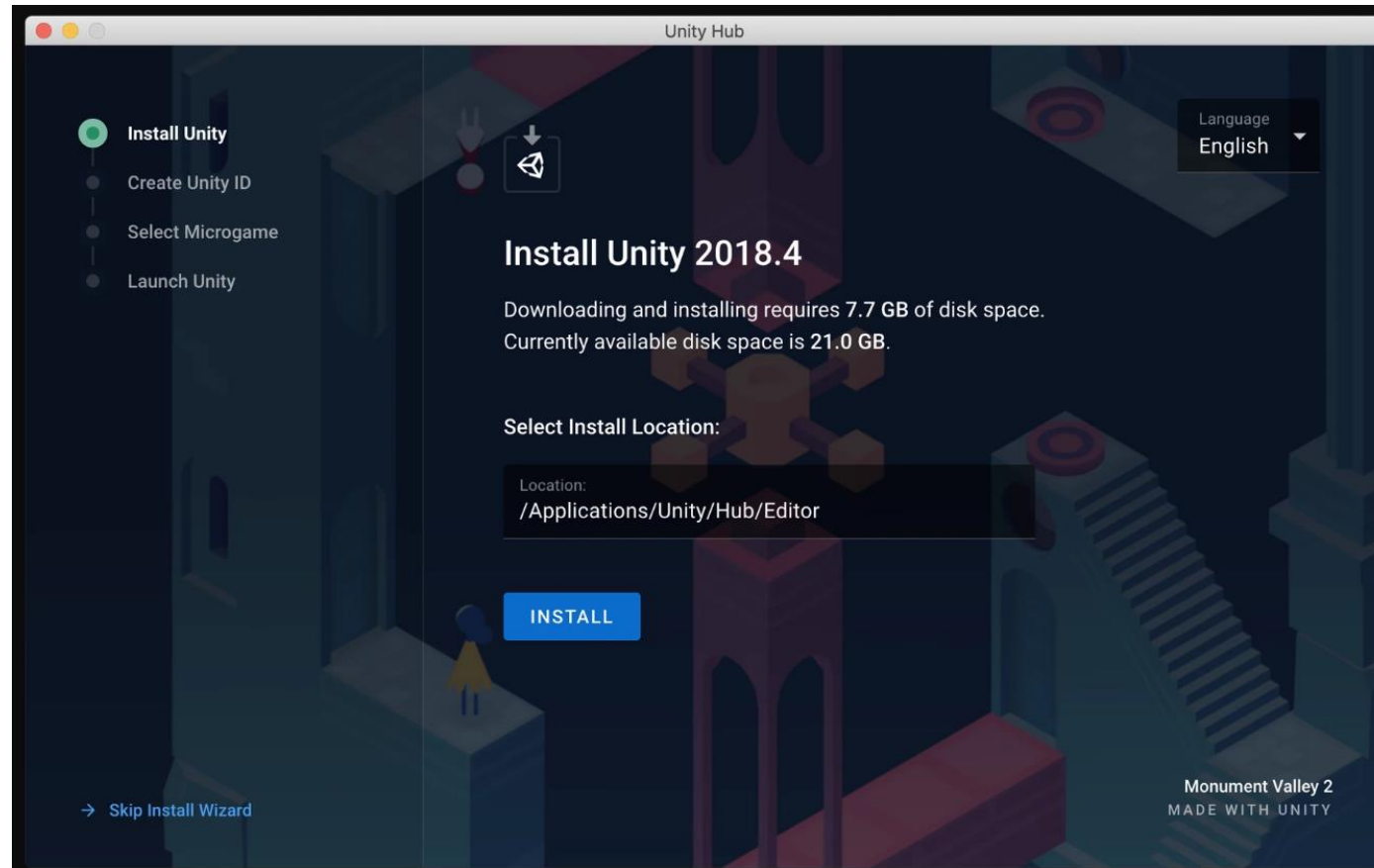


Designing the Game Infrastructure

Install the Unity Hub

- Download unity Hub from <https://store.unity.com/download-nuo>



Create Unity ID

Unity Hub

Create Unity ID

Username

Your username is for your Unity Community profile.

