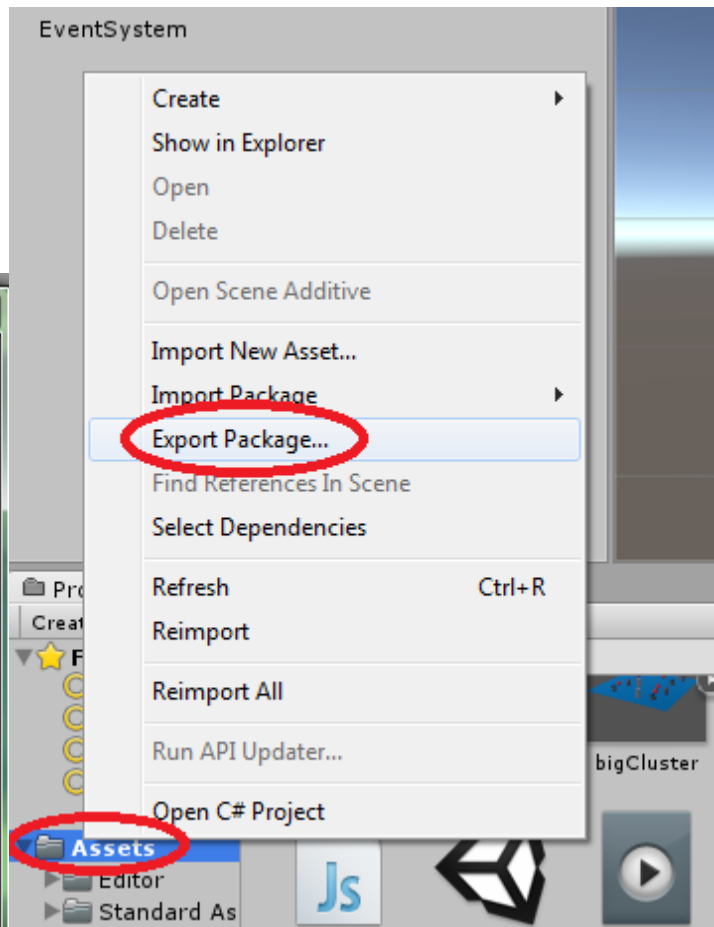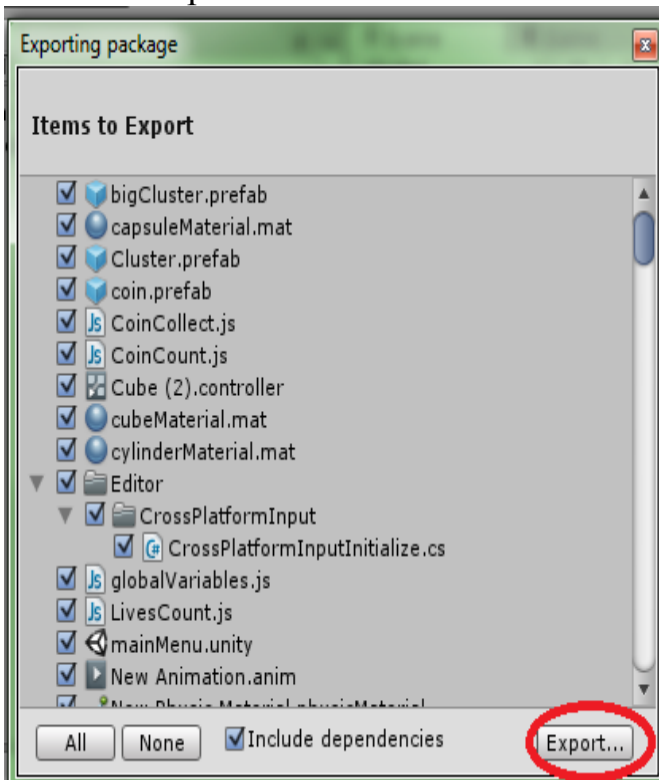# Unity Tutorials 9 – Projects

I – Projects and Packages

Exporting a Package
Right-click on your Assets folder and click "Export Package..."

