Line 0	Word Parage	
				Alignment		Laula	■ ∃ ¶ Aj
				Wrapping	Enabled		•

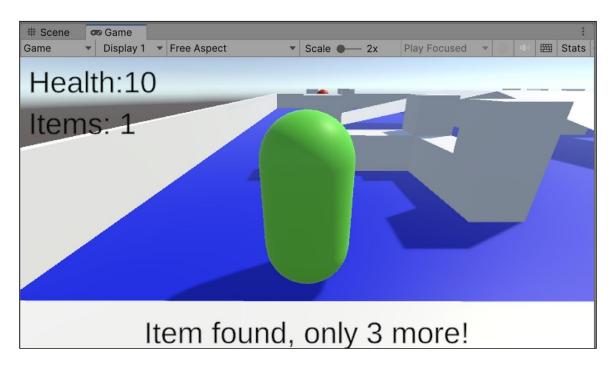
			- ·
Inspector			a :
Health			Static 🔻
Tag Untagged	•	_ayer UI	
Rect Transfo	rm		0 1 :
left	Pos X	Pos Y	Pos Z
	110	-35	0
to to	Width	Height	
	200	50	EI R
Anchors			
Pivot	X 0.5	Y 0.5	
Rotation	X O	YO	ZO
Scale 🕅	X 1	Y 1	Z 1
Canvas Rend	erer		0 : :
Cull Transparent Me	s 🗸		
▼ T ✓ TextMeshPro	o - Text (UI)		0 ∓ :
Text Input		Enable RT	L Editor
Health:			
Text Style	Normal		•
Main Settings			
Font Asset	FLiberati	onSans SDF	(TMP_Foi)

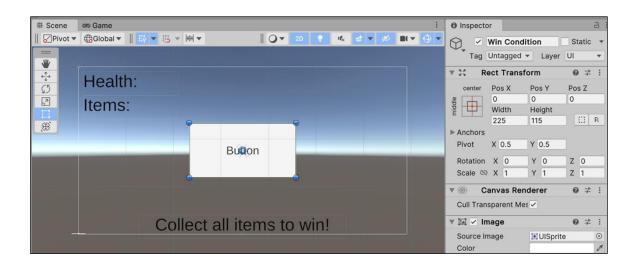


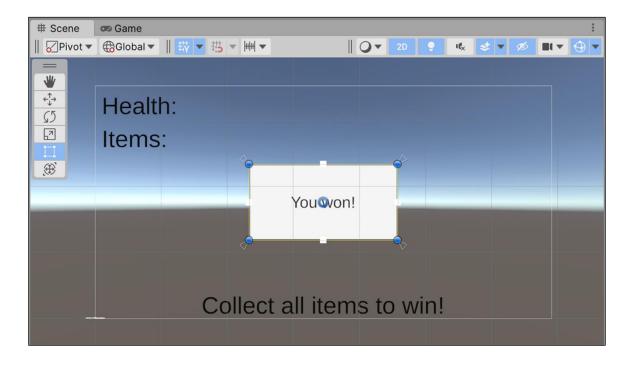
# Scene	ors Game		I	Inspector			8
Pivot 🔻	Global ▼ Hy ▼ H3 ▼ HH ▼	Q ▼ 2D Q 1K	\$ • Ø • •		ogress		Static 💌
*				Tag U	ntagged 🛪	Layer	UI 👻
				V 👯 🛛 Rec	t Transfo	rm	0 ‡ i
\$5	Health:			center	Pos X	Pos Y	Pos Z
2	Itomo:			5	0	15	0
	Items:			pottom	Width	Height	
). E				b. Analassa	435	50	CI R
-				Anchors Pivot	X 0.5	Y 0.5	1
				Rotation	X 0	Y 0	Z 0
				Scale 🕅	X 1	Y 1	Z 1
				🖲 💿 Car	vas Rend	erer	0 : :
				Cull Transp	arent Mes	~	
	Collect all its	ems to win! 🕴		▼ T ✓ Tex	tMeshPro	- Text (U	I) @ ᅷ :
		•		Text Input		Enable RTL	Editor

