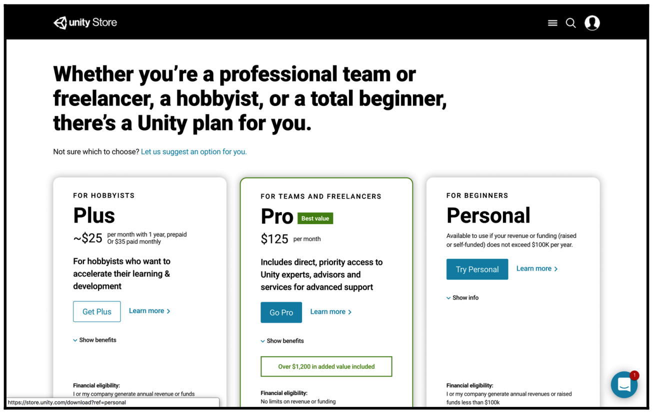
Graphics Bundle

Chapter 1: Getting to Know your Environment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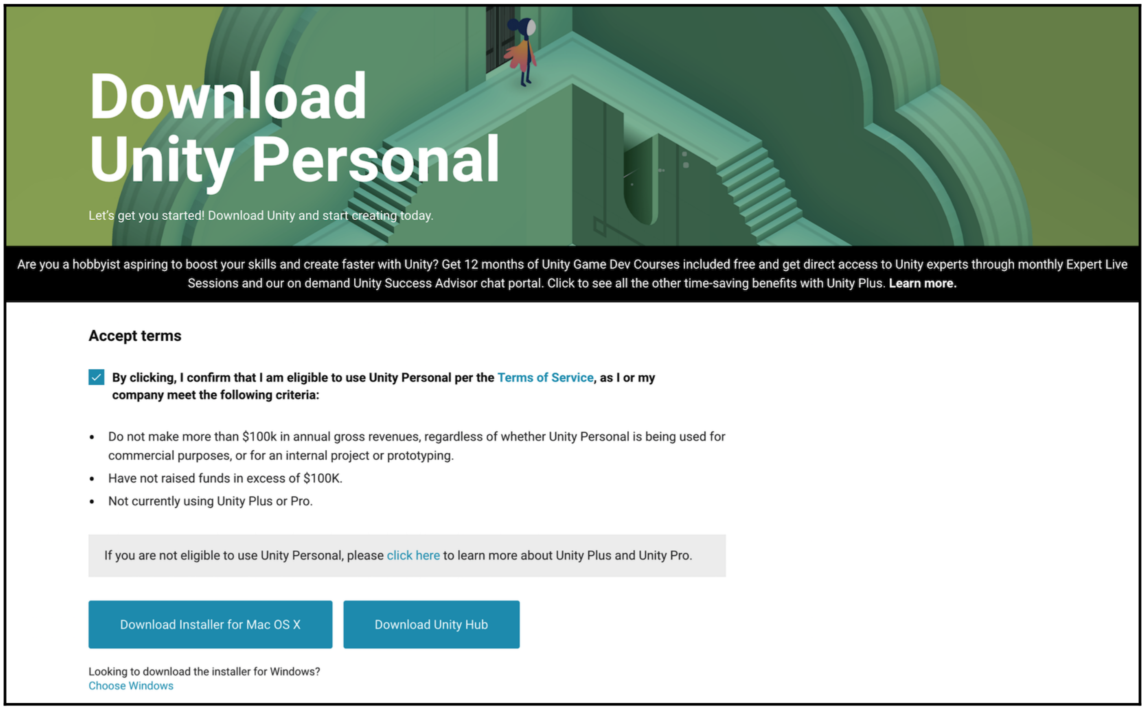

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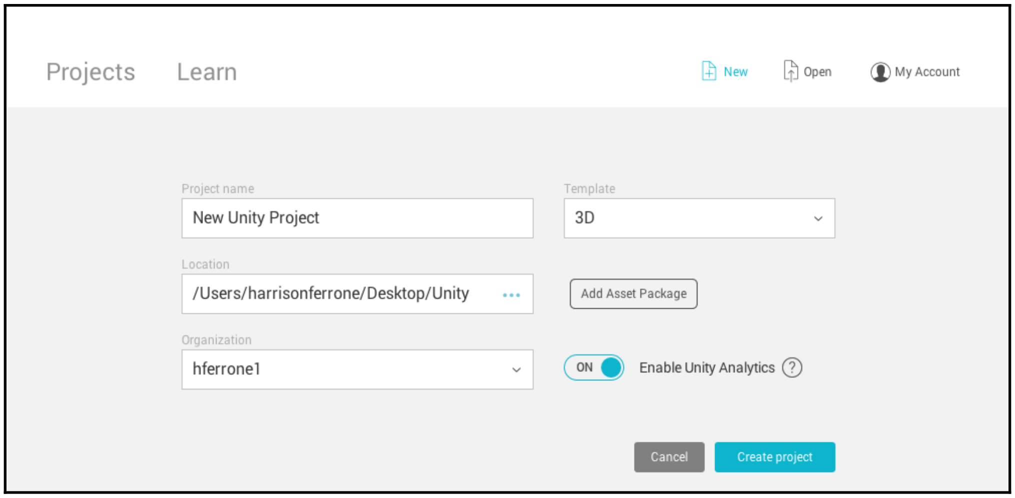


