

Mobile Applications

Lab Unity

1. Open Unity Hub
2. Open Example project from Lectures
3. Read code created at Lectures
4. Try experiment with parameters
5. Try experiment with different floors and walls
6. Create new Scene, add character same as in previous scenes
7. Add own floors, walls, try design it

Practical

1. Open UnityHub
2. Create new project
3. Open AssetStore
4. Download any 2D asset for example character, enviroment
5. Create empty gameObject
6. Add spriteRenderer to gameObject
7. Assign any character sprite to spriteRenderrer
8. Create new folder
9. Create new c# script and name it „Character”
10. Try recreate methods from example project
11. Create enviroment
12. Add floor objects and add component BoxCollider2D to it
13. Add wall objects and add component BoxCollider2D to it