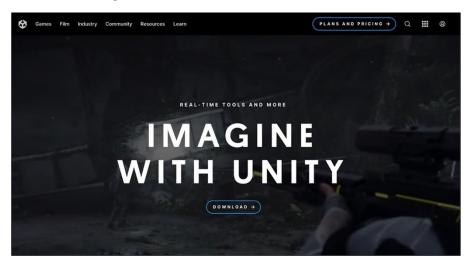
## Chapter 1: Getting to Know Your Environment



# 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.

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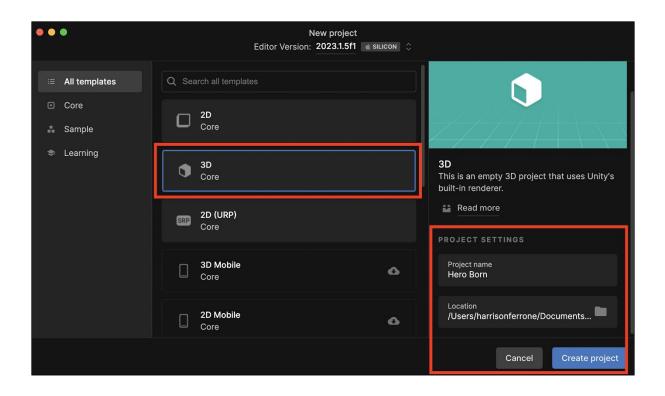
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└── OpenJDK	112.97 MB	219.56 MB
└──   Android SDK & NDK Tools	1.76 GB	4.66 GB
iOS Build Support	423.73 MB	1.09 GB
tvOS Build Support	417.02 MB	1.08 GB
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From this page you can download the previous 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.							
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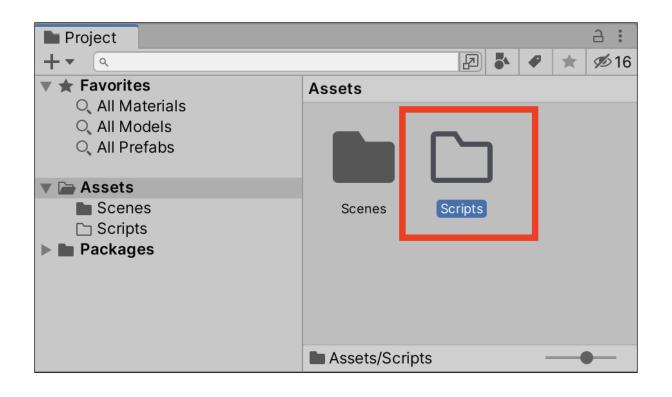
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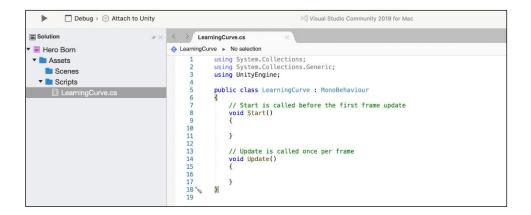
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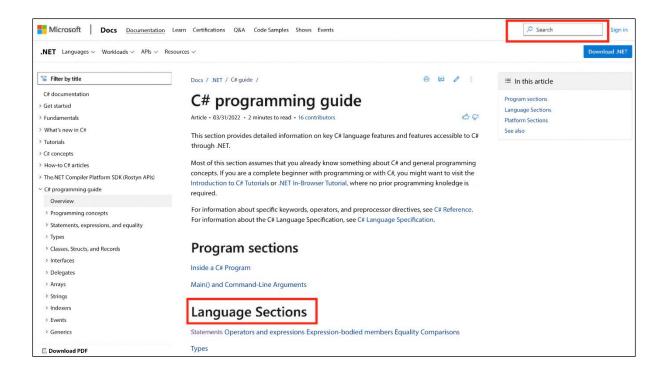
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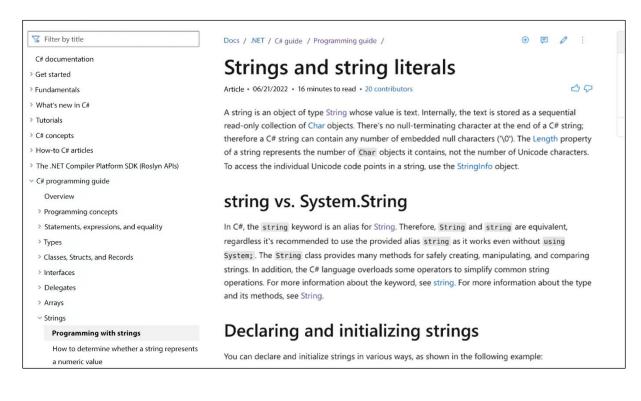
Durity Documentation	Manual Scripting API Search manual
Version: 2023.2 -	
Unity Manual	Unity User Manual 2023.2 (beta) / Create with Unity / Create Gameplay / GameObjects / Transforms
<ul> <li>Unity User Manual 2023.2 (beta)</li> <li>Packages and feature sets</li> <li>Install Unity</li> </ul>	←
Licenses and activation     Upgrade Unity     Create with Unity	Transforms
<ul> <li>2D or 3D projects</li> <li>Unity's interface</li> </ul>	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
<ul> <li>Scenes</li> <li>GameObjects</li> </ul>	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

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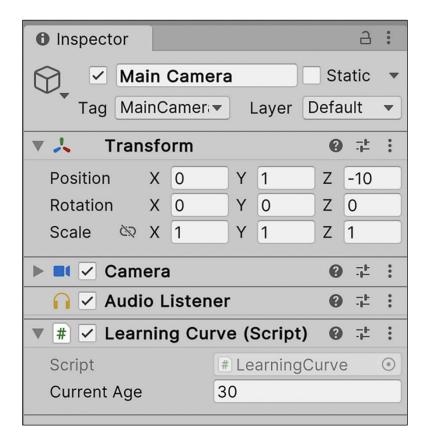




# Chapter 2: The Building Blocks of Programming



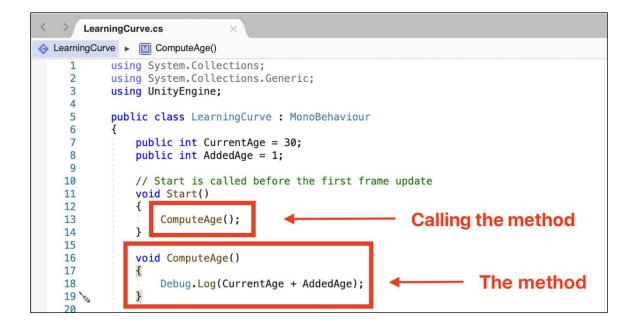
$\langle \rangle \rangle$	LearningCurve.cs ×
🔶 Learnin	gCurve 🕨 🔟 Start()
1	using System.Collections;
2	<pre>using System.Collections.Generic;</pre>
3	using UnityEngine;
4	
4	<pre>public class LearningCurve : MonoBehaviour</pre>
6	{
7	<pre>public int CurrentAge = 30;</pre>
8	
8	<pre>// Start is called 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	



