

# Games I: Design and Architecture

## Week 10 (10/30)

- Design Documentation
- Intro to Unity

# Design Log vs. Design Doc

- chronologically ordered
- stream of consciousness
  - ideas
  - tasks
  - reminders
  - decisions
  - questions/concerns

- modular (wiki)
- formal language
- index/reference
- design description
- concept doc as a foundation

# Unity - Overview

Interface

Asset Workflow

GameObjects

Prefabs

Creating Scenes

Creating Gameplay

# Some useful resources:

[Free]

- [unity3d.com manual](#) / [scripting API](#) / [tutorials](#)
- [youtube](#)

[Paid]

- [stacksocial.com course bundle](#)
- [udemy.com courses](#)
- [Digital Tutors](#)

# For Week 11 (11/06)

[Group] Design Document Skeleton

- Create a web space if you haven't already
- Wikis are useful for structure
- Establish pages/content sections
- Use your Concept Doc as a starting point

# For Week 11 (11/06)

[Group] “Hello World” / “Gold Spike”

- Start exploring Unity/your engine
- Try some of the tutorials [here](#)
- See if you can create any small piece of your game (place an object in the game world, write a script, modify a GameObject's properties)