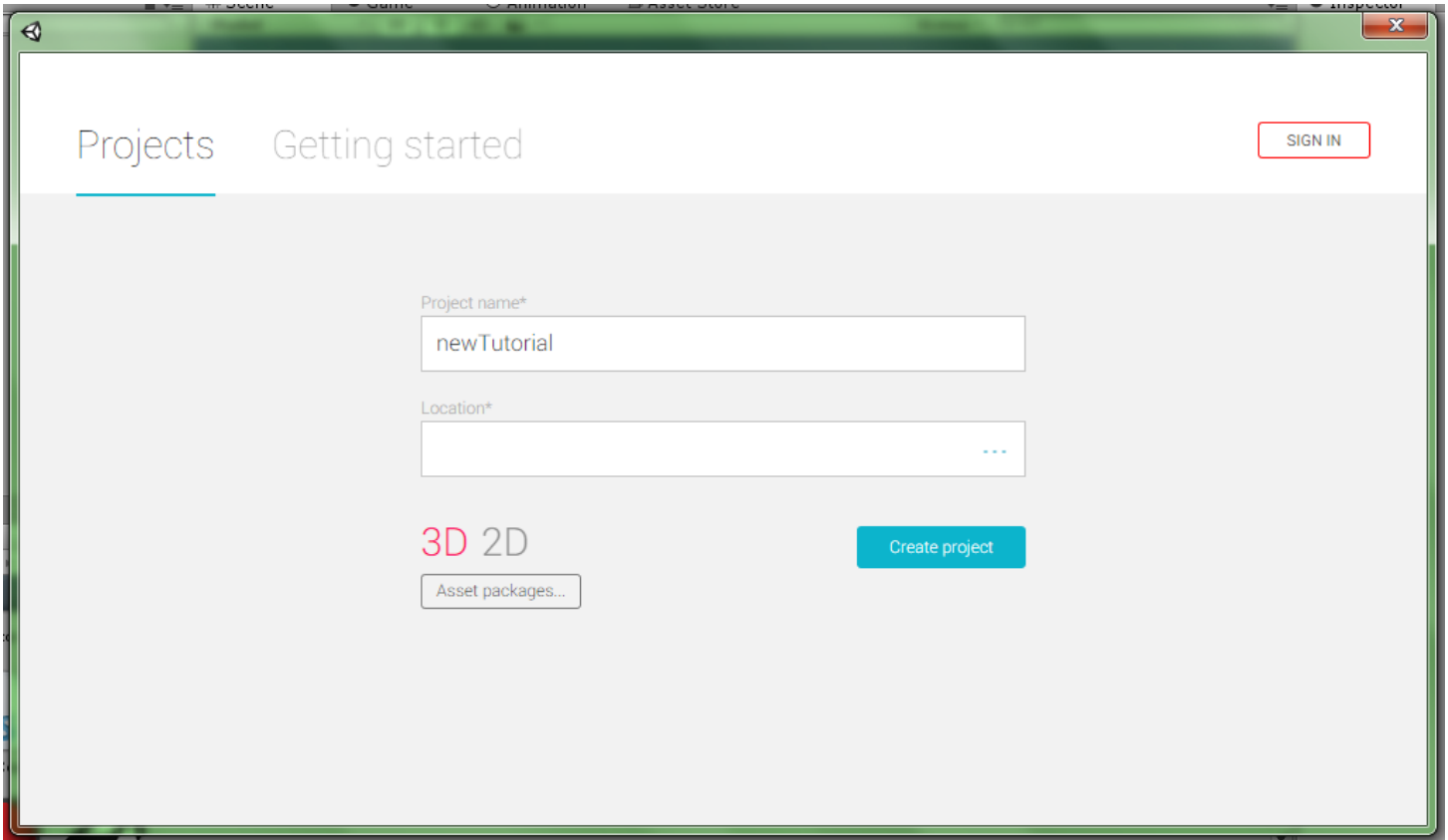Click "Export" in the new window that comes up.

Save it to your Desktop as "tutorialPackage".