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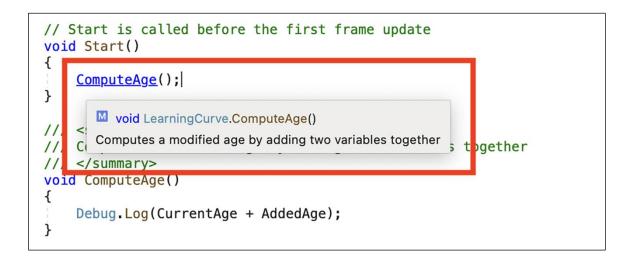
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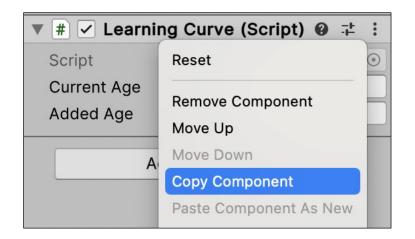
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		Script # LearningCurve			۲
		Current Age 18			
		Add Component			



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	: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>
	}

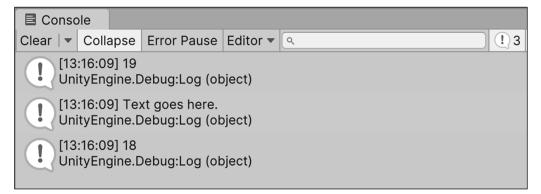




🔻 # 🗹 Learning Curve (Script) 😧 👎 :						
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Add C	Move Down					
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▼ # ✓ Learning Curve (Script) 🛛 🕂					
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Current Age Added Age A	Remove Component Move Up Move Down Copy Component				

# Chapter 3: Diving into Variables, Types, and Methods



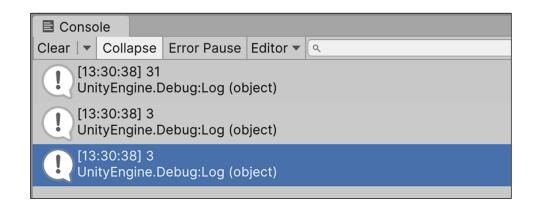


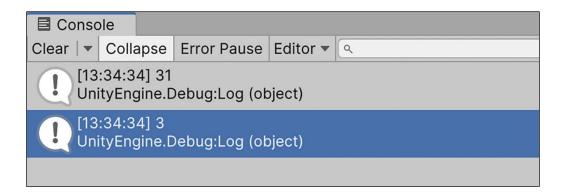
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Script	# LearningCurve			۲
Added Age	1			

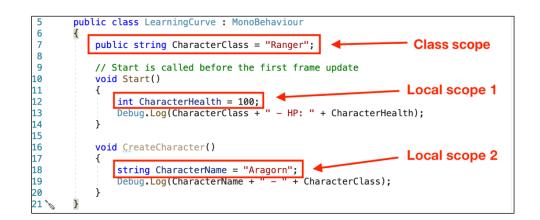
Туре	Contents of the variable						
int	A simple integer, such as the number 3						
float	A number with a decimal, such as the number 3.14						
string	Characters in double quotes, such as,"Watch me go now"						
bool	A Boolean, either <b>true</b> or <b>false</b>						

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

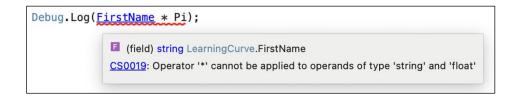
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[13:26:11] 31 UnityEngine.Debug:Log (object)						
[13:26:11] A string can have variables like Harrison inserted directly! UnityEngine.Debug:Log (object)						





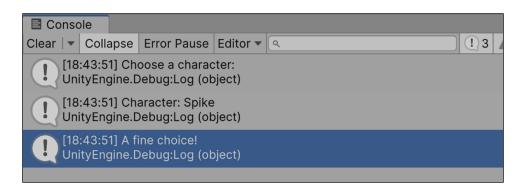


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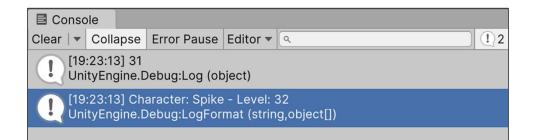


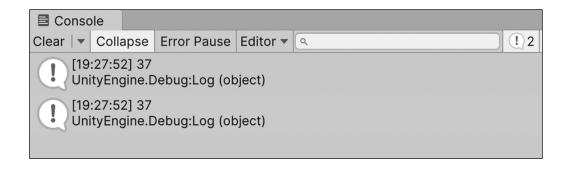
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		ring and 'float		ror CS0019: Operator '*' cannot be	applie	ed to	

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	}

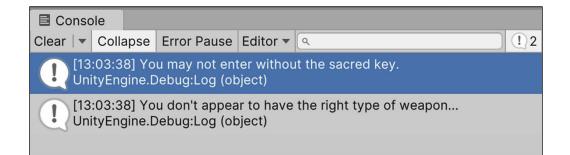




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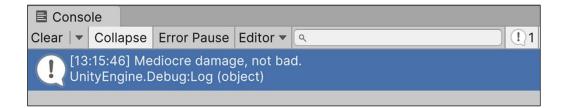
# **Chapter 4: Control Flow and Collection Types**

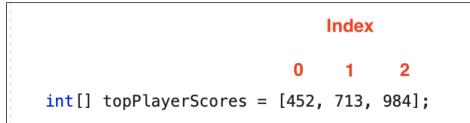
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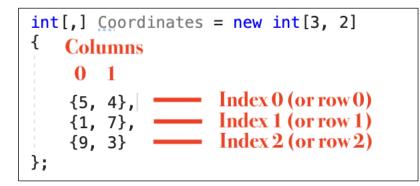


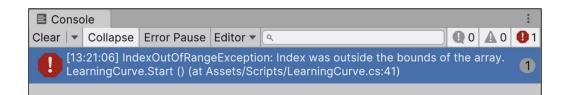
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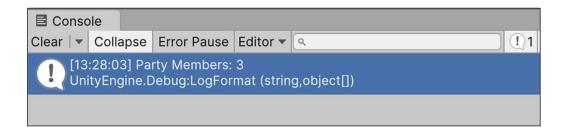
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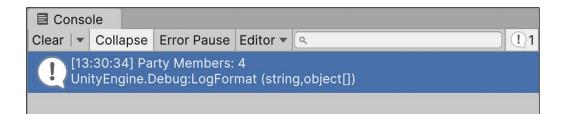


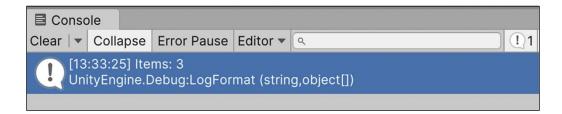










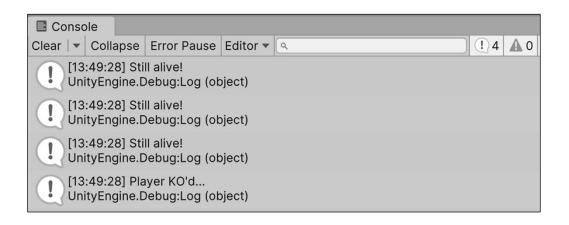


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[13:39:35] Index: 1 - Merlin the Wise UnityEngine.Debug:LogFormat (string,object[])	1
[13:39:35] Index: 2 - Sterling the Knight UnityEngine.Debug:LogFormat (string,object[])	1
[13:39:35] Index: 3 - Craven the Necromancer UnityEngine.Debug:LogFormat (string,object[])	1

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[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					

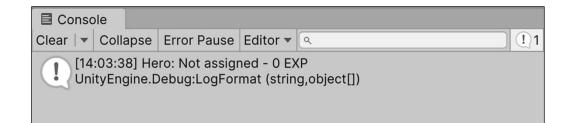
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[13]	[13:47:19] Item: Potion - 5g UnityEngine.Debug:LogFormat (string,object[])					
[13]	[13:47:19] Item: Antidote - 7g UnityEngine.Debug:LogFormat (string,object[])					
[13:47:19] Item: Aspirin - 1g UnityEngine.Debug:LogFormat (string,object[])						



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# Chapter 5: Working with Classes, Structs, and OOP

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[14] [14] Uni	:00:29] He tyEngine.D	ro: - 0 EXP )ebug:LogFor	mat (strin	ıg,object[])





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[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[])						

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[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
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[14:20:41] Hero: Not assign UnityEngine.Debug:LogFor	

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[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[])							

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[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

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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								
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[13] Uni	:03:55] He tyEngine.D	ro: Sir Arthur )ebug:LogFor	- 0 EXP mat (strin	g,object[])				

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	🔻 # 🗹 Learning Cu	rve (Script) 🛛 🛛 🖓 🕂 🗄
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	First Name	Harrison
	Is Author	~
	Current Gold	32
	Pure Of Heart	~
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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.