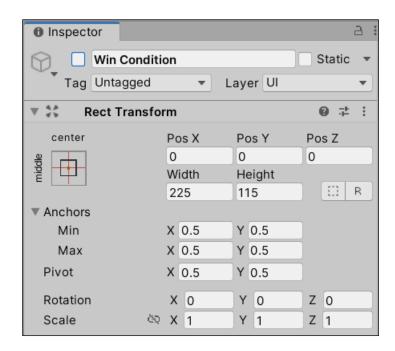




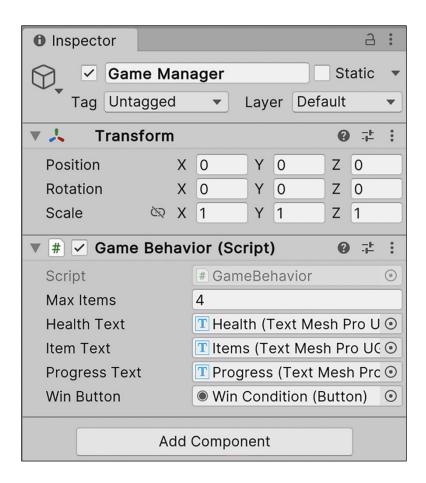


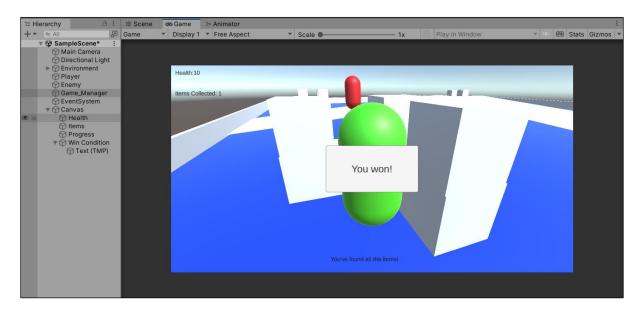




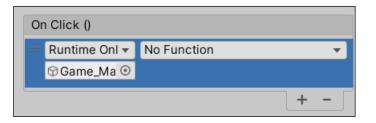


≒ Hierarchy	a :]	# Scene	or Game :
+ - (• All	R	🖌 Pivot 🔻	⊕Global ▼
 ♥ SampleScene* ♥ Main Camera ♥ Directional Light ♥ Environment ♥ Health_Pickup ♥ Player ♥ Enemy ♥ Game Manager ♥ Canvas ♥ Health ♥ Items ♥ Progress ♥ Win Condition ♥ Text (TMP) ♥ EventSystem 			Health: Items: Collect all items to win!





Inspector				a :
Win Condition	on	Sta	tic	*
Tag Untagged	 Layer UI 			•
Rect Transfor	m	0	- 0 -	÷
	erer	0	- 1 -	÷
🕨 🖾 🔽 Image		0	- 1 -	:
🔻 🖲 🗹 Button		0	-#-	÷
Interactable	~			
Transition	Color Tint			•
Target Graphic	Win Condition (Image)			۲
Normal Color				ø.
Highlighted Color				ø.
Pressed Color				<i>d</i> e
Selected Color				ø.
Disabled Color				de.
Color Multiplier	•	- 1		
Fade Duration	0.1			
Navigation	Automatic			•
	Visualize			
On Click ()				
List is Empty				
		+	_	