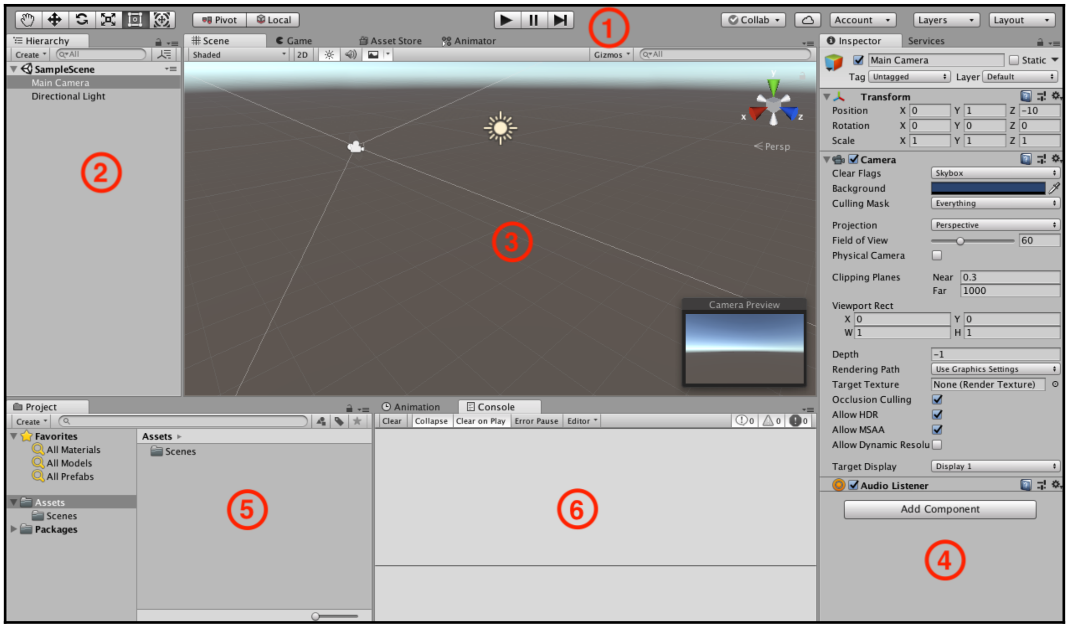
Project name: New Unity Project

Template: 3D

Location: /Users/harrisonferrone/Desktop/Unity

Organization: hferrone1

ON Enable Unity Analytics

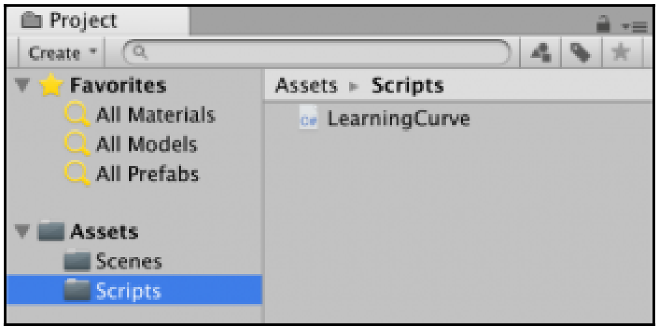


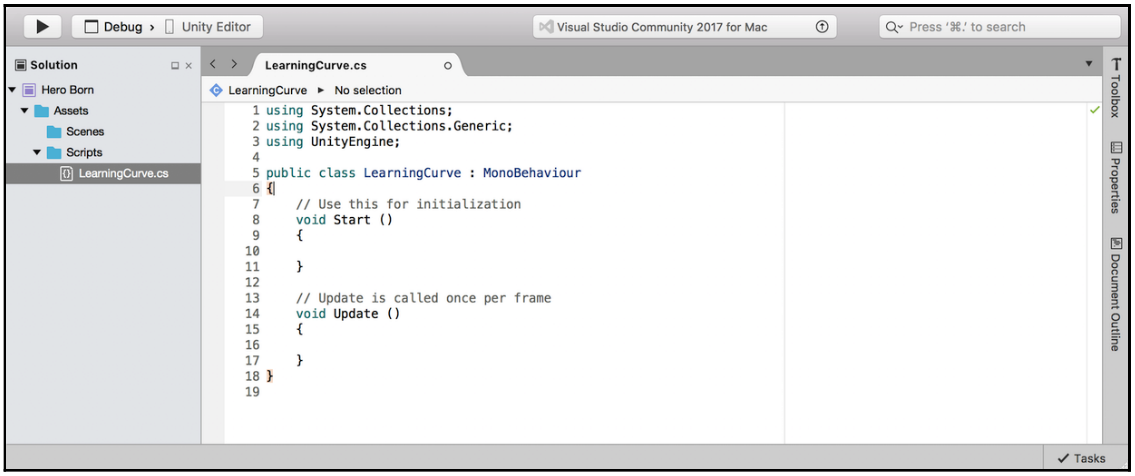
Main Camera Static
Tag Untagged Layer Default

Transform
Position X 0 Y 1 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

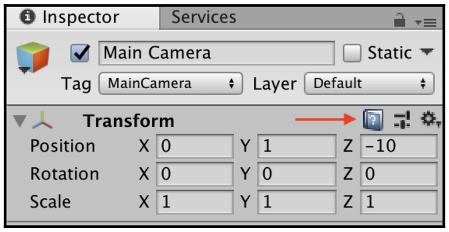
Camera
Clear Flags Skybox
Background
Culling Mask Everything
Projection Perspective
Field of View 60
Physical Camera
Clipping Planes Near 0.3
Far 1000
Viewport Rect
X 0 Y 0
W 1 H 1