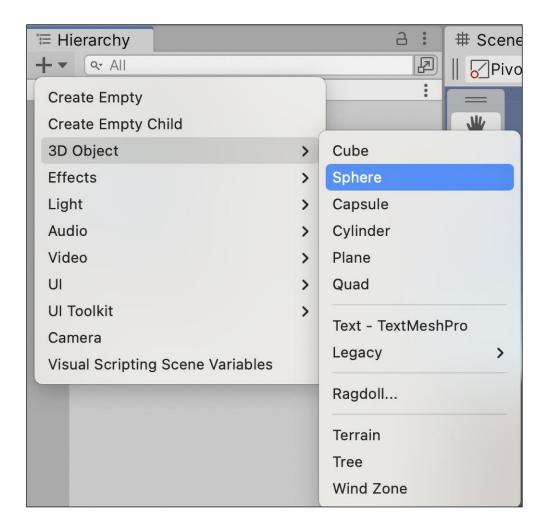
# Interface

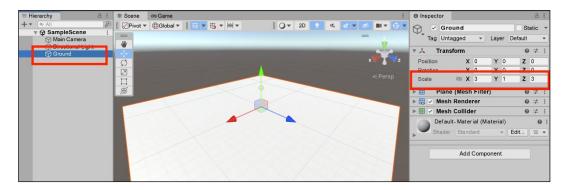
Control scheme for movement will be the WASD or arrow keys using the mouse for camera control. Shooting mechanic will use the Space bar, and item collection will work off of object collisions.

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

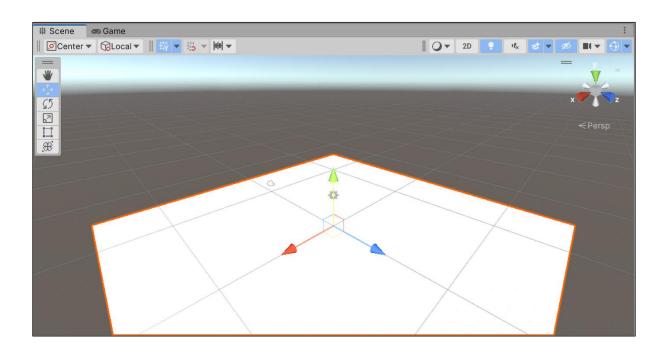
# **Art Style**

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.

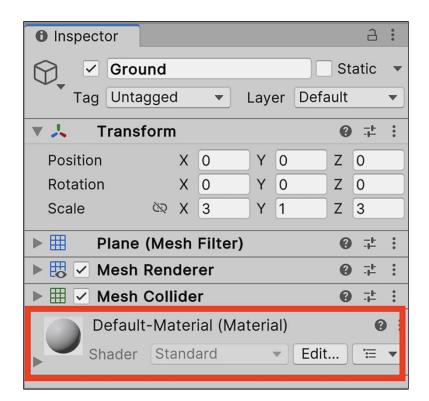


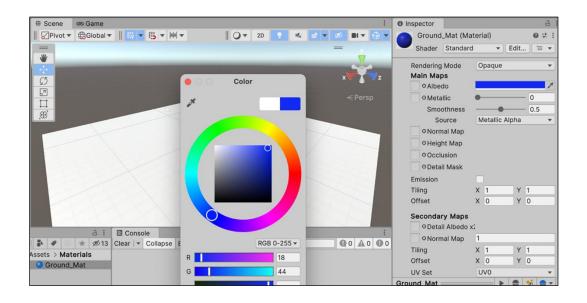


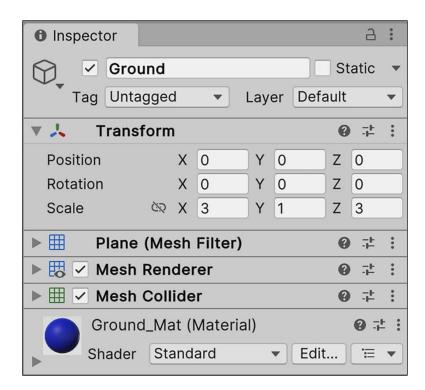
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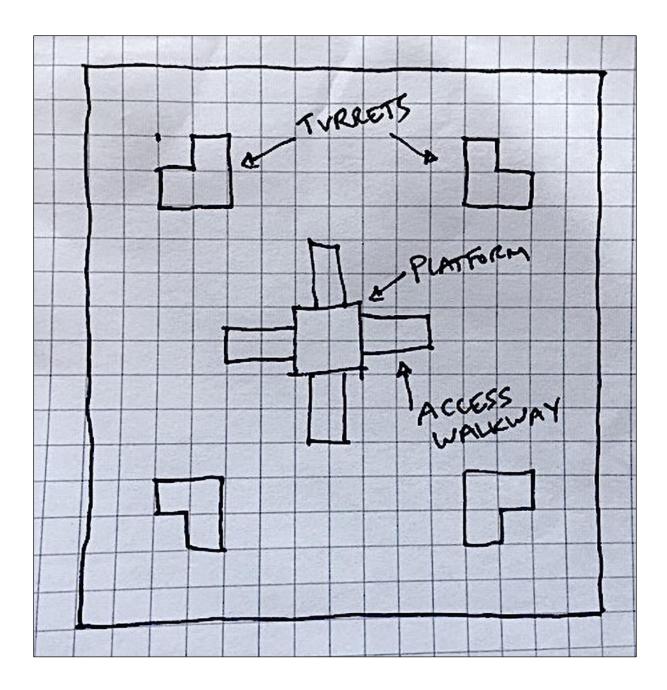


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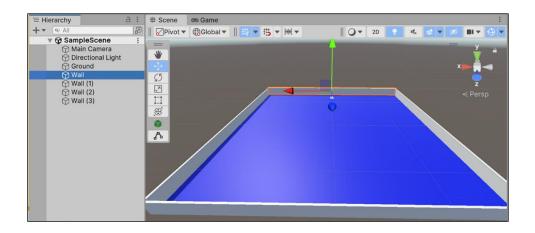




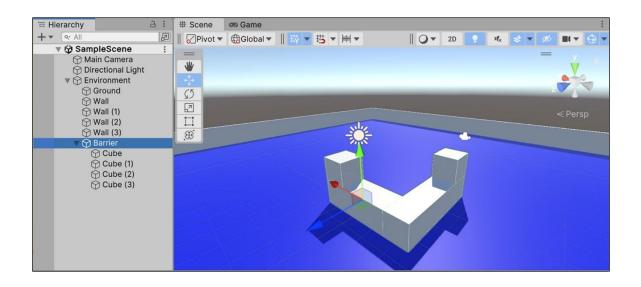




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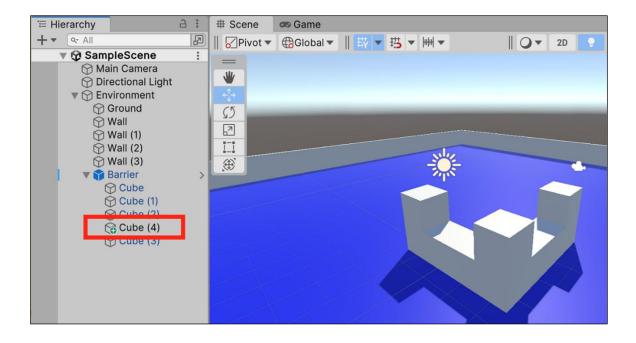