Lighting					:		×
Scene Env	vironment	Realtime L	ightmaps	Bak	ked Lightn	nap	s
Progressi	ive Upda 🗠						
Importan	ce Samp 🗸						
Direct Sa	mples 3	2					
Indirect S	Samples 5	12					
Environm	ent Sarr 2	56					
Light Pro	be Samr 4						
Max Bour	nces 2						
Filtering	A	uto					
Lightmap Re	esolutior 4	0			texels per u	unit	
Lightmap Pa	adding 2				texels		
Max Lightm	ap Size 1	024					
Lightmap C	ompress H	ligh Quality					
Ambient Oc	clusion						
Directional	Mode D	irectional					
Albedo Boos	st 🔘				1		
Indirect Inte	2	-0			1		
Lightmap Pa	arametei D	efault-Med	ium		▼ Vie	ЭW	
Workflow S	Settings						
► Light Probe	Visualizati	on					¥
	Aut	o Generate	Gen	erate	e Lighting		
0 Non-Direction	nal Lightmap	os	0 B				
			No Light	maps			
Occupied Texel	ls: 0.0						
Total Bake Time	e: 0:00:00						

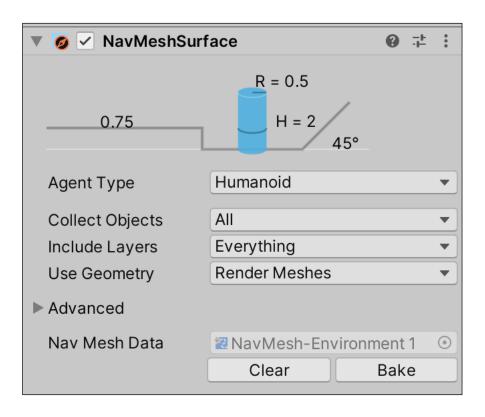
Chapter 9: Basic Al and Enemy Behavior

🖬 Pa	Package Manager						
+ •	Packages: In Project 💌	Sort: Name (asc) 🔻	Filters 💌				
	package from disk package from tarball						
Add	package from git URL		\checkmark				
Add	package by name		٩				
▼ Pa	ckages - Unity						

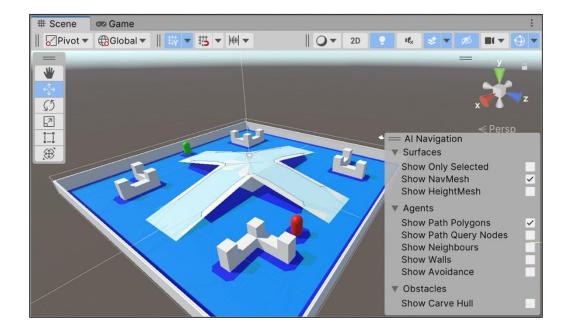
Package Manager		
+ - Packages: In Project -	Sort: Name (asc) 🔻	Filters 🔻 Cl
Add package by name com.unity.ai.navigation		
Version (optional)		bt
Packages - Unity		

Al Navigation	Remove						
1.1.4 · June 15, 2023 Release							
From Unity Registry by Unity Technologies Inc.							
com.unity.ai.navigation							
Documentation Changelog Licenses							
Description Version History Dependencies	Samples						
High-level NavMesh components for building and using NavMeshes at runtime and at edit time.							

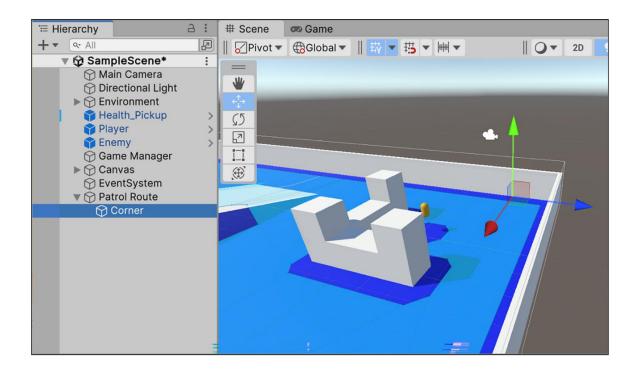
Inspective	ector 🛛 🔀 Na	avig	ation			8	:
	Environme	nt				Static	•
T	ag Untagged		•	Laye	er Gro	ound	•
▼ 人	Transform					€ ÷	:
Positi	on	Х	0	Y	0	Z 0	
Rotati	ion	Х	0	Y	0	Z 0	
Scale	ÇĎ	Х	1	Y	1	Z 1	
	 へ nav i Nav Mesh i Nav Mesh [™] Nav MeshL Av MeshN Nav MeshN 	S Age Obs ink 1odi 1odi	tacle fier fierVol			×	
	👩 Nav Mesh S	urfa	ice				
	New script					>	

