

Programming (1 Period) Final Exam Review

Day before your exam: OneDrive programming folder – Exam Assets – ReadMe file – decide 2D or 3D

Important Vocabulary

- Hierarchy
- Console
- Assets
- Inspector
- Input
- Awake()
- Start()
- Update()
- SetActive
- Float
- Integer
- DeltaTime
- OnTriggerEnter
- OnCollisionEnter
- C# Operators: ==, =, +, -, <, >, !

Project Portion

- Understand how to download files, unzip files, open files in Unity Hub
- Understanding of 2D and 3D build environments
- Colliders/Triggers/Collisions – how to stop player from running off screen
- Layers/Ordering/Z-values to ensure everything is visible and interactive (or not when a background)
- Create Scenes
- Create buttons/menu
- Create splash screen
- Create end screen
- Scene transitions
- Able to code a player to do things in the game (collect items, fight enemy, destroy items, etc)
- Add UI text
- Able to manipulate/create terrain and environment (for 3D) & tile palette, grid, layers (for 2D)
- Follow a central theme (provided by Dr. Kirk day of exam)
- Know how to build final project, add scenes to build settings, leave OneDrive open long enough, and how to double check that it did upload properly