Importing a Package
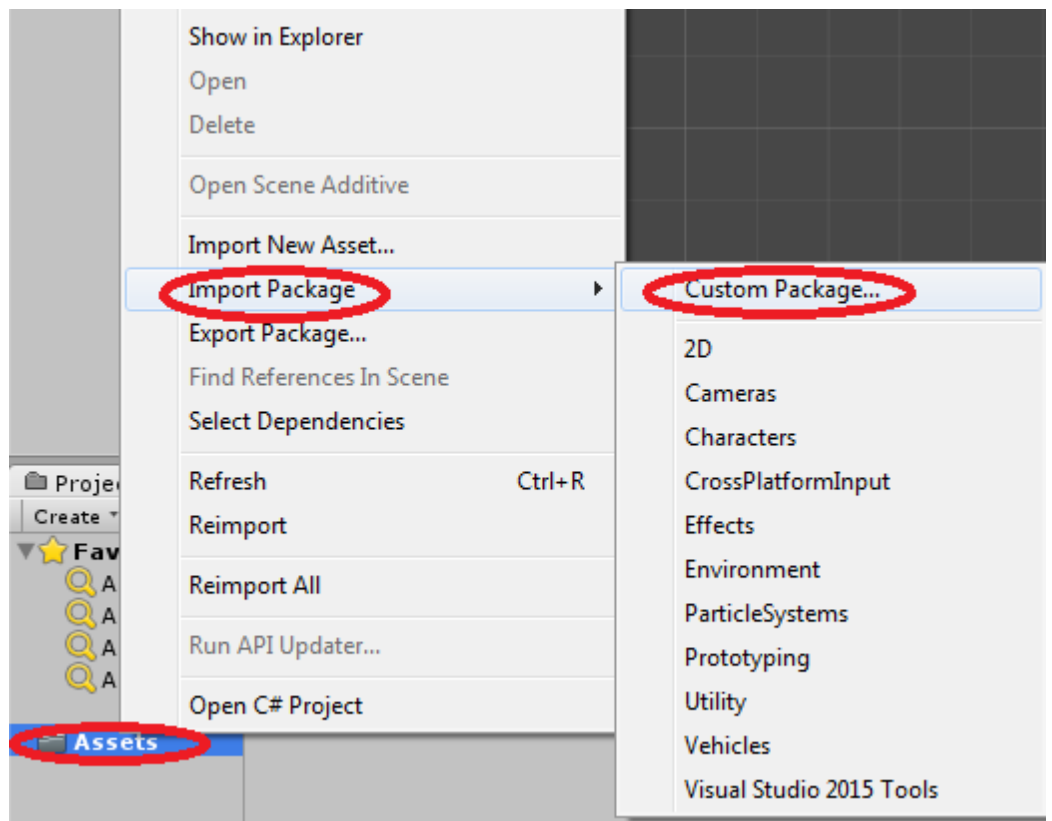Go to "File" and "New Project".

Name it "newTutorial" and click "Create Project"