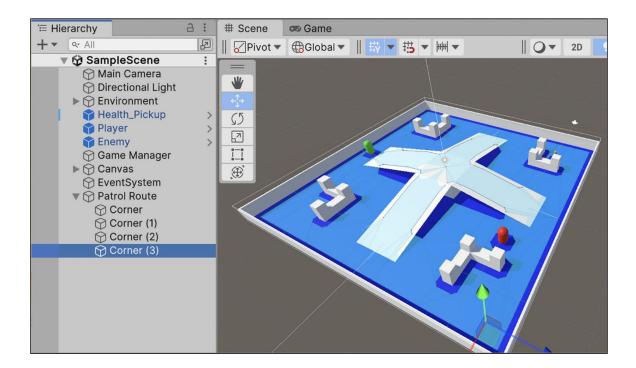


Project	a :
+ • •	₽ 🗞 🖋 ★ 🕫7
▼ ★ Favorites	Assets > Scenes > SampleScene
 All Materials All Models All Prefabs 	NavMesh-Environment
🔻 🔚 Assets	
Animations	
Materials	
🖿 Prefabs	
🔻 🗁 Scenes	
🖿 SampleScene	
Scripts	

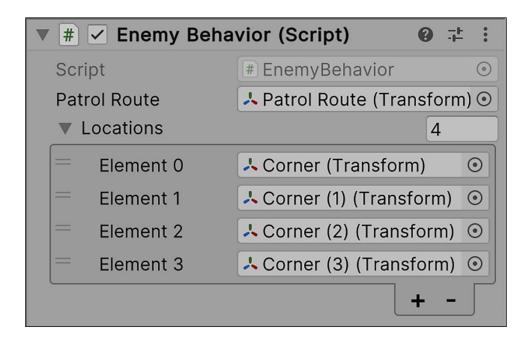


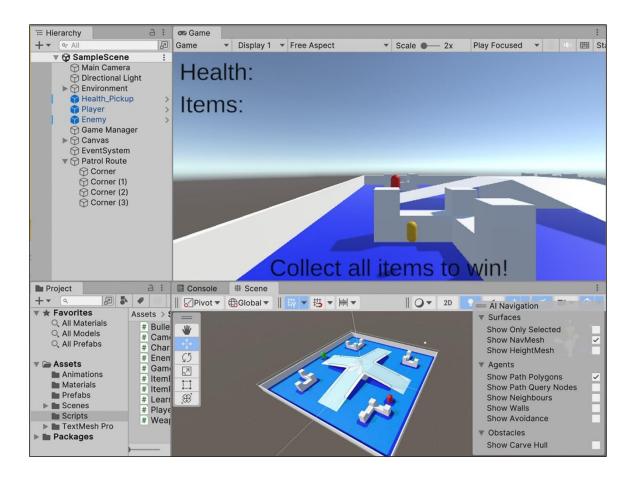
🔻 🛵 🗹 Nav Mesh Ag	gent O ∓⊨ :
Agent Type	Humanoid 🔹
Base Offset	1
Steering	
Speed	3.5
Angular Speed	120
Acceleration	8
Stopping Distance	0
Auto Braking	✓
Obstacle Avoidanc	e
Radius	0.5
Height	2
Quality	High Quality 🔹
Priority	50
Path Finding	
Auto Traverse Off Me	✓
Auto Repath	✓
Area Mask	Everything -





▼ # ✓ Enemy Behavior (Script)				:
Script	# EnemyBehavior			\odot
Patrol Route	🙏 Patrol Route (Tra	nsf	orm	\odot
Locations		0)	
List is empty				
		+	-	



