CMSC 425 – Game Programming
Mini-lab 1 – Getting started
Due Monday, January 29th by 11 pm

Before the next class period:

1) Get started with Unity. You should
    a. Install the Unity game engine from www.unity3d.com.
    b. Create an account for personal use
    c. Try the initial "Basic tutorials" to see if you can run Unity effectively. You'll find them under New Project: Learn.

2) Optional: Install Visual Studio Community to edit Unity scripts. Unity has used MonoDevelop-Unity for editing but will be moving to VS for all platforms soon. Under "Edit → Preferences → External Tools" you can set the editor.

3) Upload to Elms a PDF of a quick "games" resume to let the instructor and TA know some about your relevant background. It should include:

    • Name, major, year

    • Basic career objectives as best as you'd like to state them. If you want to be a game developer, great – if you want to be an actuary, still great. If you're uncertain, that's ok!

    • Your interest(s) in game design. What do you want to get out of the course, and what would you like to do with this subject professionally if anything (Have fun, and nothing in particular, are fine answers.)

    • Previous relevant experience. Have you:
        Worked with Unity?
        Worked with another game engine?
        Build a game in any way?
        Taken CMSC427, CMSC426, or any relevant course?
        Programmed in C#, the default language for Unity?
        Worked with Blender or another 3D modeling application?
        Anything else?

You don't need to turn anything in for (1) or (2). We'll assume you've succeeded at install Unity unless we hear elsewise – let us know if you have difficulties, don't have a computer that will work, or any other problems.