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling ✓
Allow HDR ✓
Allow MSAA ✓
Allow Dynamic Resolu
Target Display Display 1

Audio Listener





```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LearningCurve : MonoBehaviour
{
    // Use this for initialization
    void Start ()
    {

    }

    // Update is called once per frame
    void Update ()
    {

    }
}

```

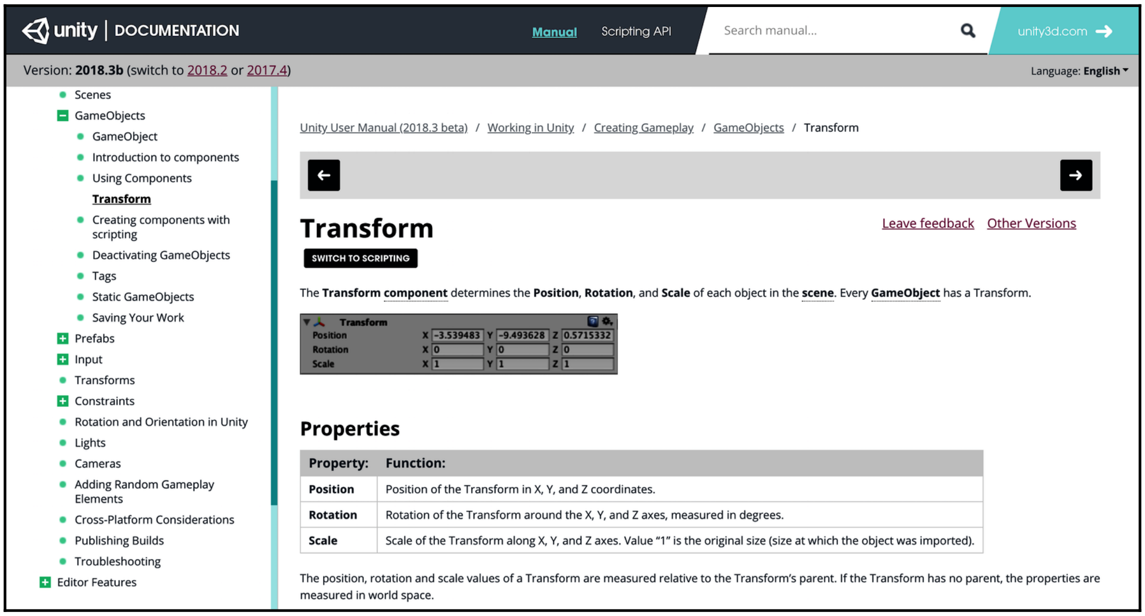


Main Camera ☐ Static

Tag MainCamera Layer Default

Transform

Position	X	0	Y	1	Z	-10
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1



Version: **2018.3b** (switch to 2018.2 or 2017.4)