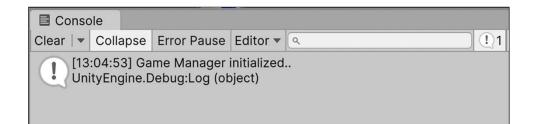


🔻 # 🗹 Game Beha	vior (Script) 🛛 🤨 🕂 :
Script	# GameBehavior
Max Items	1
Health Text	T Health (Text Mesh Pro U 💿
Item Text	Items (Text Mesh Pro UC⊙
Progress Text	■ Progress (Text Mesh Prc ●
Win Button	Win Condition (Button)
Loss Button	Loss Condition (Button)

Chapter 10: Revisiting Types, Methods, and Classes



Console		:
Clear - Collapse Error Pause Editor	▼ q. (1)4 ▲ 0	0
[13:00:29] Player detected - attac UnityEngine.Debug:Log (object)	≿k!	1
[13:00:36] Player deaths: 0 UnityEngine.Debug:Log (object)		1
[13:00:36] Player deaths: 1 UnityEngine.Debug:Log (object)		1
[13:00:36] Next time you'll be at r UnityEngine.Debug:Log (object)	number 1	1



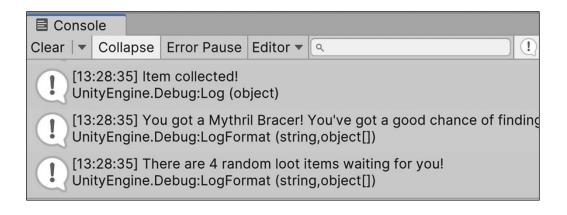
🗏 Consc	ole				
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩ (!	2
[13] Uni	:08:48] Da tyEngine.D	ta Manager ir)ebug:Log (ot	nitialized oject)		
[13] Uni	:08:48] Ga tyEngine.D	me Manager)ebug:Log (ot	initialized. oject)		

🖬 Consc	ole						
Clear 🕶	Collapse	Error Pause	Editor 🔻	۹ (!) 3			
[13:11:48] Data Manager initialized UnityEngine.Debug:Log (object)							
[13:11:48] This string contains 26 characters. UnityEngine.Debug:LogFormat (string,object[])							
[13] Uni	:11:48] Gar tyEngine.D	ne Manager i Debug:Log (ob	nitialized. oject)				

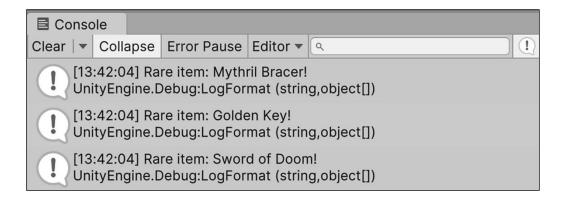
Projec	t 🕒 Ar	nimation	Console			
Clear 🕶	Collapse	Error Pause	Editor 🔻	٩	(!) 3	A 0
	[16:24:44] This string contains 26 characters. UnityEngine.Debug:LogFormat (string,object[])					

Chapter 11: Specialized Collection Types and LINQ

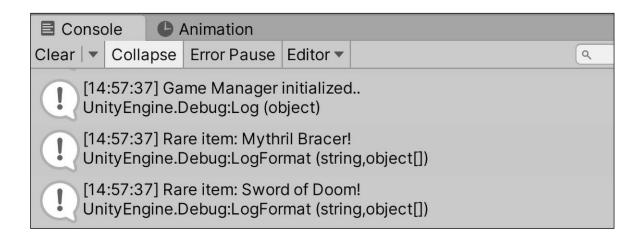
Consc	ole			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩ (!)
[13]	:26:03] Ite ityEngine.D	m collected! Debug:Log (ot	oject)	
[13 Un	:26:03] Th ityEngine.D	ere are 5 rand Debug:LogFor	dom loot i mat (strin	tems waiting for you! g,object[])