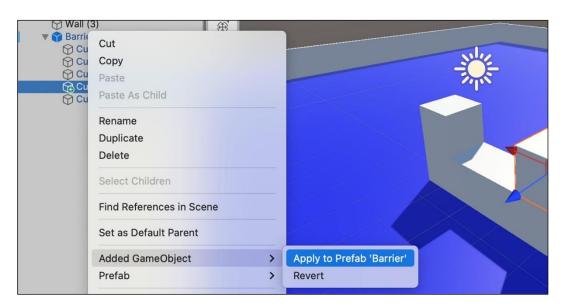
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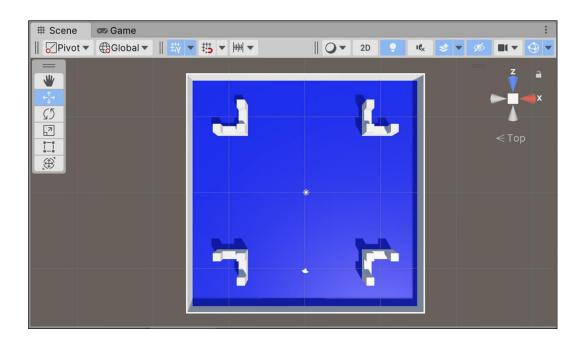


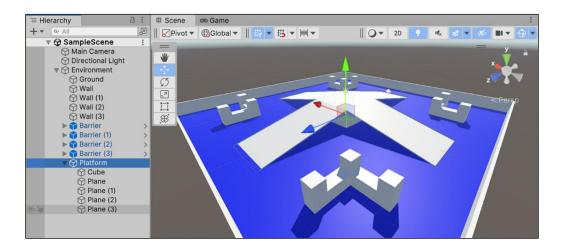
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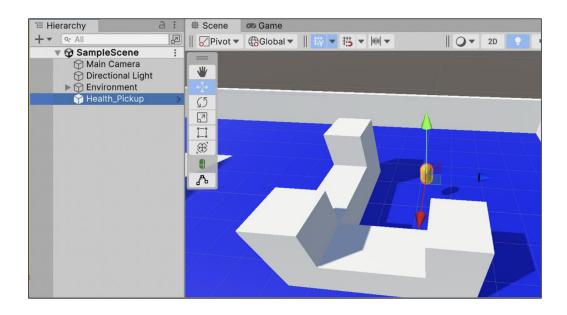
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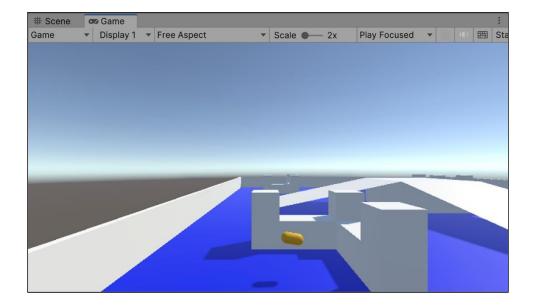




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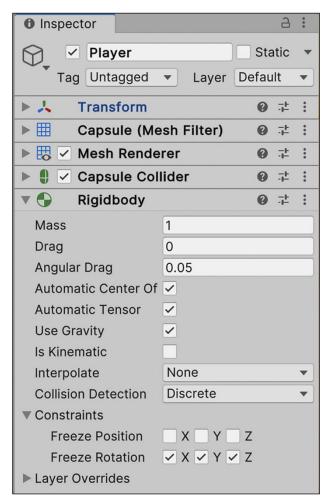
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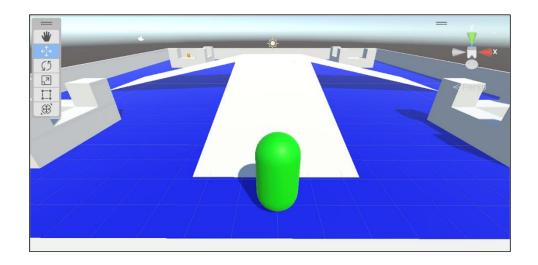


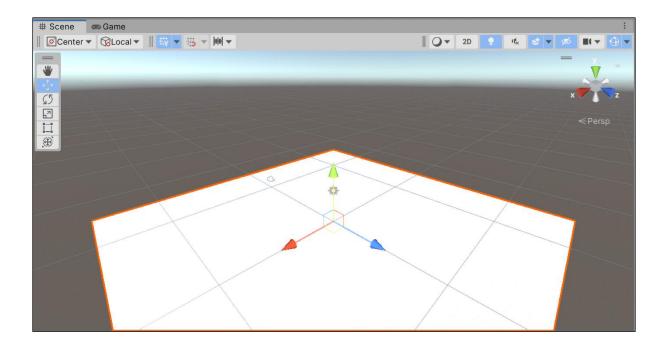
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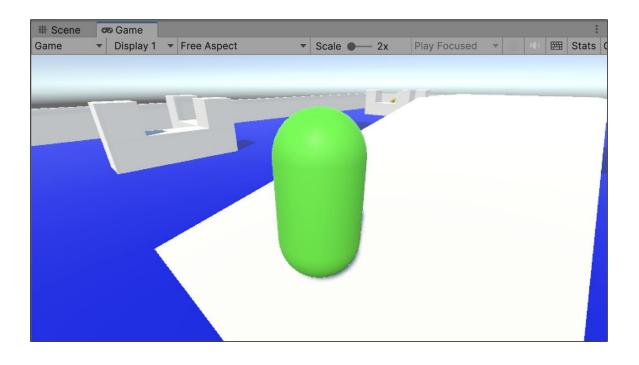
#### Chapter 7: Movement, Camera Controls, and Collisions





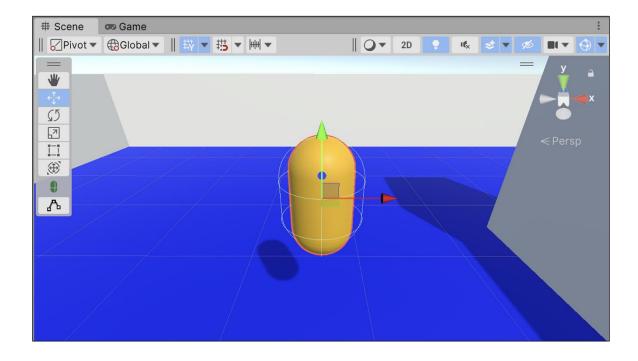


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Physics 2D	Name	Horizontal							
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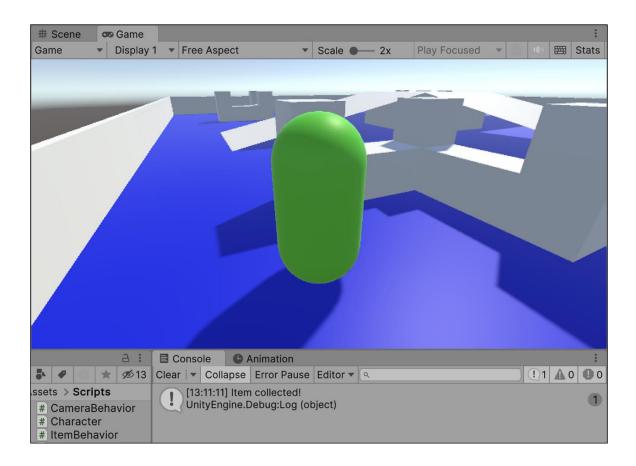