Email

Password

I agree to the Unity [Terms of Use](#) and [Privacy Policy](#)

I understand that by checking this box, I am agreeing to receive promotional materials from Unity

CREATE UNITY ID

[I already have a Unity ID](#)

OR:

Sign in with google

Sign in with facebook

Downloading Unity... 18.0%

Creating a Project

Unity Hub

- ✓ Install Unity
- ✓ Create Unity ID
- **Select Microgame**
- Launch Unity

Select Microgame

Enter name and select a microgame for your first project:

Project Name
My FPS

- FPS** 3D
- Karting 3D
- Platformer 2D
- Empty 3D 3D

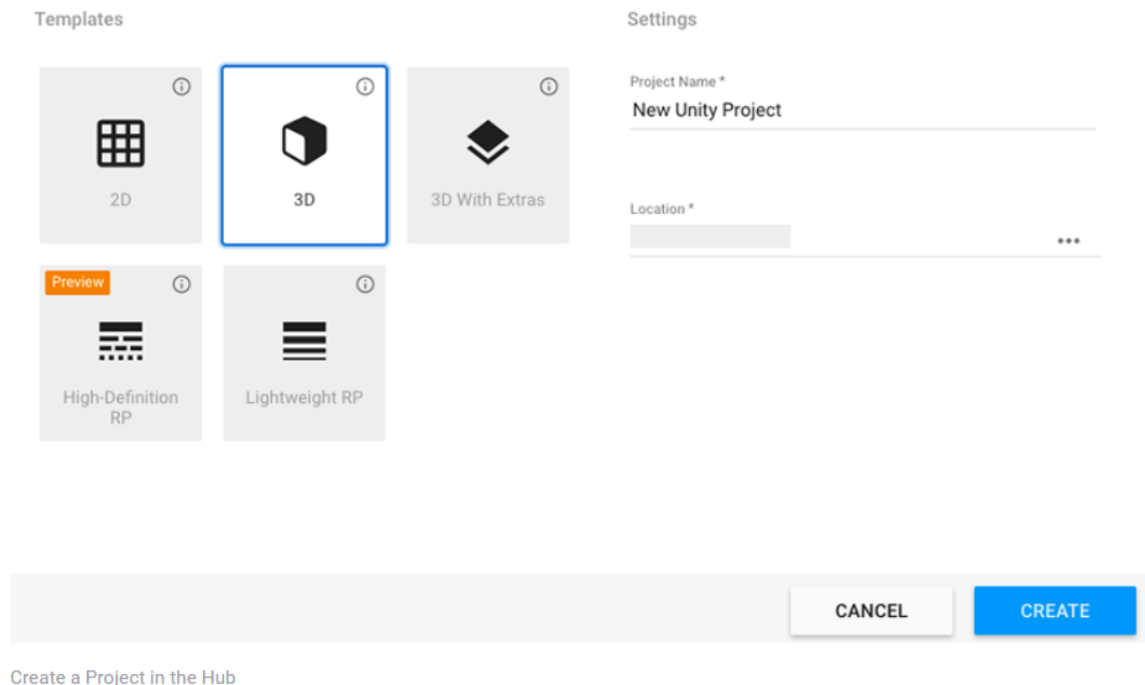
FPS
Get to know the Unity editor by playing and modifying this First Person Shooter microgame.