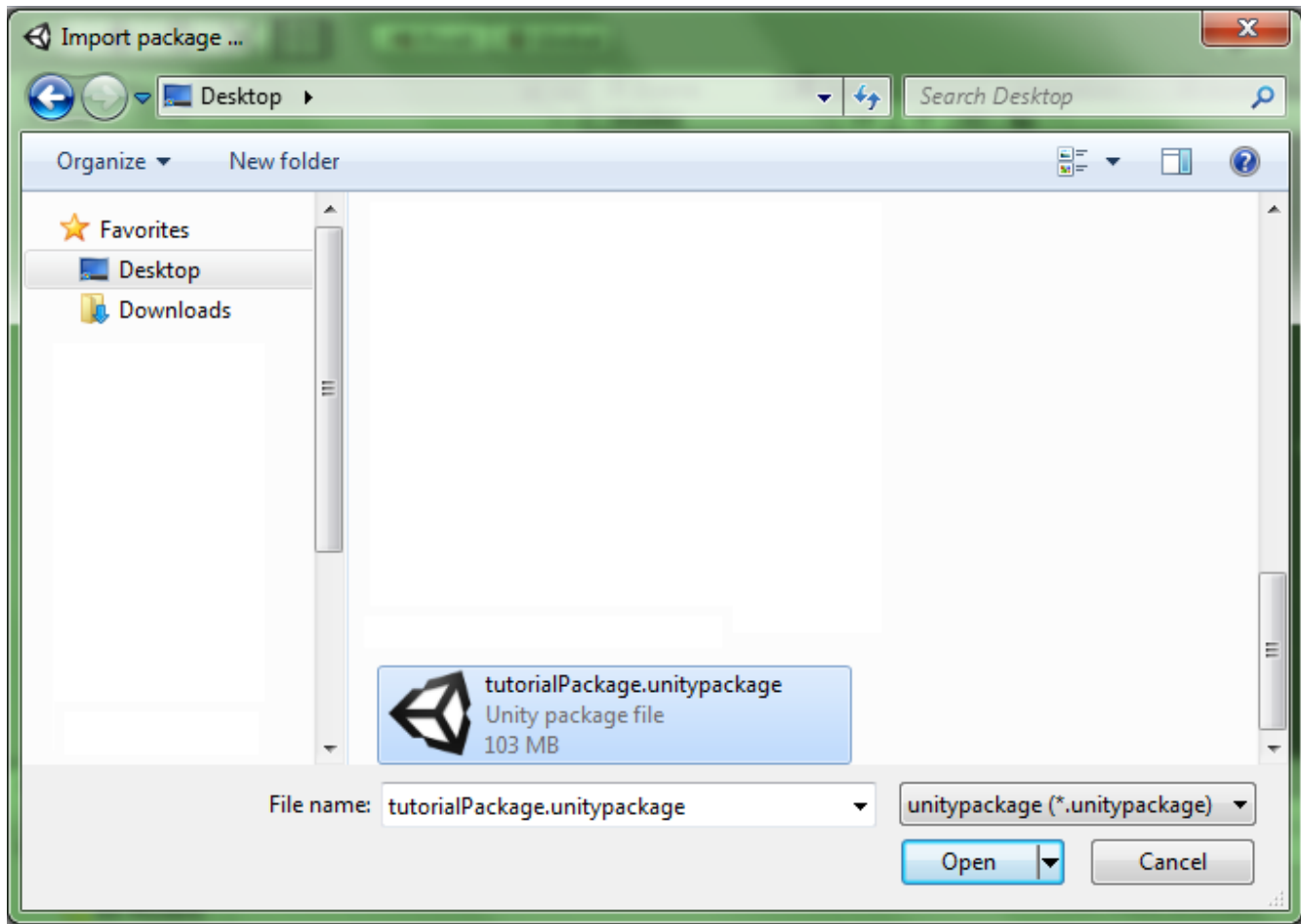# Unity Tutorials 9 – Projects

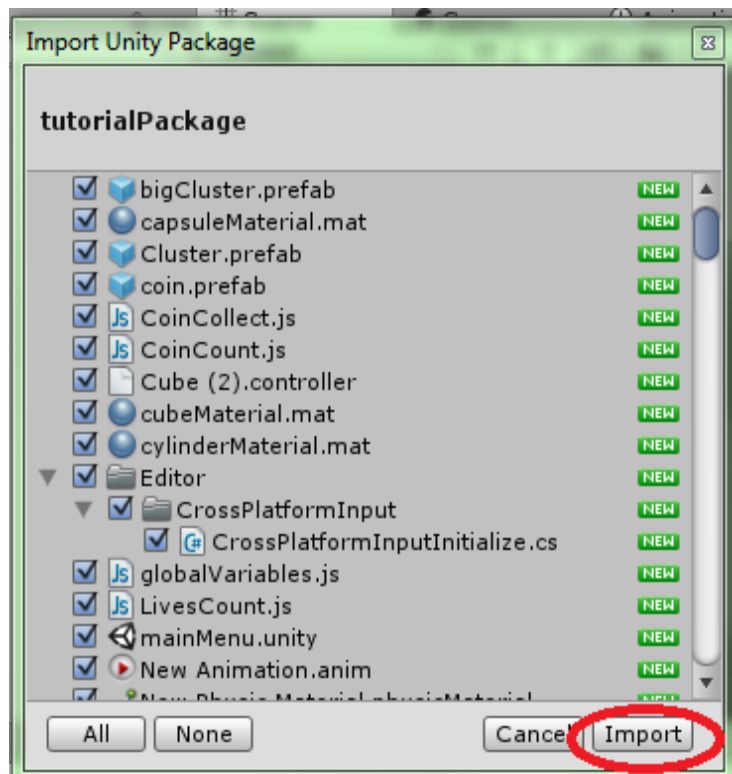Right-click on Assets and go to "Import Package" and "Custom Package".

Find the package and double-click on it or click it and click "Open".

Unity Tutorials 9 – Projects

Click "Import". You have now moved your old project into a new project.

Unity Tutorials 9 – Projects

II – Naming and Organization

camelBack Notation
Throughout these tutorials we have titled many things using a specific notation called "camel back". In this notation spaces are eliminated and the first letter of every word is capitalized except for the letter at the beginning. For example, "The Red Room" becomes "theRedRoom", "The Dog" becomes "theDog", and "Great Body of Water" becomes "greatBodyOfWater".

