

What Text 101 Teaches

- Increase our scripting skills (nearly 200 lines!).
- The basics of "finite state machines".
- Invite you to create and share your own story.
- Build our game to the web.
- Share with the world.

More About Creating New Projects



More About Creating New Projects

- Recap how to create and save projects
- Setup & save your Text 101 project
- What gets "carried-over" to new projects
- Import your prison image asset
- Save your project

More About Creating New Projects

Carried-over to a new project

- Your current layout (easy to reset)
- Unity Preferences (e.g. play mode tint)

More About Creating New Projects

In this video...

- Recap how to create and save projects
- Setup & save your Text 101 project
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- Save your project



Lecture Summary

- Adding a UI > Text element to a scene
- Setting the camera background colour
- Moving and scaling your text
- How to programatically change text
- Challenge: Change text only on key press
- Challenge: Add and scale the image



Change text on key press

- Use an **if** statement
- Use Input.GetKeyDown
- Text starts blank when game first runs
- Change text to "key pressed" on key press

Adding 2D User Interface Text

Challenge: Add and scale the image

- Add an image to the UI canvas
- Scale it to around 1/3 height of canvas
- Centre it on the canvas
- Ensure the background is transparent
- Make sure the game runs

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More Content Coming Soon

Why this section isn't finished.

- Lean production system.
- We want your feedback.
- · Gets the content to you ASAP.

When we will be adding content

This Section Is In Progress



More Content Coming Soon

What to do next

- Save your scripts, scene and project.
- Move on to the next section.
- Come back once the section is finished.

Word Wrapping & Joining Strings

Lecture Summary

- How to write long strings in C# code
- How word wrapping works on UI Text

Building Your Game Engine



In This Lecture...

- The structure of our "engine"
- What's an enum?
- Challenge: complete the story

The Structure Of Our "Engine"

- Update() keeps game in the right state.
- State methods: set text & respond to keys.
- One state method per state.

What's an enum?

"The **enum** keyword is used to declare an enumeration, a distinct type that consists of a set of named constants called the enumerator list."

http://msdn.microsoft.com/en-us/library/sbbt4032.aspx

Complete The Story

- Write all 8 state methods.
- Write your story text.
- Write the **if** statements to respond to keys.
- Test your game flow works.



Update Your Update() Method

- Add the new states to **States** enum.
- Add new if statements to Update().
- Drop **state_** prefix (Search > Replace).
- There is a better way, but not now.

Rename *freedom* to *corridor_0*

- Change the line in Update().
- Rename your state methods.
- Update your text.
- Update key press options.
- Anything else?



Add New State Methods

- Adding at the top may be easier.
- Have your GDD visible.
- Test your game.

Just Skim This Video

- Please create your own story.
- Just skim this video.
- Useful "code-folding" tips at around 11:20.
- Good luck!

Local Play Testing

- "4-eyes" principle.
- Remember to explore all branches.
- In my story: Return to cell => Roam call*.
- * Thanks to Bobby, an early access backer.



In this video...

- Encourage you to create your own story.
- How to build for the web.
- Test your build locally.
- Share using GameBucket.io or similar.
- Post to the course discussions & Facebook.

Some Ideas For Creation

- Tweak our text to make it read better.
- Make a whole new game, same structure.
- Make a whole new game, different structure.
- **Translate** the game to your native language.
- Add images if you want, but we're covering later.

Web Player Build Settings

Player Settings...

- Default Screen Width = 800
- Default Screen Height = 600
- WebPlayer Template = Black Background
- If your text doesn't fit, reduce font size

How To Share Your Game

- Copy the URL from <u>www.GameBucket.io</u>.
- Check in an **anonymous / private** browser.
- Post as a discussion against this lecture.
- Share on <u>www.Facebook.com/UnityCourse</u>





Recap & What's Next

- Did you write your own story?
- Go on, be brave!
- Maybe ask a friend to write it?

- Build for the web.
- Share in the Udemy Discussions, or <u>www.CompleteUnityDeveloper.com</u>