CONTINUE

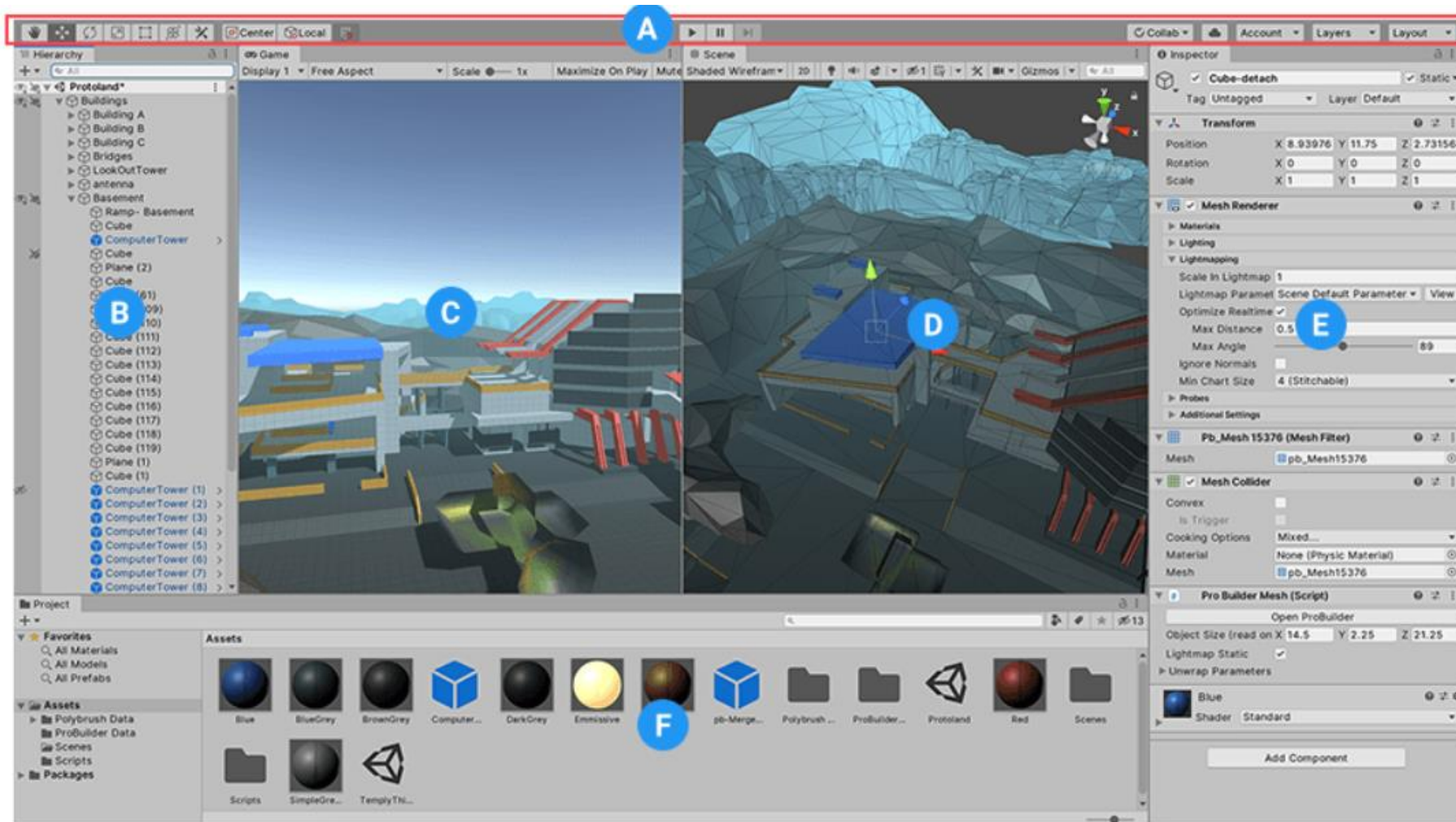
Downloading Unity... 24.9%

Creating a Project

- To create a new Project (and specify which Editor version to open it in), do one of the following:
- Click the **New** button. The title bar of the New Project dialog box displays the Editor version that the project should use.
- Click the drop-down arrow next to the **New** button to select the Editor version that you want to use. **Note:** This drop-down menu is only available if you have installed multiple versions of the Editor in the Hub.