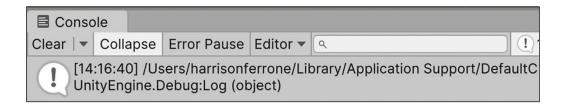


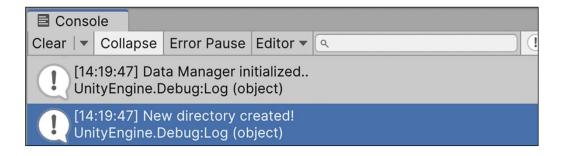
Conso	ole 🕒 /	Animation				
Clear 🔻	Collapse	Error Pause	Editor 🔻			٩
[11 Un	:08:51] Gai ityEngine.[me Manager i Debug:Log (ol	nitialized. oject)	•		
[11 Un	[11:08:51] Rare item: Golden Key! UnityEngine.Debug:LogFormat (string,object[])					
[11] Un	[11:08:51] Rare item: Mythril Bracer! UnityEngine.Debug:LogFormat (string,object[])					
		e item: Sword Debug:LogFor				



Chapter 12: Saving, Loading, and Serializing Data

Console						
Clear Collapse Error Pause Editor Collapse I Ed						
[14:13:37] Path separator character: : UnityEngine.Debug:LogFormat (string,object[])						
[14:13:37] Directory separator character: / UnityEngine.Debug:LogFormat (string,object[])						
[14:13:37] Current directory: /Users/harrisonferrone/Documents/GitHub/Le UnityEngine.Debug:LogFormat (string,object[])						
[14:13:37] Temporary path: /var/folders/6m/fd4ywdms4_gcqsvb8r596kf40 UnityEngine.Debug:LogFormat (string,object[])						





Accounts	com.apple.sharedfilelist	Hero_Born	Player_Data
Application Scripts	com.apple.spotlight	Þ	
Application Support	com.apple.TCC	•	
Assistant	com.apple.touristd	•	
Assistants	com.apple.transparencyd	Þ	
🔁 Audio	com.mackeeper.MacKeeper	•	
Autosave Information	com.mackeecKeeperAgent	Þ	
🔁 Caches	CoreParsec	Þ	
Calendars	CrashReporter	•	
CallServices	DefaultCompany	•	
ColorPickers	DiskImages	Þ	

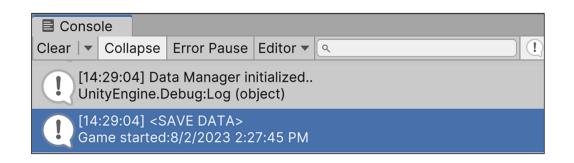
🖪 Conso	ole			
Clear 🕶	Collapse	Error Pause	Editor 🔻	٩
[14] Uni	:20:54] Da tyEngine.D	ta Manager ir Debug:Log (ot	nitialized oject)	
[14] [14] Uni	:20:54] Dir ityEngine.D	ectory alread ebug:Log (ot	y exists oject)	

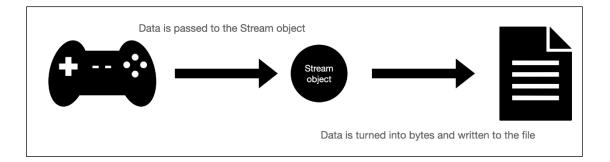
Consc	ole			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩ (!
[14] Uni	:24:59] Da tyEngine.D	ta Manager ir Debug:Log (ot	nitialized oject)	
[14] [14] Uni	:24:59] Ne tyEngine.D	w file created Debug:Log (ot	l! oject)	