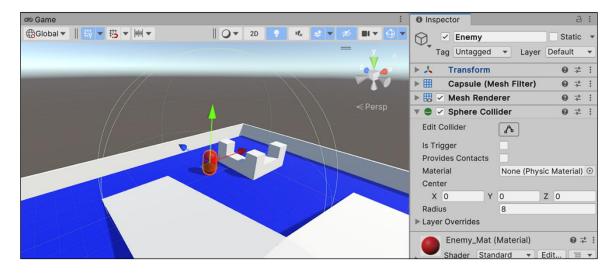
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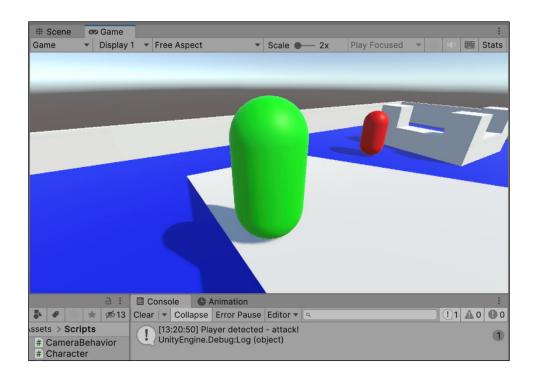
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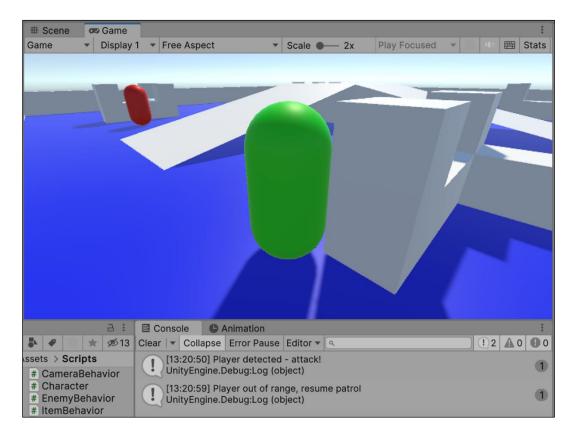


	🔻 📷 🗸 Item Behaviour	(Script) 🛛 🔁 👎
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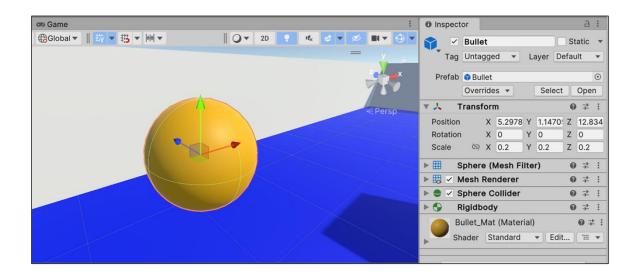
# Chapter 8: Scripting Game Mechanics

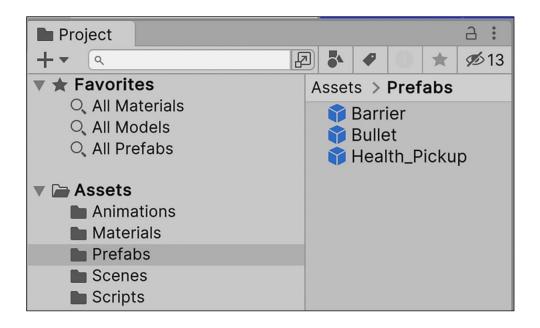
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**TMP** Importer

**TMP Importer** 

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**TMP Essentials** 

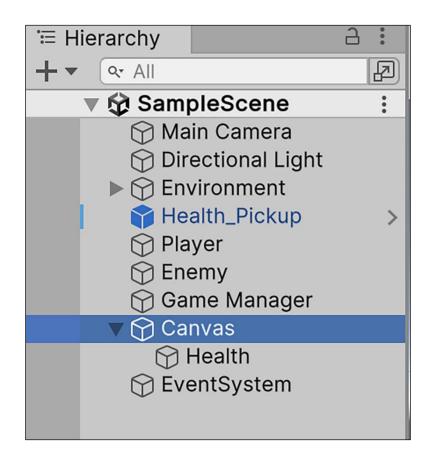
This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder.

Import TMP Essentials

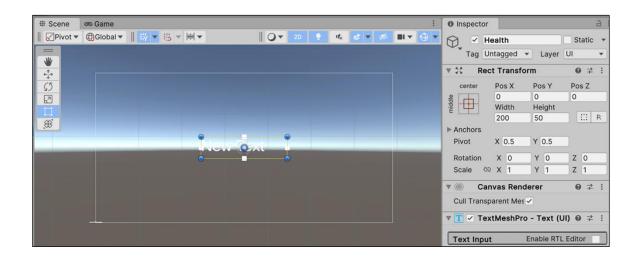
#### **TMP Examples & Extras**

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



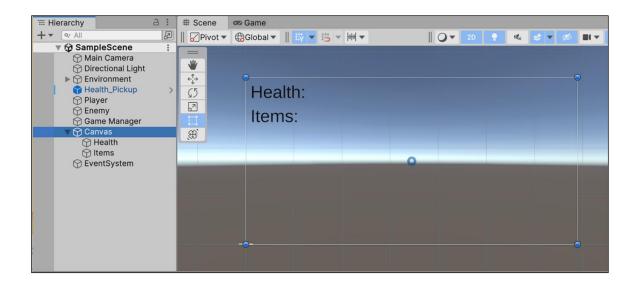
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♥ ♥ SampleScene ♥ Main Camera ♥ Directional Light ▶ ♥ Environment ♥ Health_Pickup ♥ Player ♥ Enemy ♥ Game Manager ♥ Canvas ♥ Health ♥ EventSystem	:		•							•	
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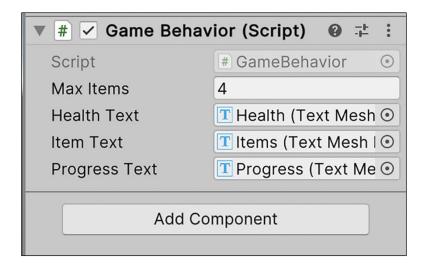
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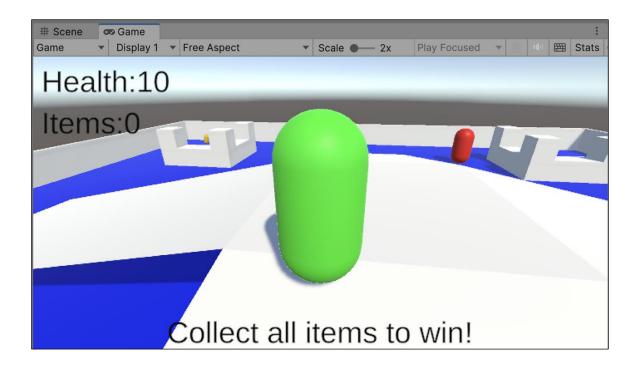
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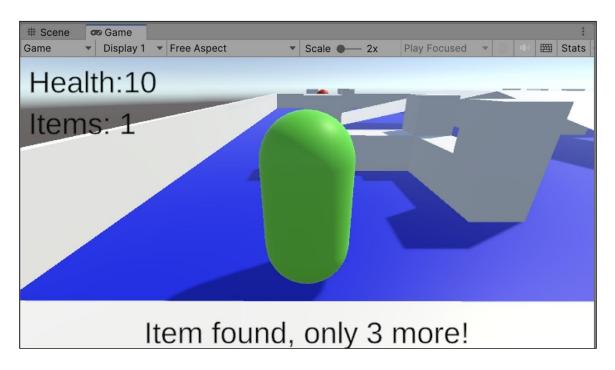
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Font Asset	FLiberati	onSans SDF	(TMP_Foi )