While variables and assets generally use this notation, functions and classes use "Camel Case". Camel case is basically the same except the first letter is also capitalized. So our examples from before become "TheRedRoom", "TheDog", and "GreatBodyOfWater".

We did not follow these rules throughout the tutorial. In fact, you were not instructed to name everything either. We are now going to go through your project and rename everything that needs to be renamed. Let's begin with the Assets.

- "Cluster" should be renamed "cluster"
- "globalVariables" should be renamed "GlobalVariables"
- "obstacleCollision" should be renamed "ObstacleCollision"
- "playGame" should be renamed "PlayGame"
- Cube (2).controller should be renamed "cube2AnimationController"

Now since we renamed some classes we will need to edit some of our scripts. Open "CoinCollect" and "ObstacleCollision" and change every instance of "globalVariables" to "GlobalVariables".

You'll know that you've been successful when this message no longer appears on the bottom of the screen.
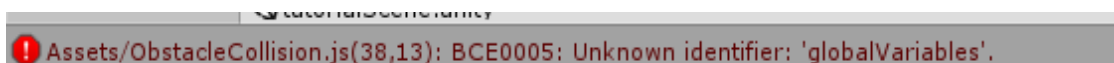
Now double-click on your "mainMenu" scene to open it. The objects in your hierarchy will need to be renamed. Although it would make sense to use camelBack, Unity generally capitalizes the first letter. You can name this objects using whatever style you feel fits.

Unity Tutorials 9 – Projects

Rename the objects in your hierarchy as follows:

• Under Canvas, "Image" should become "Background" or "background"
• Under Canvas, "Text" should become "Title" or "title"
• "Button" should become "Play Button", "PlayButton", or "playButton"
• Under "Button", "Text" should become "Play Button Text", "PlayButtonText", or "playButtonText"

Save your scene and open your level scene.

Organizing

Most of your objects here are already properly named. Let's try organizing them. First create an empty object called "Coins". Now parent all of the coin objects to it by clicking and dragging them onto it.

Create another empty object called "Obstacles" and drag the obstacles into it. Then create one called "Particles" and drag your rain, fire, and any other particle effect onto it.

Now right-click in your Assets folder and go to "Create" and "Folder". Name this folder "Prefabs" and drag and drop your bigCluster, cluster, coin, and obstacle into it. Double-click on the folder to enter it.

Now create a new folder in here and call it "Prefab Materials". Return to your Assets folder and drag and drop all of your materials into the Prefabs folder, enter the Prefabs folder, and drag and drop the materials into the Prefab Materials folder.

Create a folder called "Scripts" and drop all your Javascript files into it.