Language: **English**

- Scenes
- GameObjects
  - GameObject
  - Introduction to components
  - Using Components
  - **Transform**
  - Creating components with scripting
  - Deactivating GameObjects
  - Tags
  - Static GameObjects
  - Saving Your Work
- Prefabs
- Input
- Transforms
- Constraints
- Rotation and Orientation in Unity
- Lights
- Cameras
- Adding Random Gameplay Elements
- Cross-Platform Considerations
- Publishing Builds
- Troubleshooting
- Editor Features

Unity User Manual (2018.3 beta) / Working in Unity / Creating Gameplay / GameObjects / Transform

Transform

Leave feedback Other Versions

SWITCH TO SCRIPTING

The **Transform component** determines the **Position**, **Rotation**, and **Scale** of each object in the **scene**. Every **GameObject** has a Transform.

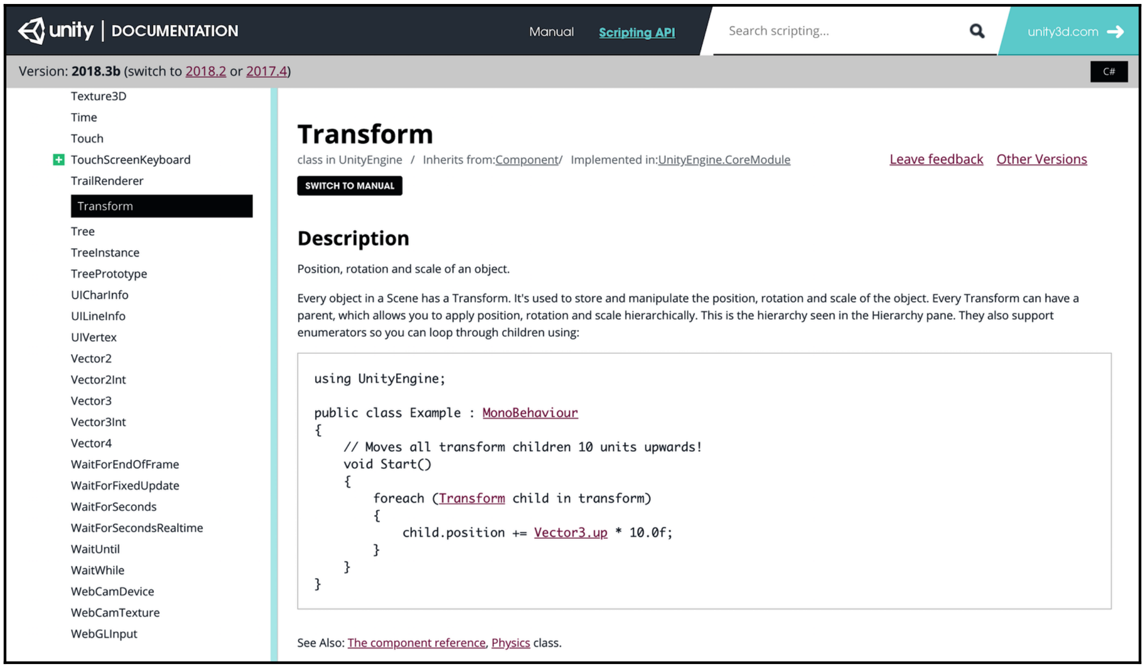
Transform

Position	X	-3.539483	Y	-9.493628	Z	0.5715332
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Properties

Property:	Function:
Position	Position of the Transform in X, Y, and Z coordinates.
Rotation	Rotation of the Transform around the X, Y, and Z axes, measured in degrees.
Scale	Scale of the Transform along X, Y, and Z axes. Value "1" is the original size (size at which the object was imported).

The position, rotation and scale values of a Transform are measured relative to the Transform's parent. If the Transform has no parent, the properties are measured in world space.



Transform

class in UnityEngine / Inherits from:Component/ Implemented in:UnityEngine.CoreModule

