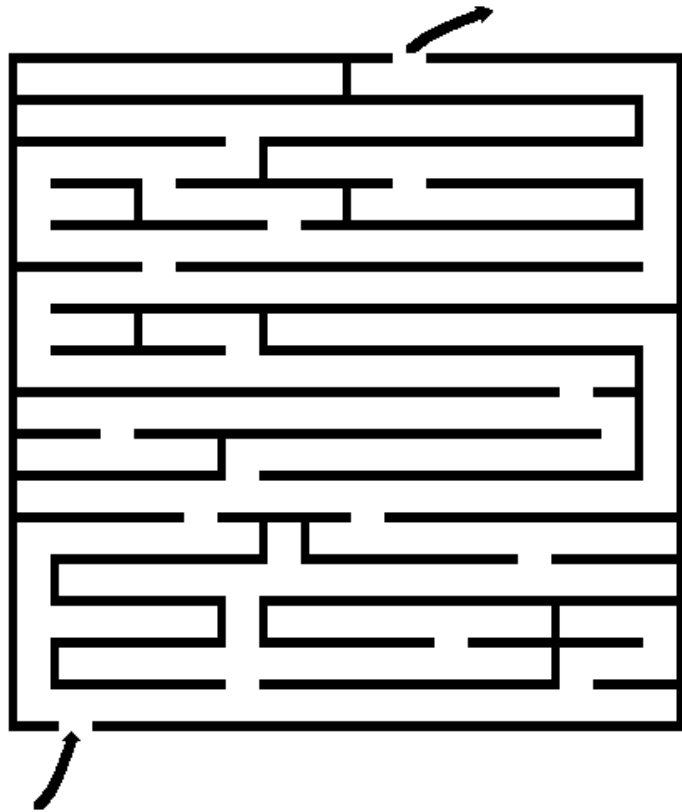


Creating games with



How to make a 3D maze!

What's the difference?



What's the difference?

(How many **dimensions** does each one have?)



A little trickier!

Are they 2D or 3D?

<http://www.youtube.com/watch?v=tTRGww2So7U>

http://www.youtube.com/watch?v=RXVA_RDzxss

<http://www.youtube.com/watch?v=OgdA3C6IKkM>

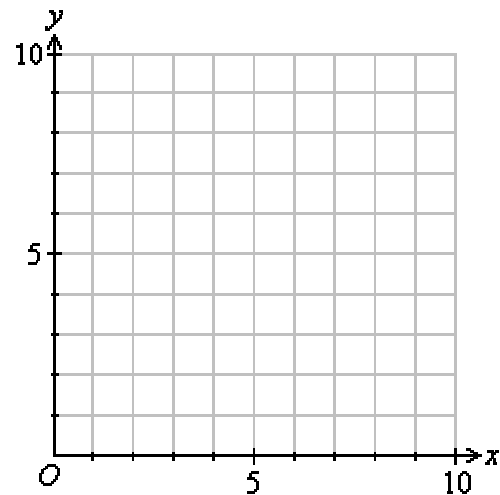
<http://www.youtube.com/watch?v=fx0ggqCInl0>

<http://www.youtube.com/watch?v=s8YOJgB4gJA&feature=related>

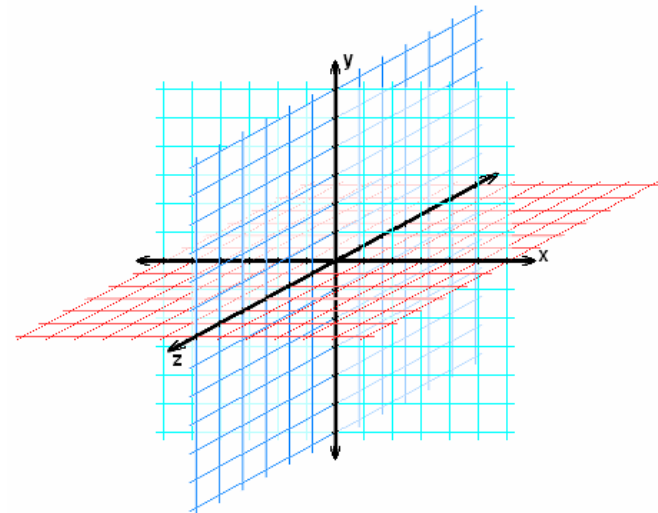
2D vs. 3D

- In most older games, there are only **TWO** dimensions—only two ways for things to move.
- But in most newer games, there are **THREE** ways for things to move. Just like in real life! Look:

- In 2D:

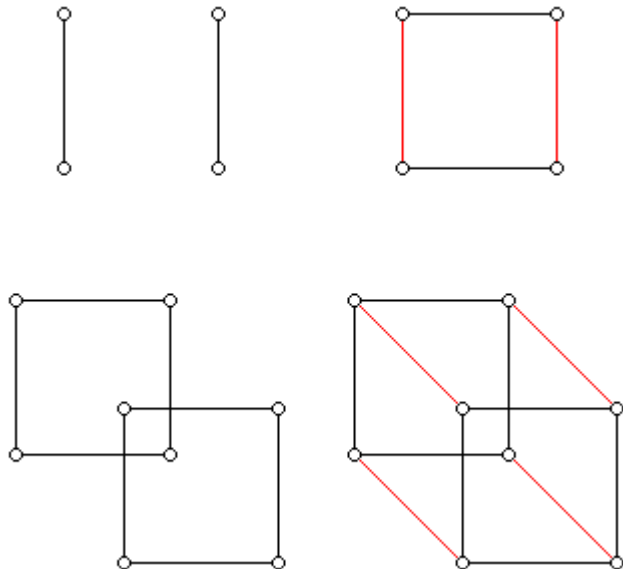


- In 3D:



What does this mean?

- In both 2D and 3D games you can have a square. But in 3D games, if you only have a square, it will only be flat. To get a 3D shape, you need a...CUBE!



Let's make a 3D game!

- We'll make a maze game.
- The game will have a start and a finish.
- We will build it with cubes.
- There are four steps.
- I'll show you my maze game now.

STEP 1: Start a project in Unity!

- Click on Unity (Or download it first, from Unity3D.com, it's free).
- If you are on a PC, go to **File→New Project**.
- Give your project a **name**.
- **Include** the **Character Controller Package**.
- Click **Create!**

STEP 2: Make a floor and a character!

- Your game is empty, except for a camera! The camera lets you see what is happening. Without a camera, there is no game!
- Drag the “3rd Person controller” from the project tab to the “scene” tab.
- Click [GameObject](#) → [Create Other](#) → [Plane](#), to make your floor!
- Move your plane in 3D by pressing “W” and using the arrows to move it around.
- Put the person above the floor, and hit the “Play” button! [Now you can walk around.](#)

STEP 3: Make your maze!

- Make a maze with cubes.
- Make cubes for your character to jump or stand on by clicking GameObject → Create Other → Cube, and then stretch and move it until you have it where you want. You can move objects with “W”, rotate with “E”, and squash or stretch them with “R”.
- Keep doing this until you are finished!

STEP 4: Decorate and build the game!

- You may want to put lights, textures, or music in your game. Which do you want to learn first?
- “Build” the game so other people can play it! Click on “file” and “build settings” and select what you want the game to run on. Then press “build!”
- All done! Hooray!