

How do I make my games better?

#1 – FOLLOW A TUTORIAL (lots of suggestions below)

#2 – Use an asset pack!! A great starting point is the Unity standard assets. They have assets for either 3D (FPS or TPS) and 2D. This pack has most of what you would need including character controllers.

#3 Additions Outside Most Tutorials – make it your own!

Splash Screen: https://www.youtube.com/watch?v=bgexvyg9y_I (consider making your own game company logo to make it even more personal)

Cust Scene: <https://www.youtube.com/watch?v=Tg-ydfLEPak>

129 mini-tutorials: <https://www.youtube.com/watch?v=0K6m-jJZ8QQ&list=PLZ1b66Z1KFKhYiO4XcGuCksRugDvj-H6i> (flashlight, sounds on keypress, particle system)

Tutorial Suggestions – find a playlist – don't piece together until AFTER main portion done!

Favorite YouTube channels - great for in class assignments and side builds:

[Jimmy Vegas](#) – Has some awesome tutorials for survival horror, racing, GTA, etc.

[Brackeys](#) – He is not putting out new content but has a lot of great stuff out there (2D platform, FPS, etc).

[Unity](#) – A WEALTH of tutorials out there – all checked for accuracy. Especially check out the Tutorials sections on their playlists.

[Indie Game Dev info](#) – not a lot of playlists more industry information than anything.

[Chris' Tutorials](#) – Has a few Unity things but mostly for assets (blender, Premiere Pro, GIMP, etc.)