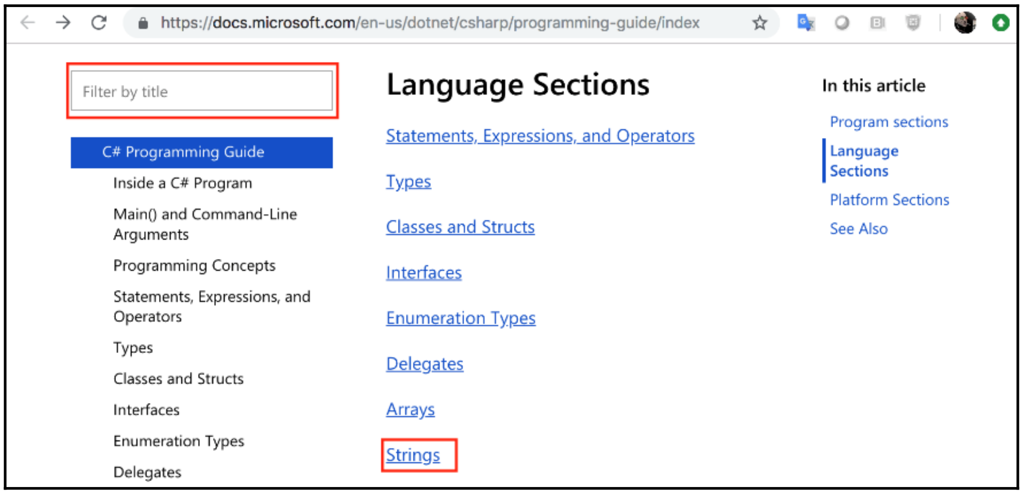
Description

Position, rotation and scale of an object.

Every object in a Scene has a Transform. It's used to store and manipulate the position, rotation and scale of the object. Every Transform can have a parent, which allows you to apply position, rotation and scale hierarchically. This is the hierarchy seen in the Hierarchy pane. They also support enumerators so you can loop through children using:

```
using UnityEngine;

public class Example : MonoBehaviour
{
    // Moves all transform children 10 units upwards!
    void Start()
    {
        foreach (Transform child in transform)
        {
            child.position += Vector3.up * 10.0f;
        }
    }
}
```

See Also: The component reference, Physics class.



Language Sections

Statements, Expressions, and Operators

Types

Classes and Structs

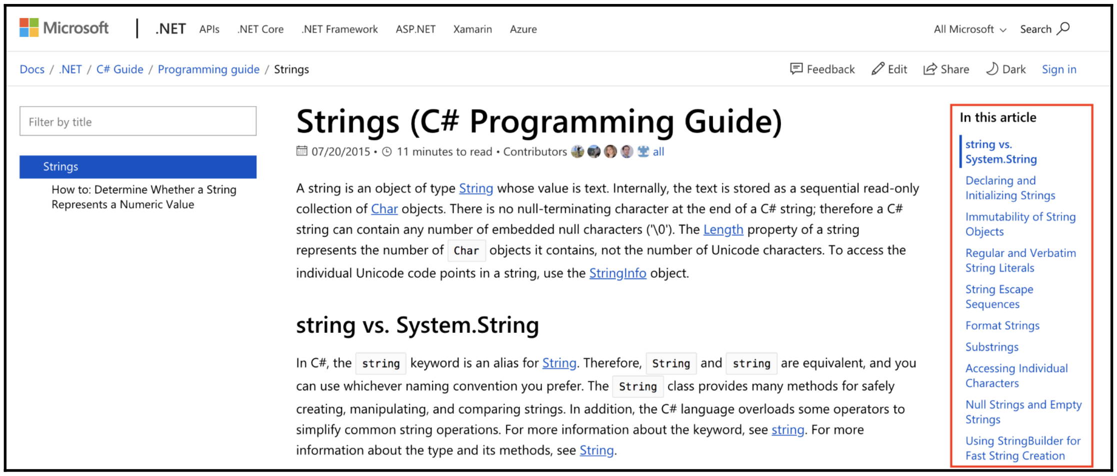
Interfaces

Enumeration Types

Delegates

Arrays

Strings



Strings (C# Programming Guide)

07/20/2015 • 11 minutes to read • Contributors all

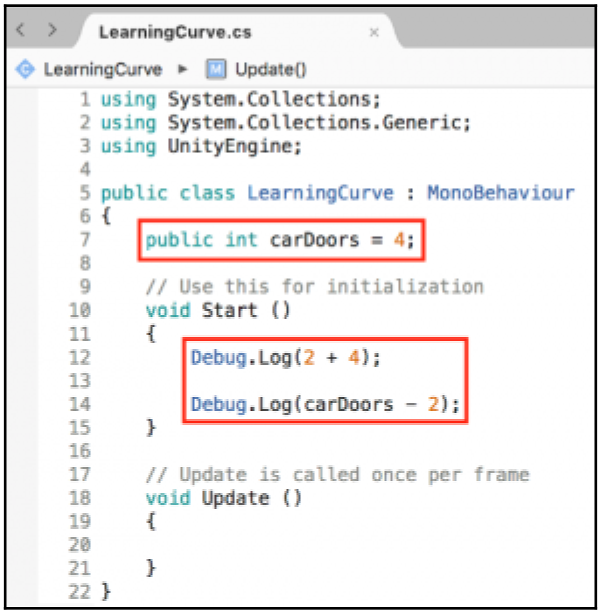
A string is an object of type String whose value is text. Internally, the text is stored as a sequential read-only collection of Char objects. There is no null-terminating character at the end of a C# string; therefore a C# string can contain any number of embedded null characters ('\0'). The Length property of a string represents the number of `Char` objects it contains, not the number of Unicode characters. To access the individual Unicode code points in a string, use the StringInfo object.