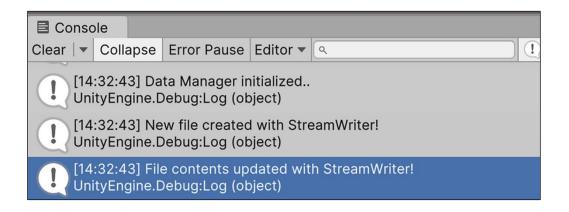
Hero_Born	Player_Data	Save_Data.txt

Consc	ole			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩. (!)
[14] [14] Uni	:27:45] Da tyEngine.D	ta Manager in)ebug:Log (ot	itialized oject)	
[14] [14] Uni	:27:45] File tyEngine.D	e updated suc ebug:Log (ot	ccessfully bject)	

📄 Hero_Born	Player_Data	Save_Data.txt





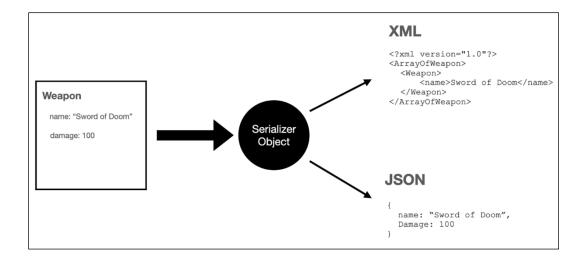


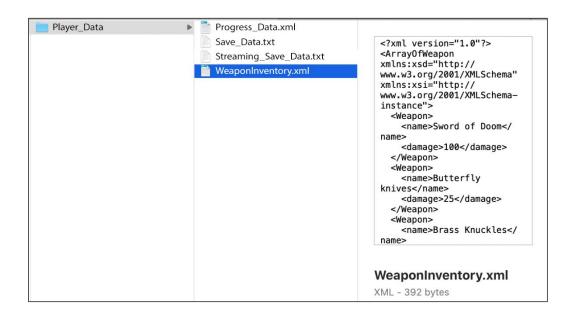
📄 Player_Data	Save_Data.txt	
	Streaming_Save_Data.txt	<save data=""> for HERO BORN</save>
		Game ended: 8/26/2021 1:39:33 PM
		Streaming_Save_Data.txt

Consc	le			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩ (!
[14] [14] Uni	:34:09] Da tyEngine.D	ta Manager ir)ebug:Log (ob	nitialized oject)	
! ^{[14}	:34:09] <s< td=""><td>ave Data> foi</td><th>r HERO BO</th><th>DRN</th></s<>	ave Data> foi	r HERO BO	DRN

Player_Data	Progress_Data.xml	
	Save_Data.txt Streaming_Save_Data.txt	xml version="1.0"<br encoding="utf-8"? > <level_progress><level>Lev el-1<!--<br-->level><level>Level-2<!--<br-->level><level>Level-3<!--<br-->level><level>Level-4<!--<br-->level></level></level></level></level></level_progress>

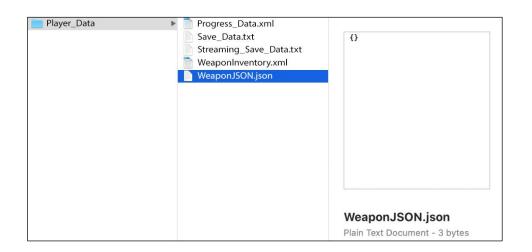
Console						
Clear - Collapse	Error Pause	Editor 🔻	۹ (!) 7			
[14:39:27] Data Manager initialized UnityEngine.Debug:Log (object)						
[14:39:27] xml version="1.0" encoding="utf-8"? <level_progress><lev UnityEngine.Debug:Log (object)</lev </level_progress>						
xml version="1.0" encoding="utf-8"? <level_progress><level>Level- 1</level><level>Level-2</level>Level>Level-3<level>Level- 4</level></level_progress>						