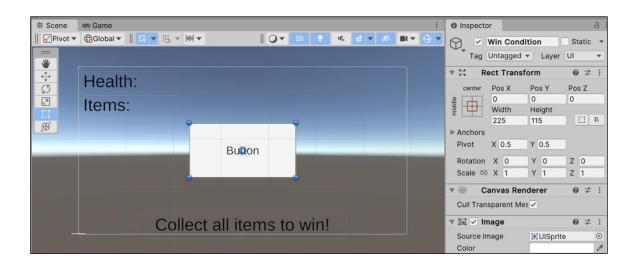


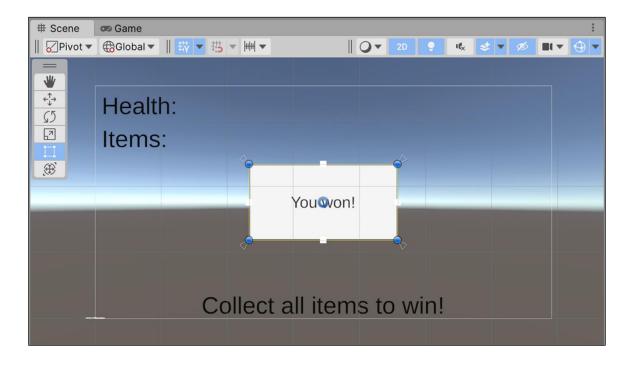
# Scene	ors Game		I	Inspector			8
Pivot 🔻	Global ▼         Hy ▼ H3 ▼ HH ▼	<b>Q ▼</b> 2D <b>Q</b> 1K	\$ • Ø • •		ogress		Static 💌
<b>*</b>				Tag U	ntagged 🛪	Layer	UI 👻
				V 👯 🛛 Rec	t Transfo	rm	0 ‡ i
\$5	Health:			center	Pos X	Pos Y	Pos Z
2	Itomo:			5	0	15	0
	Items:			pottom	Width	Height	
). E				b.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

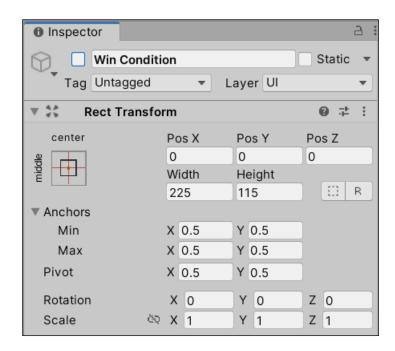




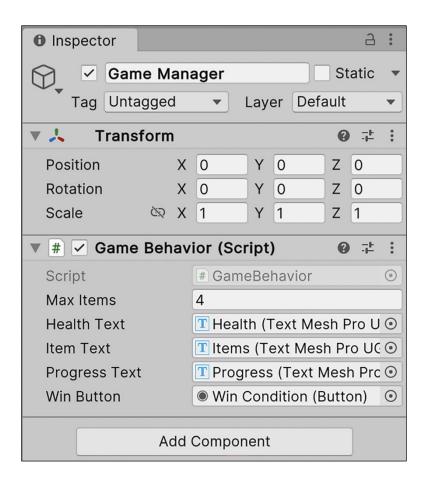


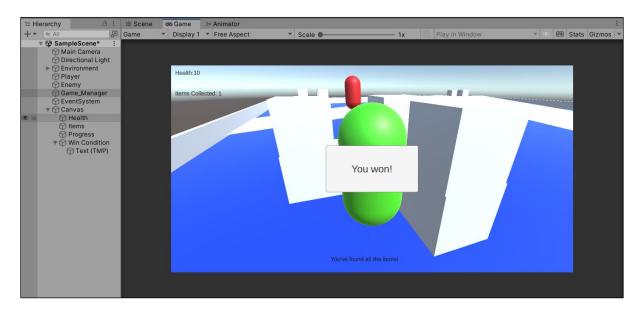




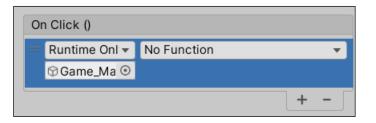


≒ Hierarchy	a : ]	# Scene	or Game :
+ - ( • All	R	🖌 Pivot 🔻	⊕Global ▼
<ul> <li>♥ SampleScene*</li> <li>♥ Main Camera</li> <li>♥ Directional Light</li> <li>♥ Environment</li> <li>♥ Health_Pickup</li> <li>♥ Player</li> <li>♥ Enemy</li> <li>♥ Game Manager</li> <li>♥ Canvas</li> <li>♥ Health</li> <li>♥ Items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





Inspector				a :
Win Condition	on	Sta	tic	*
Tag Untagged	<ul> <li>Layer UI</li> </ul>			•
Rect Transfor	m	0	- <del>0</del> -	÷
	erer	0	- <del>1</del> -	÷
🕨 🖾 🔽 Image		0	- <del>1</del> -	:
🔻 🖲 🗹 Button		0	-#-	÷
Interactable	<b>~</b>			
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						

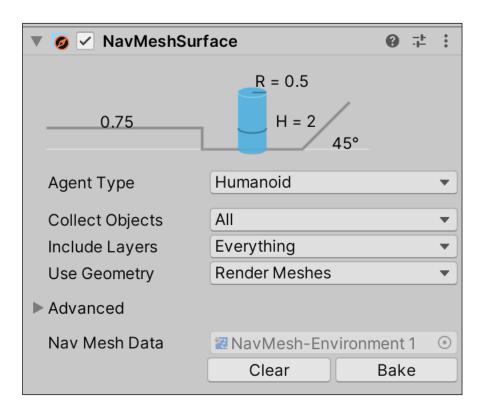
# Chapter 9: Basic Al and Enemy Behavior

🖬 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						

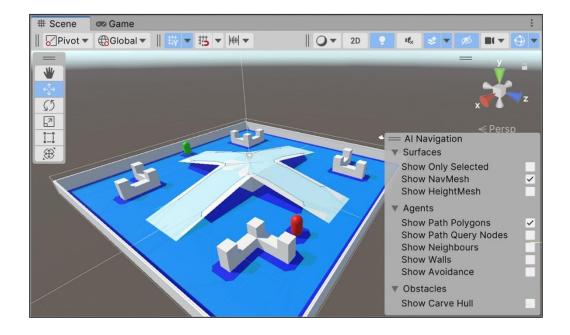
Package Manager		
+ - Packages: In Project -	Sort: Name (asc) 🔻	Filters 🔻 Cl
Add package by name com.unity.ai.navigation		
Version (optional)		bt
Packages - Unity		

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.							