You can stop here if you want or finish organizing your assets.
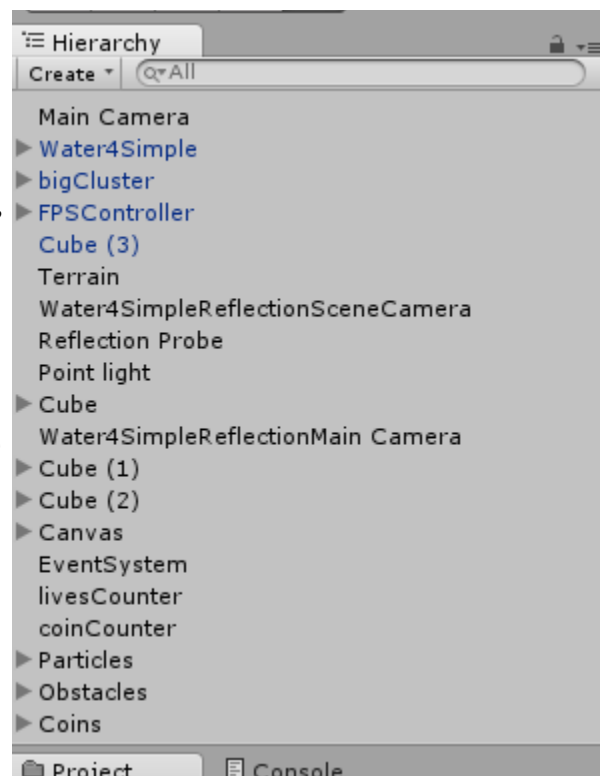
Unity Tutorials 9 – Projects
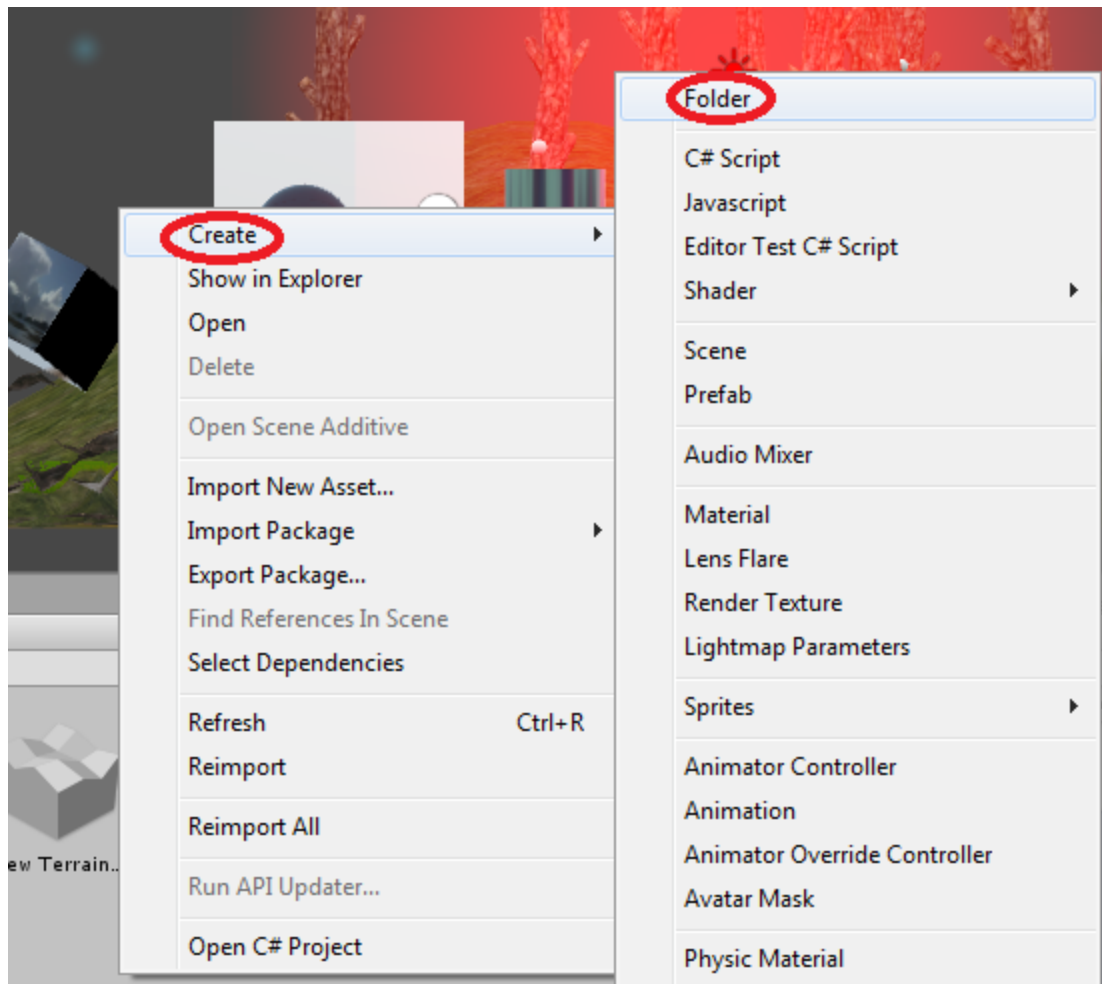
Unity Tutorials 9 – Projects

