

Unity or Unreal Game Build

LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Create a gaming using high-level functions and add additional features that were not provided through the tutorial they chose. Using the mini-tutorials or even more so through their own creation.
3	Student will: Code Programs (66.0): code routines, write programs & event-driven programs, logical statements, & score keeping. Implement Program Structures (70.0): include tables, arrays, help text, interactive programs, design screen layouts, use object oriented language, even-driven goals and actions.
2	Student will: Define: object oriented language, event-driven, code, and array. Know which game engine you want to learn (C#- Unity or C++ Unreal)
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You are working for a video game company and are beginning your first build. The project manager gives you free reign of what genre as long as you use Unity or Unreal Engine to build it.



****As you do these tutorials I want you to keep track of your source code (put in Notepad ++, keep track of which object you put in, etc.). You will turn in this source code as well as your game each week.**

Unity Options (you can always choose your own as well)

[Unity Tutorial for Beginners](#)- Good if you really have not done anything in the interface before. It starts at the very beginning but you will be building a level, terrain, picking up objects, coins, simple animation, etc. This is a massive project. There are 36 videos total but you learn about creating a game in very basic terms from beginning to end.

[FPS in Unity](#)- 22 videos but it is a beginner level tutorial so it does not go as quickly as the shorter ones.

[Making a Mario game in Unity](#)- 22 videos but is a beginner level tutorial so it does not go as quickly as the shorter ones.

The below tutorials, do not have as many videos but you need knowledge of Unity interface and controls because they do not go into as many details as other, longer ones.

[RPG in Unity](#)- 10 videos

[Racing Game in Unity](#)- 8 videos

[Android Mobile Game in Unity](#)- 13 videos

[Minecraft Game in Unity](#)- 9 videos

[Unity Mini Tutorials](#)- There are over 40 tutorials on things you can add to your games like animated fire, teleportation, day and night cycle, scoring, etc. This is not a total game build but you can consider using it to add extra features if desired. They are all quick (most under 15 min.).

Unreal Options (you can always choose your own as well)

[FPS in Unreal](#)- 22 videos

[RPG in Unreal](#)- 20 videos

[Side Scroller in Unreal](#)- 38 videos

[Survival Horror in Unreal](#)- 51 videos

[Learning about Unreal](#) Interface, transformation tools, meshes, textures, etc. This is a great series if you have never used the interface and want to learn what each of the tools does.