Unity's interface



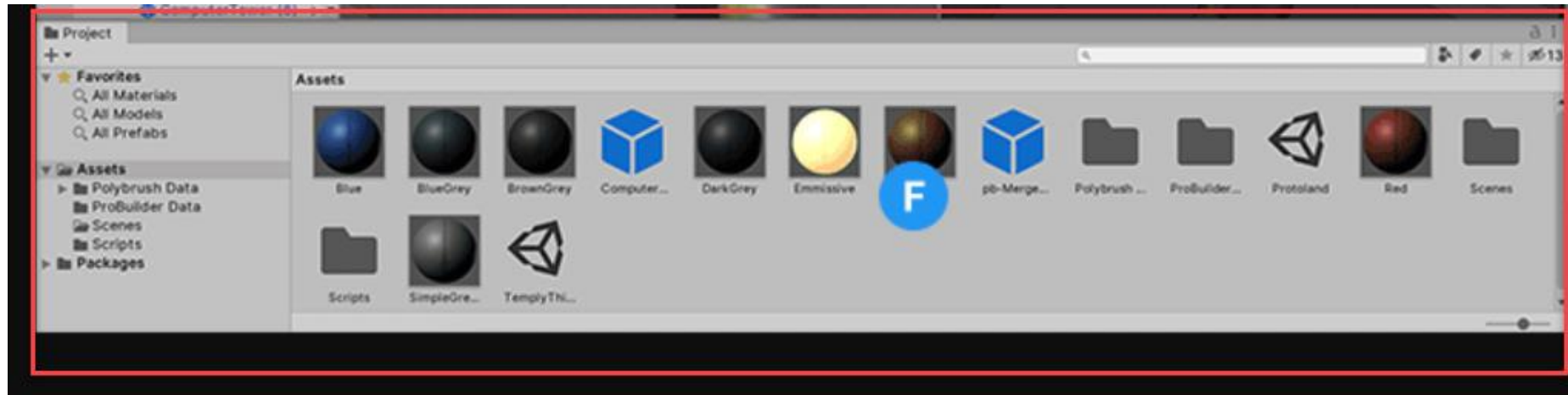
Unity's interface

- **(A) [The Toolbar](#)** provides access to the most essential working features. On the left it contains the basic tools for manipulating the **Scene view** and the **GameObjects** within it. In the center are the play, pause and step controls. The buttons to the right give you access to Unity Collaborate, Unity Cloud Services and your Unity Account, followed by a layer visibility menu, and finally the Editor layout menu.
- **(B) [The Hierarchy window](#)** is a hierarchical text representation of every GameObject in the **Scene**. Each item in the **Scene** has an entry in the hierarchy, so the two windows are inherently linked. The hierarchy reveals the structure of how GameObjects attach to each another.
- **(C) [The Game view](#)** simulates what your final rendered game will look like through your Scene **Cameras**. When you click the Play button, the simulation begins.
- **(D) [The Scene view](#)** allows you to visually navigate and edit your Scene. The Scene view can show a 3D or 2D perspective, depending on the type of Project you are working on.
- **(E) [The Inspector Window](#)** allows you to view and edit all the properties of the currently selected GameObject. Because different types of GameObjects have different sets of properties, the layout and contents of the **Inspector** window change each time you select a different GameObject.
- **(F) [The Project window](#)** displays your library of Assets that are available to use in your Project. When you import Assets into your Project, they appear here.

Project Structure

- Directory Structure

- Unity gives you a total freedom in that matter, but because of that, it can frequently get really messy. This is the best practice directory structure where you can organize for example textures assets apart from 3d models.



- 3rd-Party
- Animations
- Audio
 - Music
 - SFX
- Materials
- Models
- Plugins
- Prefabs
- Resources
- Textures
- Sandbox
- Scenes
 - Levels
 - Other
- Scripts
 - Editor
- Shaders

Scene structure

- Next to the project's hierarchy there's also scene hierarchy. The below is a best practice for scene structure.

- Management
- GUI
- Cameras
- Lights
- World
 - Terrain
 - Props
- _Dynamic