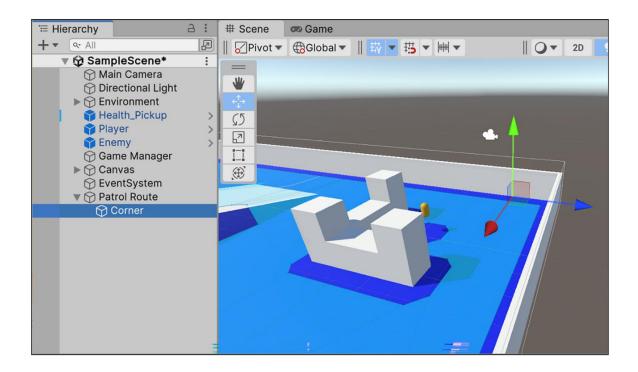
Inspective	ector 🛛 🔀 Na	avig	ation			8	:
	Environme	nt				Static	•
T	ag Untagged		•	Laye	er Gro	ound	•
▼ 人	Transform					€ ÷	:
Positi	on	Х	0	Y	0	Z 0	
Rotati	ion	Х	0	Y	0	Z 0	
Scale	ÇĎ	Х	1	Y	1	Z 1	
	<ul> <li><b>へ nav</b></li> <li><b>i</b> Nav Mesh</li> <li><b>i</b> Nav Mesh</li> <li><sup>™</sup> Nav MeshL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

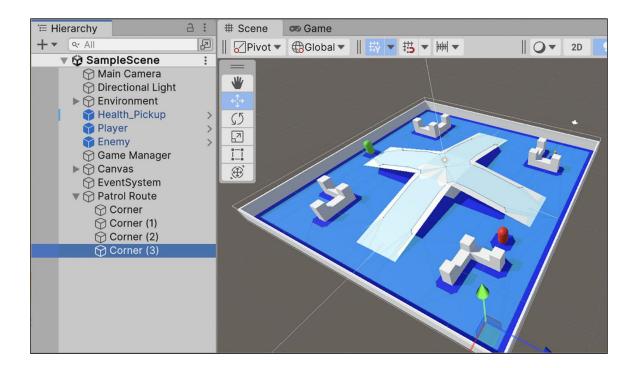


Project	a :
+ • •	₽ 🗞 🖋 ★ 🕫7
▼ ★ Favorites	Assets > Scenes > SampleScene
<ul> <li>All Materials</li> <li>All Models</li> <li>All Prefabs</li> </ul>	NavMesh-Environment
🔻 🔚 Assets	
Animations	
Materials	
🖿 Prefabs	
🔻 🗁 Scenes	
🖿 SampleScene	
Scripts	

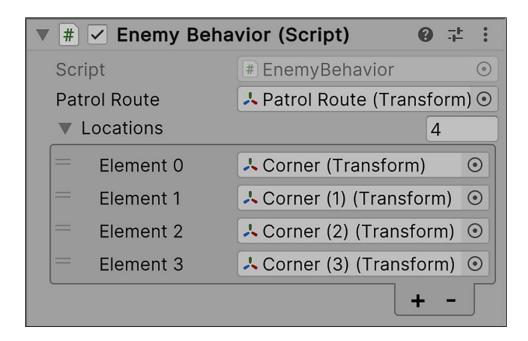


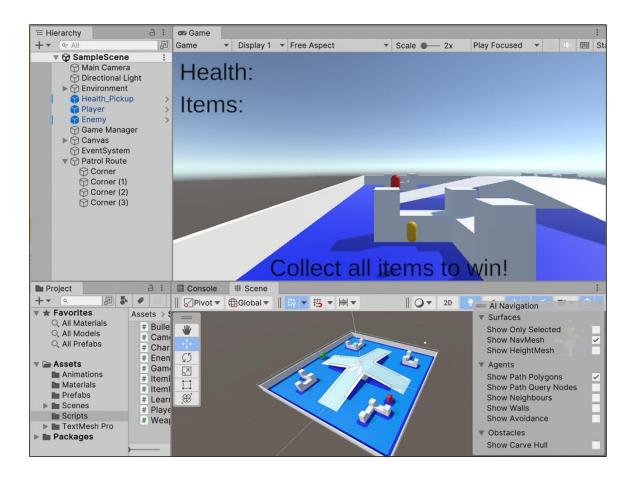
🔻 🛵 🗹 Nav Mesh Ag	gent O ∓⊨ :
Agent Type	Humanoid 🔹
Base Offset	1
Steering	
Speed	3.5
Angular Speed	120
Acceleration	8
Stopping Distance	0
Auto Braking	✓
Obstacle Avoidanc	e
Radius	0.5
Height	2
Quality	High Quality 🔹
Priority	50
Path Finding	
Auto Traverse Off Me	✓
Auto Repath	✓
Area Mask	Everything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





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



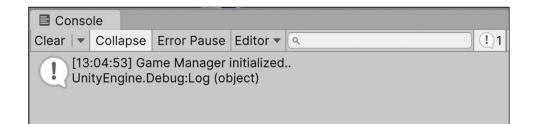


🔻 # 🗹 Game Beha	vior (Script) 🛛 🤨 🕂 :
Script	# GameBehavior
Max Items	1
Health Text	T Health (Text Mesh Pro U 💿
Item Text	Items (Text Mesh Pro UC⊙
Progress Text	■ Progress (Text Mesh Prc ●
Win Button	Win Condition (Button)
Loss Button	Loss Condition (Button)

## 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



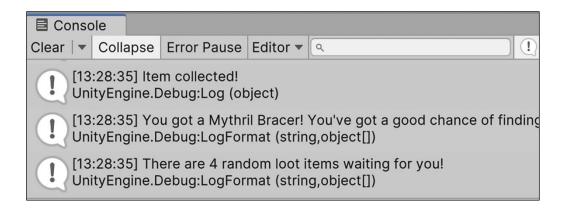
🗏 Consc	ole				
Clear   🔻	Collapse	Error Pause	Editor 🔻	٩ (!	2
[13] Uni	:08:48] Da tyEngine.D	ta Manager ir )ebug:Log (ot	nitialized oject)		
[13] Uni	:08:48] Ga tyEngine.D	me Manager )ebug:Log (ot	initialized. oject)		

🖬 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)				

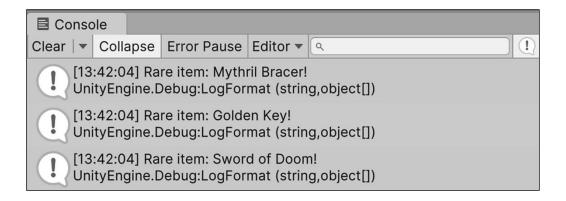
Projec	t 🕒 Ar	nimation	Console			
Clear   🕶	Collapse	Error Pause	Editor 🔻	٩	(!) 3	<b>A</b> 0
	[16:24:44] This string contains 26 characters. UnityEngine.Debug:LogFormat (string,object[])					

## Chapter 11: Specialized Collection Types and LINQ

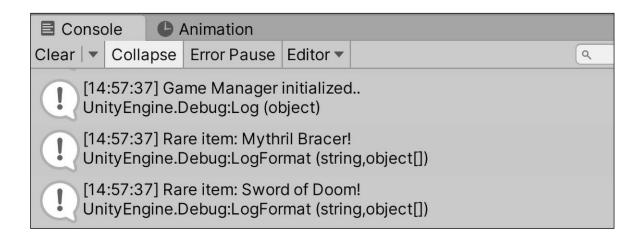
Consc	ole			
Clear   🔻	Collapse	Error Pause	Editor 🔻	٩ (!)
[13]	:26:03] Ite ityEngine.D	m collected! Debug:Log (ot	oject)	
[13 Un	:26:03] Th ityEngine.D	ere are 5 rand Debug:LogFor	dom loot i mat (strin	tems waiting for you! g,object[])