string vs. System.String

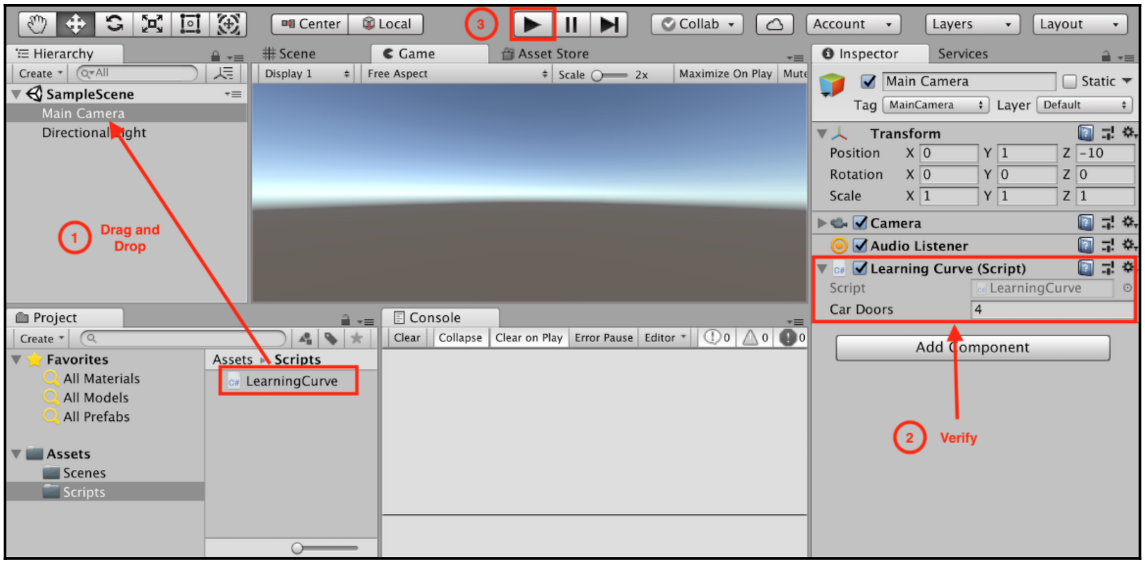
In C#, the `string` keyword is an alias for String. Therefore, `String` and `string` are equivalent, and you can use whichever naming convention you prefer. The `String` class provides many methods for safely creating, manipulating, and comparing strings. In addition, the C# language overloads some operators to simplify common string operations. For more information about the keyword, see string. For more information about the type and its methods, see String.

In this article
string vs. System.String
Declaring and Initializing Strings
Immutability of String Objects
Regular and Verbatim String Literals
String Escape Sequences
Format Strings
Substrings
Accessing Individual Characters
Null Strings and Empty Strings
Using StringBuilder for Fast String Creation

Chapter 2:
The Building Blocks of Programming



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LearningCurve : MonoBehaviour
{
    public int carDoors = 4;

    // Use this for initialization
    void Start ()
    {
        Debug.Log(2 + 4);

