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| **Argon Assault (3D Flight Game)** | **Date to Complete – 7 hrs. total videos – leave time for additional reqs!** |
| Start Section Intro - Argon Assault (1:04) |  |
| Start Game Design - Argon Assault (4:14) |  |
| Start How To Add Terrain (14:03) |  |
| Start Unity Terrain Tools (11:28) |  |
| Start How To Use Unity Asset Store (5:37) |  |
| Start Texturing Terrain In Unity (10:55) |  |
| Start Add Trees To Terrain (6:03) |  |
| Start Master Timeline For Player Rail (14:21) |  |
| Start Animate Enemy Using Timeline (10:34) |  |
| Start Import Player Ship Asset (7:36) |  |
| Start Using GetAxis() For Movement (11:25) |  |
| Start Unity's New Input System (13:30) |  |
| Start Start Moving Our Player (9:34) |  |
| Start Move Player Using Input (3:35) |  |
| Start Mathf.Clamp() To Constrain Movement (6:49) |  |
| Start How To Set Local Rotation (8:58) |  |
| Start Rotate Ship With Position & Throw (14:53) |  |
| Start Time To Tune And Tweak (11:00) |  |
| Start Particle System Laser Bullet (14:29) |  |
| Start Exploring Nested Prefabs In Unity (19:03) |  |
| Start Set Up Firing Input (6:01) |  |
| Start Arrays & Foreach Loops (11:56) |  |
| Start Deactivating Particle System Emission (5:32) |  |
| Start Header & Tooltips Attributes (5:36) |  |
| Start Understanding Collisions & Triggers (17:50) |  |
| Start Detecting Particle Collisions (9:18) |  |
| Start Reload Scene After Collision (9:49) |  |
| Start Create Explosion Particle Effect (12:16) |  |
| Start Trigger Player Explosion (6:31) |  |
| Start Instantiate At Runtime (11:51) |  |
| Start Public Methods In Unity C# (12:58) |  |
| Start Simple User Interface For Score (11:01) |  |
| Start ToString() To Display Score (5:04) |  |
| Start Enemy Hit Points (9:17) |  |
| Start Set Up Enemy Prefabs (13:51) |  |
| Start Using FindWithTag() (8:46) |  |
| Start Control Tracks For Enemy Waves (13:04) |  |
| Start Timeline For Dialogue (11:56) |  |
| Start Singleton Pattern For Music Player (10:28) |  |
| Start Sneaky Explosion SFX (8:42) |  |
| Start Skybox & Lighting (10:57) |  |
| Start Add Post Processing (9:24) |  |
| Start Your 3 Minute Experience (7:15) |  |
| Start Wrap Up - Argon Assault (0:46) |  |
| Make your own menu |  |
| Make a second level |  |
| Make an end screen or death/victory overlay |  |