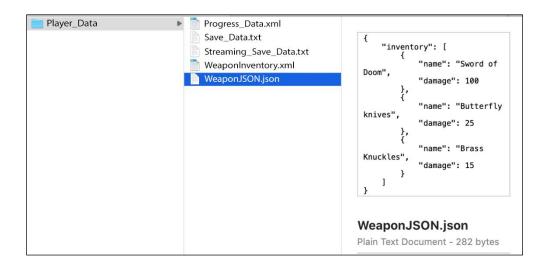




🖪 Consc	ole						
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩. (!)			
	[14:46:04] Data Manager initialized UnityEngine.Debug:Log (object)						
	[14:46:05] Weapon: Sword of Doom - Damage: 100 UnityEngine.Debug:LogFormat (string,object[])						
[14:46:05] Weapon: Butterfly knives - Damage: 25 UnityEngine.Debug:LogFormat (string,object[])							
		eapon: Brass I)ebug:LogFor		- Damage: 15 ng,object[])			

Player_Data	 Progress_Data.xml Save_Data.txt Streaming_Save_Data.txt WeaponInventory.xml WeaponJSON.json 	<pre>{ "name": "Sword of Doom", "damage": 100 }</pre>
		WeaponJSON.json Plain Text Document - 51 bytes

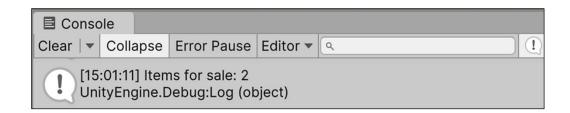




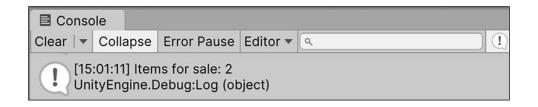


Chapter 13: Exploring Generics, Delegates, and Beyond

🖪 Consc	ole			
Clear 🔻	Collapse	Error Pause	Editor 🔻	٩. (!)
[14] Uni	:58:16] Iter tyEngine.D	ms for sale: 0 Debug:Log (ot	oject)	









🖪 Consc	le		_	
Clear 🕶	Collapse	Error Pause	Editor 🔻	٩ (!
		ms for sale: 1)ebug:Log (ot		

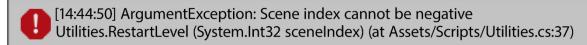
<pre>var itemShop = new Shop<collectable>(); itemShop.AddItem(new Potion()); itemShop.AddItem(new Antidote()); itemShop.AddItem("String");</collectable></pre>					
Debug.Log("I 🕵~ 1	 class System.String Represents text as a series of Unicode characters. <u>CS1503</u>: Argument 1: cannot convert from 'string' to 'Collectable' <u>Show potential fixes</u> 				

Consc	ole			
Clear 🕶	Collapse	Error Pause	Editor 🔻	٩. (!)
[12] Uni	:09:43] Ga tyEngine.D	me Manager)ebug:Log (ot	initialized oject)	

E Console							
Clear 🕶	Collapse	Error Pause	Editor 🔻	٩ (!)			
[12] Uni	[12:11:17] Game Manager initialized UnityEngine.Debug:Log (object)						
[12:11:17] Delegating the debug task UnityEngine.Debug:Log (object)							

Console					:
Clear - Collapse	Error Pause	Editor 🔻	٩	 Δ 0	0
[12:22:17] Jump event subscribed UnityEngine.Debug:Log (object)					1
[12:22:21] Pla UnityEngine.[yer has jumpe Debug:Log (ob	ed oject)			4

Consc	Console							
Clear 🕶	Collapse	Error Pause	Editor 🔻	۹ (!) 3				
	[12:24:24] Jump event subscribed UnityEngine.Debug:Log (object)							
[12] [12] Uni	[12:24:25] Player has jumped UnityEngine.Debug:Log (object)							
	[12:24:26] Jump event unsubscribed UnityEngine.Debug:Log (object)							



Console Console					
Clear 🖙 Collapse Error Pause	Editor -	٩			
[14:53:41] Reverting to scene 0: System.ArgumentException : Scene index cannot be negative at utilities.RestartLevel (System.Int32 SceneIndex) [0x00060] in /Users/harrisonferrone/Deskt					
[14:53:41] Level restart has completed UnityEngine.Debug:Log (object)					