

Period 5 – Answers

Jared – Tips/Tricks on how to animate quicker

For 2D games I recommend using Sprite Sheets as an animation source, just like the original format of the BirdHero Sprite. This requires no animation work other than creating the frame artwork and a little drag-and-drop onto keyframes. As for 3D, there is no easy way around animating the long way, and is often easier to do in an external program such as [Blender](#).

Christian – I am having a problem with making the bird jump up? By the way, could you give me some coding tips for C#? I am an aspiring programmer and would love to continue this as a career.

For your Unity question, I recommend reviewing your Bird in the Inspector window (click on it in the Hierarchy) and confirming that upForce is set to a high value (mine is 150). If it's not in the inspector, review your code against the tutorial's.

Always happy to hear someone is so interested in programming. As for programming tips I always recommend completing courses on [SoloLearn](#) or [Code Academy](#) as they are well made and some courses provide certificates of completion.

Eli – what is the most efficient way to check for errors in your coding

The easiest method for error checking is to use Visual Studio's Intellisense combined with Unity's Debug window. A more basic method would be using Debug.Log() statements in your code to print helpful messages as your code executes.

Eli 2 – our animator tab is not showing up. The guy in the video had it from the start and we never can get ours.

You can always open the animator window (or any other window) by clicking the Window dropdown menu, then clicking the window's group (in this case "animation") then the window's name (Window->Animation->Animator or Animation for the animator or animation window). Some windows, such as Animation or Asset Store, have control key combos; ctrl + 6 for animation, ctrl + 9 for the asset store.

Danico – Was Unity easier for you to use than you thought when first starting out? Or was it super difficult?

Unity wasn't too difficult for me when I first started out, but I had experience using software (not for programming/ game development) with similar layouts and systems. I will note that for each new topic I learned in Unity, and programming in general, I came up with two new questions.

Caden – How can I make the columns move up and down at different speeds?

You could set your column's transform.position.y to a floating point value that Ping Pongs (yes, that's the actual term for Mathf.PingPong()) in the Update() function of Columns.cs. This will cause them to continuously move up and down between their max and min values.

Bryce – What could help fix a problem like when your background glitches out and over-laps after it repeats and then looks terrible?

For overlapping problems in Unity's 2D system the solution is almost always the same: assign Sorting Layers and the Order in Layer values used by your background's Sprite Renderer. Say you have three sorting layers and three objects with unique depth per Sorting Layer, then you need to have three Order in Layer values per Sorting Layer.

William – I am not really able to understand the flappy bird

I'm not certain what you aren't understanding about it, could you give a specific example?

Terra – What are some good problem solving strategies? What do you do when trying to figure out a problem? When adding something that may be above your skill level, should you just give up or keep looking into it on your free time?

The way I think about a problem is by identifying the intended result, comparing the current result (in error), then finding what the nature of the difference between the two is and try to minimize it by considering the pros and cons of each potential alternative.

Yeet – how do you set a gif as an animation

As far as I know you cannot use a gif file for animations in Unity. The closest approximation I can give is to split the gif such that each frame is saved as an image, then importing those images into Unity and assigning each frame to an animation's keyframes.

Gavin – How can I identify how to fix a problem when I don't understand unity's response?

I've found Unity's [Manual](#) and [Scripting API](#) websites very useful for fixing issues with cryptic replies from Unity's error messages. This is not an uncommon issue, I've personally received some very obscure error messages from both Unity and C#/ .NET and almost every time I've found the answer in one of those resources or on [Stack Overflow](#).

Jesus – When working with Unity or coding in general, what is the best course of action to take when something just won't work?

When I encounter a situation where something "just isn't working" (you'd be surprised how often I encounter/ hear this) I start with the manual for the system I'm using. Both the Unity [Manual](#) and [Scripting API](#) are good places to start, otherwise try [Stack Overflow](#).

Ben – What is the best place to get explanations on what certain functions do when writing code for Unity?

The best place to get information on Unity functions is the [Scripting API](#). Another useful resource is [Stack Overflow](#), which is a general programming information resource but contains a vast amount of Unity information.

Bryson – I was wondering how to try to fix sum errors but not mess up others and go back

Unfortunately, this issue is sometimes unavoidable. It's important to make sure and trace your error back to its source manually if your first tries don't yield results.

Eli 3 – i'm having trouble with animation in Unity. Do you have any advice that could help with it?

I'd start with reviewing the fourth tutorial video, "Animating the Bird". That video is a good introduction to the overall Animation System used by Unity. I'd also review the [Unity Manual's entries](#) on the Animation system to get a better idea of how it works.

Billy – How long have you been making/coding games

I have been working with Unity since 2013/14.

Billy 2 – How do you add the animator option in the top left corner next to hierarchy? How do you add the animator option in the top left corner next to hierarchy?

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