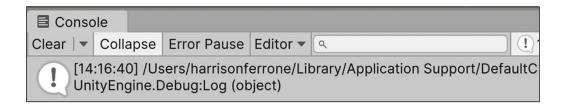


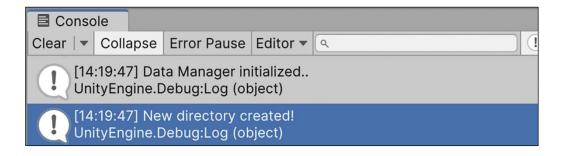
Conso	ole 🕒 /	Animation				
Clear   🔻	Collapse	Error Pause	Editor 🔻			٩
[11 Un	:08:51] Gai ityEngine.[	me Manager i Debug:Log (ol	nitialized. oject)	•		
[11 Un	[11:08:51] Rare item: Golden Key! UnityEngine.Debug:LogFormat (string,object[])					
[11] Un	[11:08:51] Rare item: Mythril Bracer! UnityEngine.Debug:LogFormat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

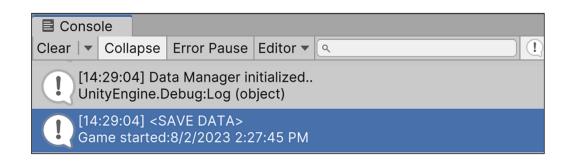
🖪 Conso	ole			
Clear   🕶	Collapse	Error Pause	Editor 🔻	٩
[14] Uni	:20:54] Da tyEngine.D	ta Manager ir Debug:Log (ot	nitialized oject)	
[14] [14] Uni	:20:54] Dir ityEngine.D	ectory alread ebug:Log (ot	y exists oject)	

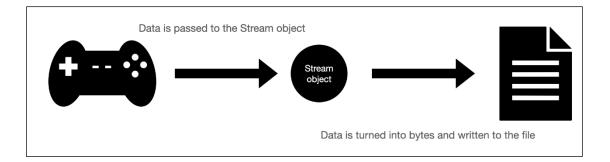
Consc	ole			
Clear   🔻	Collapse	Error Pause	Editor 🔻	٩ (!
[14] Uni	:24:59] Da tyEngine.D	ta Manager ir Debug:Log (ot	nitialized oject)	
[14] [14] Uni	:24:59] Ne tyEngine.D	w file created Debug:Log (ot	l! oject)	

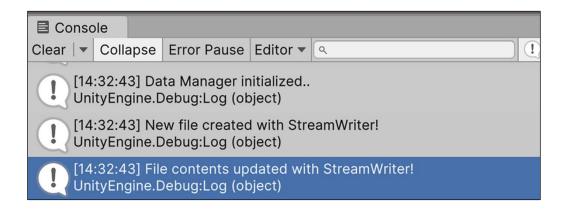
Hero_Born	Player_Data	Save_Data.txt

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





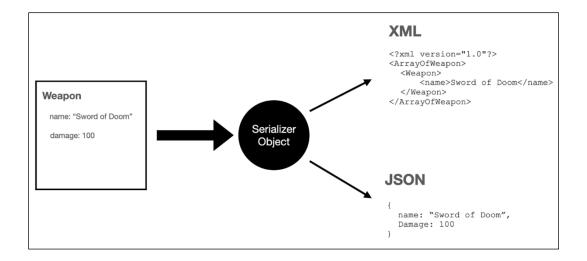


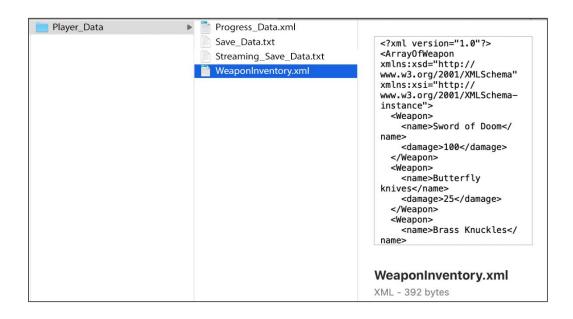
📄 Player_Data	Save_Data.txt	
	Streaming_Save_Data.txt	<save data=""> for HERO BORN</save>
		Game ended: 8/26/2021 1:39:33 PM
		Streaming_Save_Data.txt

Consc	le			
Clear   🔻	Collapse	Error Pause	Editor 🔻	٩ (!
[14] [14] Uni	:34:09] Da tyEngine.D	ta Manager ir )ebug:Log (ob	nitialized oject)	
<b>!</b> <sup>[14</sup>	:34:09] <s< td=""><td>ave Data&gt; 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&gt;<level>Level-2<!--<br-->level&gt;<level>Level-3<!--<br-->level&gt;<level>Level-4<!--<br-->level&gt;</level></level></level></level></level_progress>

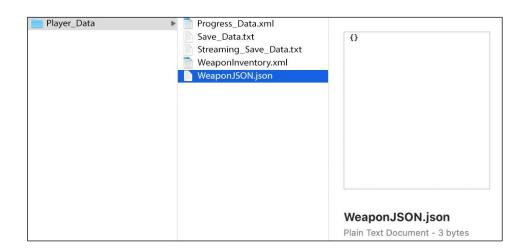
Console						
Clear   - Collapse	Error Pause	Editor 🔻	۹ (!) 7			
[14:39:27] Data Manager initialized UnityEngine.Debug:Log (object)						
[14:39:27] xml version="1.0" encoding="utf-8"? <level_progress><lev UnityEngine.Debug:Log (object)</lev </level_progress>						
xml version="1.0" encoding="utf-8"?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

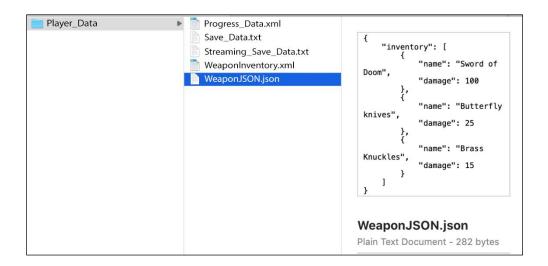




🖪 Consc	ole						
Clear   🔻	Collapse	Error Pause	Editor 🔻	٩. (!)			
	[14:46:04] Data Manager initialized UnityEngine.Debug:Log (object)						
	[14:46:05] Weapon: Sword of Doom - Damage: 100 UnityEngine.Debug:LogFormat (string,object[])						
[14:46:05] Weapon: Butterfly knives - Damage: 25 UnityEngine.Debug:LogFormat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

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

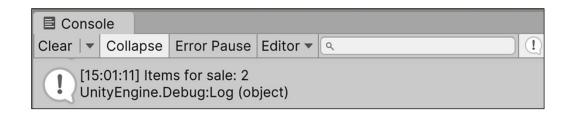




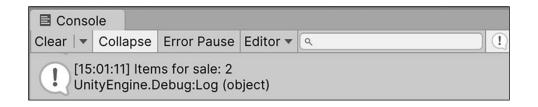


## Chapter 13: Exploring Generics, Delegates, and Beyond

🖪 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		

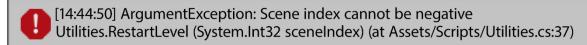
<pre>var itemShop = new Shop<collectable>(); itemShop.AddItem(new Potion()); itemShop.AddItem(new Antidote()); itemShop.AddItem("String");</collectable></pre>					
Debug.Log("I 🕵~ 1	<ul> <li>class System.String</li> <li>Represents text as a series of Unicode characters.</li> <li><u>CS1503</u>: Argument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

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)					