III – Builds

Because you started a new project you will need to add each scene to the build again. Last time we used the "Add Open Scenes" button, but you can actually drag and drop each scene into the window.
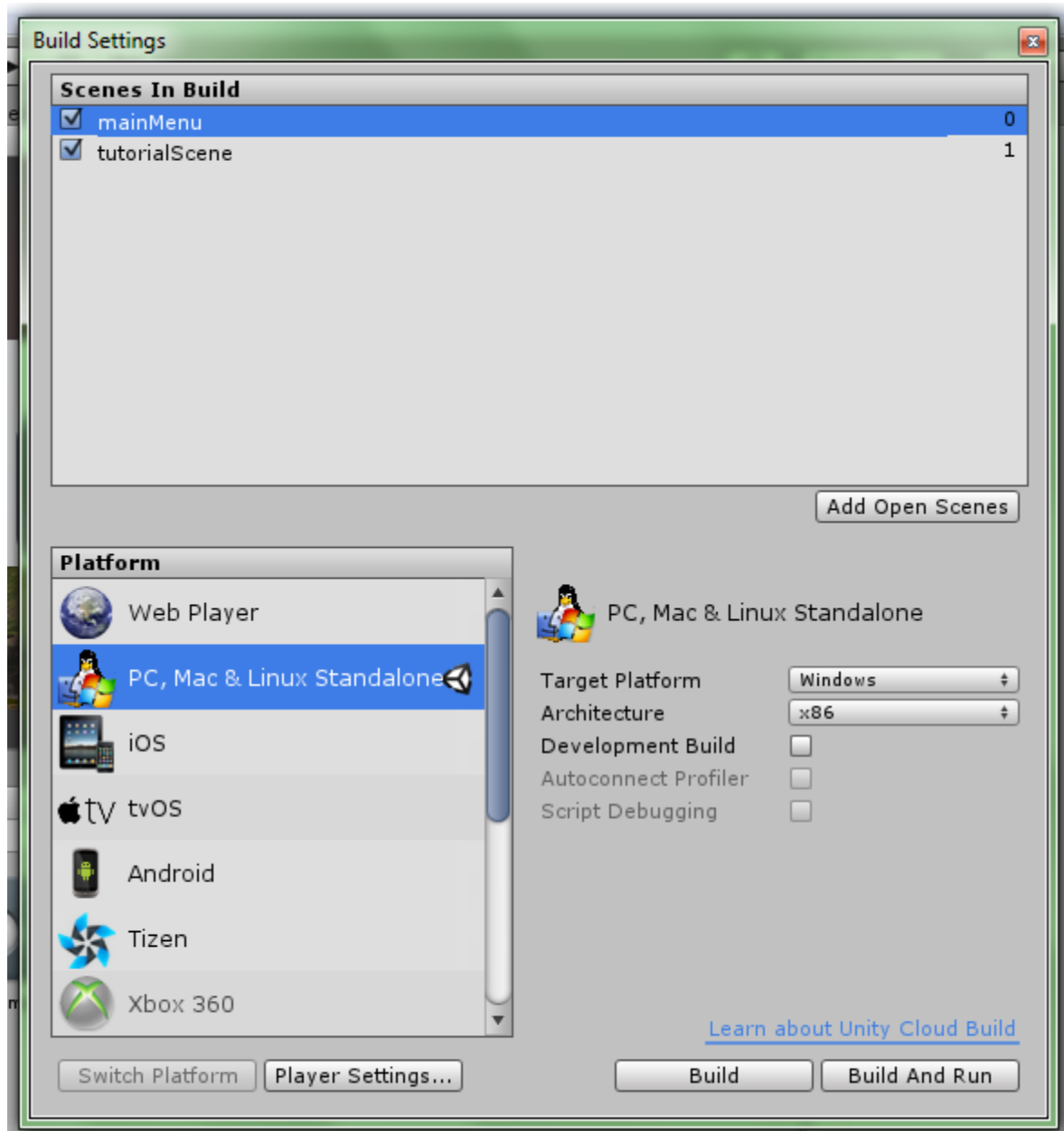
Make sure that "mainMenu" is first, or at position 0. The first scene in the list will be opened first when the game begins. If it isn't you can click and drag it underneath your other scene and it will move over top of it.
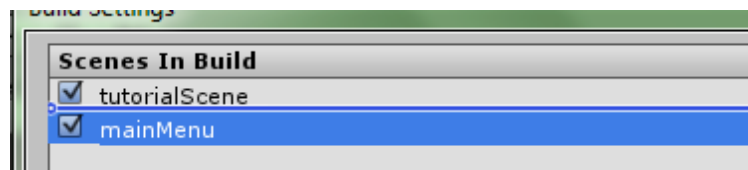
You can choose what platform you want to build for, but we are going to be building for PC, so make sure that one is highlighted. When you're ready, click "Build and Run". Save it somewhere and wait.

