TP Adventures

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Unity

- Cross-Platform Game Engine
- Supports 2D and 3D Games
- Scripting done in C#
- Ability to export to many game platforms
Development Requirements

- OS requirement: Windows 7+, OSX 10.9+
- Graphics Card that supports DirectX 9+
- 64-bit CPU
- Con: Not possible to develop in Linux
Running Requirements

- Ability to run on Windows, OSX, and Linux
- DirectX 9+, WebGL, and OpenGL Platforms
- 64-bit CPU
Sprite Management

- Drag and drop
- Automatic size detection
- Built-in sprite slicing
Animations

- Built in animation creator
- Easy to use, simply drag and drop
- View animation right after adding sprites
Text Editor

- Built-in text editor for script manipulation
- Light weight
- No need to wait for visual studio to load up
Marketplace

- 2d/3d Models/Sprites
- Animations
- Audio
- Extensions
- Scripts
- Services
Unity Teams

- Allows Collab (sharing in Unity)
- Only free until Oct 31st
- Decide how to proceed
- Option 1: Pay for Unity Teams
- Option 2: Use an alternative like Github
Option 1: Unity Teams

- Four person team = $16 per month
- Pro: It obviously works with Unity
- Pro: Not expensive
- Con: Having to pay at all
Option 2: Github

- Pro: Github is free and previous experience
- Con: Github is not private (not sure if Unity is)
- If we want our code to be private we have to pay either way
- There are other options like Bitbucket.
Github Experiment

- The idea was to get this working and web-hooking Github with Discord to automate notifications of commits to Github.

- There is a lot of setup involved.

- The hope was the setup would make subsequent uses easier.

- At the beginning dragging files to Github and bringing them back to Unity was successful.

- The last attempt however had some bugs when importing from Github back to Unity. There are many more files now. The game physics works, but tiles do not render.
Possible Cause of Problem

● Many files, there could be duplicates due to moving files around in Unity and Github commits not recognizing them to merge

● Operator error, commits done incorrectly

● Solution 1 could be to come up with a scheme of how to organize files

● Simplest solution is to pay for Unity Teams

● Deadline to decide is Oct 31st
Graphical

- Easy to use
- Affordable ($14.99)
- Simple Graphics
- Animation
Tiles

- Map Editor
- Collision Detection
- Exports to variety of Formats
- Free
Tiles (cont)

Tiled2Unity

- Simplifies collision
- Helper Program
- Easily converts Tiled Maps to use in Unity
- Free
Music

- Audio Suite
- Midi Keyboard compatible
- Create sounds and Music
- Free