        Debug.Log(carDoors - 2);
    }

    // Update is called once per frame
    void Update ()
    {

    }
}
```



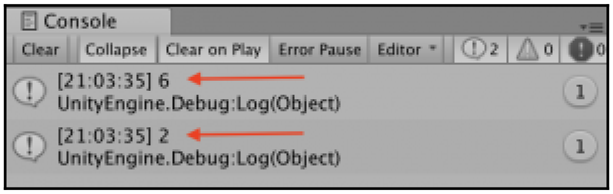
Main Camera
Tag MainCamera Layer Default

Transform			
Position	X 0	Y 1	Z -10
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

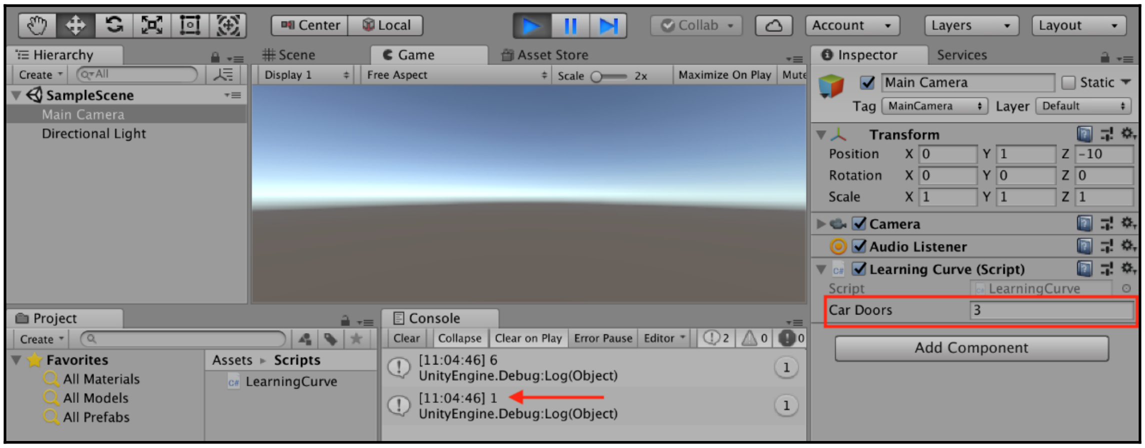
Learning Curve (Script)

Script	LearningCurve
Car Doors	4

Assets ▸ Scripts
LearningCurve



```
[21:03:35] 6
UnityEngine.Debug:Log(Object)
[21:03:35] 2
UnityEngine.Debug:Log(Object)
```

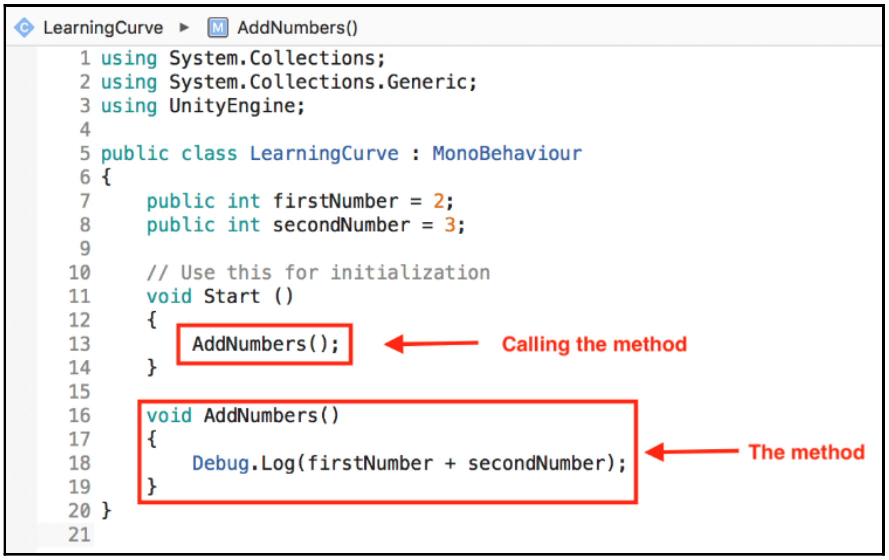


Transform			
Position	X 0	Y 1	Z -10
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

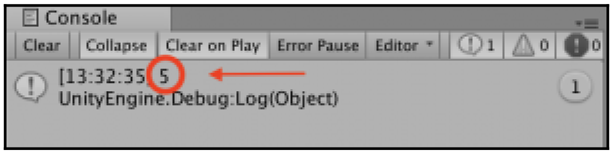
Learning Curve (Script)

Script	LearningCurve
Car Doors	3

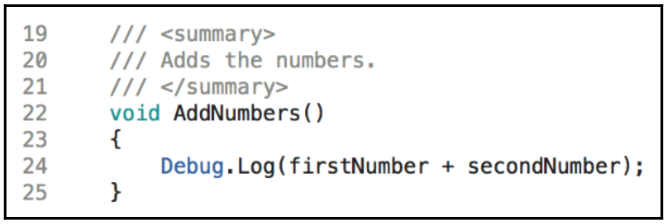
```
[11:04:46] 6
UnityEngine.Debug:Log(Object)
[11:04:46] 1
UnityEngine.Debug:Log(Object)
```



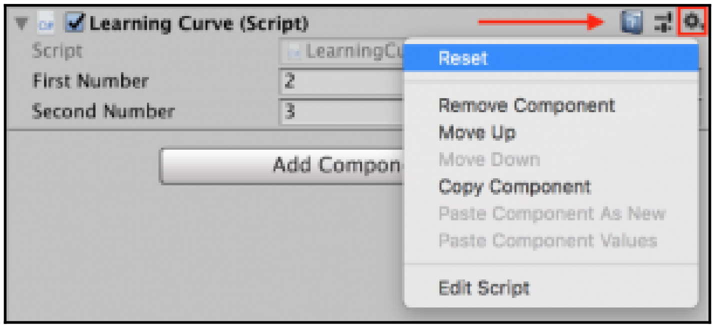
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class LearningCurve : MonoBehaviour
{
    public int firstNumber = 2;
    public int secondNumber = 3;

    // Use this for initialization
    void Start ()
    {
        AddNumbers();
    }

    void AddNumbers()
    {
        Debug.Log(firstNumber + secondNumber);
    }
}
```



