Exam Review

Important Vocabulary (be sure you understand the following terms)

Genres
Game Engines
Tilemap
Tile Palette
Tiles
Porgrammer
Collision Detection
Scenes
Hierarchy
Scripts
Grid
Game Object
Plane
Terrain
Sorting & Ordering Layers
Project Portion: Unity
-Ensure you understand how to create scenes, manipulate terrain (3D), create 2D grid & tile palette, add assets to scenes, etc.
-Ensure you have a basic understanding of code .
-Know how to create a main menu with start button and add things to build settings so they show

- -Know how to create a main menu with start button and add things to build settings so they show up/connect.
- -Know how to use Google to debug, find errors in the Console, find the line they are located on, etc.
- -Be able to follow a tutorial with ease understanding of how to pause/slow down when needed.
- -Ensure you know how to export as an EXE must ensure all files are in one folder and upload all build files (_Data folder, Mono folder, UnityPlayer.dll, .exe, and UnityCrashHandler64). If you are missing one the file will not play properly and you will receive a 0. Leave OneDrive open at least 15 minutes!