With such a small game it should only take a few minutes to build. If it seems to be taking forever and is stuck on a specific process you may have a problem. The most likely cause are the speed trees. If your game won't build try deleting the "SpeedTree" folder in the "Environments" folder of your assets.

Unity Tutorials 9 – Projects

Build Settings

Scenes In Build

☑ mainMenu   0
☑ tutorialScene   1

[Add Open Scenes]

Platform

🌐 Web Player

🐧 PC, Mac & Linux Standalone ◄

📱 iOS

 tv tvOS

🤖 Android

❋ Tizen

Ⓧ Xbox 360

🐧 PC, Mac & Linux Standalone

Target Platform   [Windows ▼]
Architecture   [x86 ▼]
Development Build   ☐
Autoconnect Profiler   ☐
Script Debugging   ☐

Learn about Unity Cloud Build

[Switch Platform] [Player Settings...]   [Build] [Build And Run]
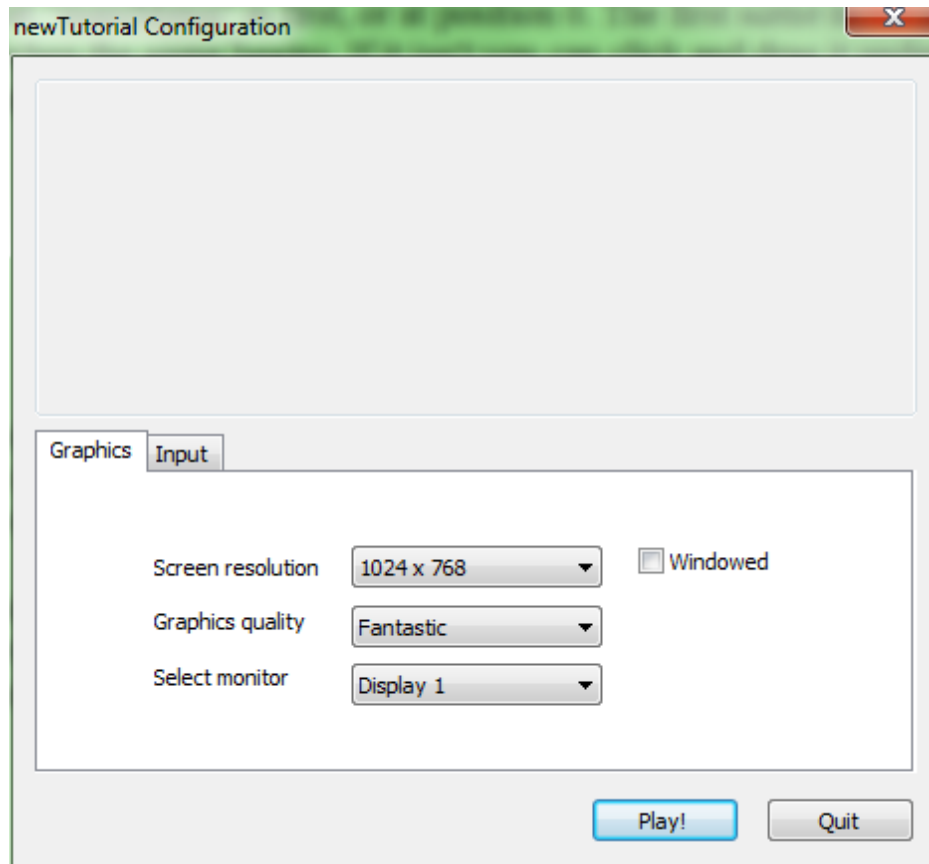
Unity Tutorials 9 – Projects

Now you can double-click on your .exe file to open it. Remember that the folder called "(name of your game)_data" needs to be in the same folder as the .exe file.
You can change the resolution and/or check off Windowed mode if you want. When you're ready, click "Play!".

If you notice that the buttons and HUD aren't positioned correctly you may need to play around with the Anchor Points. Even though they display well in the Game View, they may differ in the final build, which can be very troublesome.

Unity Tutorials 9 – Projects

This is the end of the tutorials, though there are many more things to learn about Unity. If ever you run into trouble you should first check online for help. The Unity website and forums hold a great deal of helpful information and someone has likely already run into the same problem as you before.

Thank you for reading. Remember that making even a small game is a lot of work. Perseverance is the key to success, so never become discouraged.

-Dylan Gidney