

1. Setting up Unity (30 Minutes, Start Downloading Early!)

a. Installation

- i. [Download Unity Hub](#)
- ii. Sign In/Create a Unity ID
- iii. Activate a Personal License
- iv. Install Unity 2021.3.15f1 (or newer)
 1. Add Android Build Support with Android SDK and OpenJDK

b. Create a Template Project

- i. Select New from the Project tab and download Karting Microgame
- ii. Select Karting Microgame template and Create
- iii. Once the project opens select Load Tutorials

2. Learning the Editor (30 Minutes)

- a. Complete the first 4 tutorials up to “Add a Jump”

3. Getting Started with Scripting (30 Minutes)

- a. [Scripts as Behaviour Components](#) (3:10)
- b. Lifecycle Functions
 - i. [Start and Awake](#) (1:48)
 - ii. [Update and FixedUpdate](#) (2:56)
- c. [Vector Math](#) (Optional Refresher, 9:10)
- d. [Rotation and Translation](#) (3:08)
- e. Inputs
 - i. [Buttons and Keys](#) (3:05)
 - ii. [Mouse Button](#) (1:22)
- f. [Accessing Other Components](#) (3:03)
- g. Creating and Removing GameObjects and Components
 - i. [Instantiate](#) (4:46)
 - ii. [Destroy](#) (2:08)
 - iii. [Enabling/Disabling Components](#) (1:22)

4. [Intro to Unity Physics](#) (30 Minutes)

5. [Intro to Unity Audio](#) (Optional, 30 Minutes)