



Pathway – Level 1

Introduction to Unity:

3D Objects, Character Controllers, Colliders, Text and Buttons

In this introduction to Unity you will learn how to make 3D worlds and games with collectibles, timers and non-player characters.

Explore

Get new skills

Explore a 3D world

Create a 3D world in Unity and explore it with an animated 3D player character



Star collector

Make a minigame where you collect sparkling, spinning, stars as fast as you can



Non-player characters

Create 3D non-player characters to interact with, avoid, and collect power-ups from



World builder

Design and build a 3D world with interesting scenery and features with a player character of your choice



Quest seeker

Add NPCs and quests to the world that you created in the World builder project



3D adventure

Create a 3D game, virtual world, or visual novel with a goal and one or more endings



Invent

Create a unique solution

Design

Make design decisions