

Period 3 – Answers

Armaan – Why is Flappy Bird used as the Beginner’s guide game (If that makes any sense)

Flappy Bird is used as a Beginner’s Guide because it represents a game with minimal inputs and game mechanics, but still covers a good range of Unity systems and programming best-practices.

Quinn – What big projects have you worked on.

I have worked on a private research program (game based), a personal project called [KRONOS](#), and an application that is part game with Jay Balakrishnan called Project Projector. I’d be happy to give examples from the second and third program.

Caleb – How hard is coding?

Programming can be easier or more difficult based on design requirements but is generally like riding a bike: hard to learn at first, but easy to retain and utilize.

Jerod – How many hours of practice before you considered yourself "fluent" in C#

It is widely accepted that 10,000 hours of practice are required to master a subject, but for fluency I would say I reached that point after about 2 years of programming at least five full days per week. That was six months of purely learning, and eighteen months of field practice.

Sophia – Have you worked on any big time games? If so what games are they?

I have not worked on anything for a major studio, but I have worked on three large scale projects: Body Brain Trainer (research game program), KRONOS, and Project Projector. I can provide examples from the second and third program.

John – How are you able to make animations in Unity work?

Animation, even just in 2D, is a broad topic in Unity. I would be happy to provide specific examples if given more context.

Sutton – what is your favorite thing about making games.

My favorite part about making games is seeing people made happy when using my products as well as the constantly evolving challenges associated with game development.

Marvin – why is animation not at all self explanatory. i feel that other aspects of unity are pretty simple and if you messed around you’d be able to learn it, but with animation the options not even naturally on the set up you have to pull it up from some random location.

Many systems like the animation, lighting, or navigation (AI) systems are not visible by default. The primary reason for this is to provide a very “simple” development environment that isn’t cluttered with window tabs that can be specialized to an individual’s needs. While it’s a great system for people who understand how it works, it is not the most beginner-friendly one; I struggled with the same issues when I started with Unity.

Dylan – What is your favorite part about Unity, and what is the part that you dislike.

My favorite part of Unity is its simplicity and high level of code transparency. My least favorite part is the bluntness of artistic prototyping tools (like the animator).

Dylan 2 – Did you have a rough start at unity? Was it hard? Was it easy?

Unity was the way I introduced myself to programming, so I can't honestly say if I had an easy or difficult time as it could have just been my programming ability causing a bottleneck. Nonetheless, I did struggle to learn some Unity systems such as the Animation, Terrain, and Prototyping utilities.

Per – I have a-lot of trouble understanding code. Are there any easy ways to learn C# (or whatever coding program you use), or any tutorials you would recommend?

For learning C#, or any major language, I recommend [SoloLearn](#) or [Code Academy](#) for the basics. This service has good examples and provides certificates of completion for each language (a good self-advertising tool). As for tutorials I recommend [Brackeys](#) and [Catlike Coding](#), these both provide high-quality Unity Tutorials from the general to the specific.

Jared – what's the best way to learn code?

I recommend [SoloLearn](#) and [Code Academy](#) as basic programming learning tools. My preference is [SoloLearn](#) as it provides certificates of completion that assist with self-advertising. Aside from these websites, simply practicing designing and writing programs as often as possible is the best way to learn.

Ethan – [\[GOOGLE DOCUMENTS LINK\]](#)

I could not locate your questions document, but I was able to download your project as it existed in your link. Unfortunately, I'm not able to give as much feedback as I'd like as it was missing GameController.cs. Otherwise your setup seems to be correct as defined by the tutorial.

Michael – What is the best way to setup unity layout in order for the most easiest and smoothest function for beginners?

I've attached the Layout design I set up and has worked for me for several years now, see the image below. (Always remember you can save and load layouts from the Layouts button in the top-right corner of the Unity window)



Casey – In the animator with the boxes and the transition thingies, when I start the game the bars don't appear under them and I don't know why Ich nicht wollen mache diese

I'm not sure I'm understanding your question properly, I assume you're referring to the Animator state play bars (the blue bars that appear under a state when it is playing). This generally occurs when the States are not being triggered or the triggers have not been fully implemented via the Inspector window. I recommend reviewing part four of the tutorial, "Animating the Bird".

Bowen – How long have you been a programmer.

I've been working as a programmer and game developer since 2013/ 14.