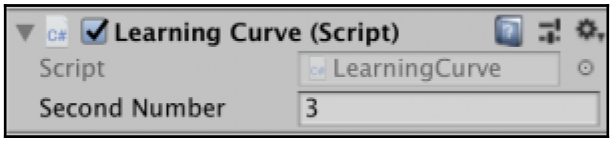
```
[13:32:35] 5
UnityEngine.Debug:Log(Object)
```



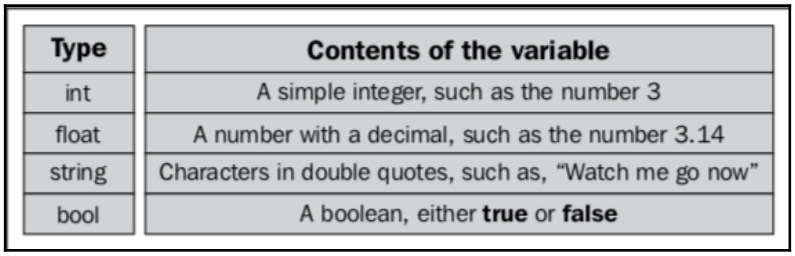
```
    /// <summary>
    /// Adds the numbers.
    /// </summary>
    void AddNumbers()
    {
        Debug.Log(firstNumber + secondNumber);
    }
```



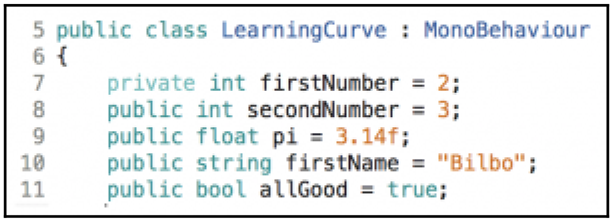
Chapter 3: Diving into Variables, Types, and Methods



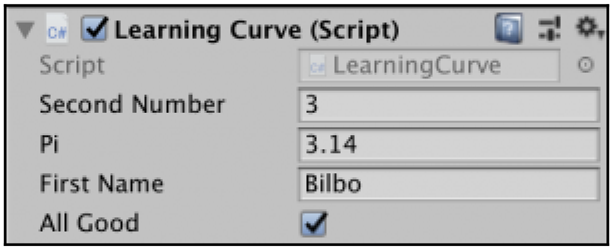
Script	LearningCurve
Second Number	3



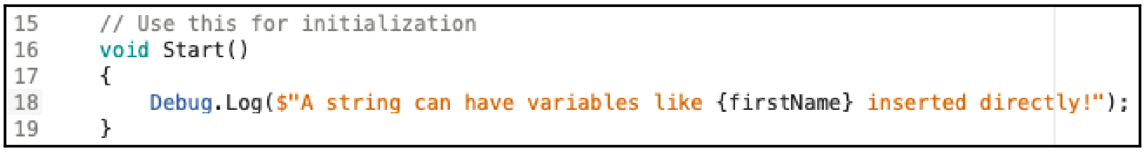
Type	Contents of the variable
int	A simple integer, such as the number 3
float	A number with a decimal, such as the number 3.14
string	Characters in double quotes, such as, “Watch me go now”
bool	A boolean, either **true** or **false**



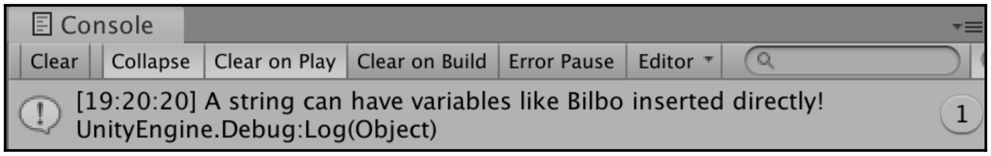
```
public class LearningCurve : MonoBehaviour
{
    private int firstNumber = 2;
    public int secondNumber = 3;
    public float pi = 3.14f;
    public string firstName = "Bilbo";
    public bool allGood = true;
```



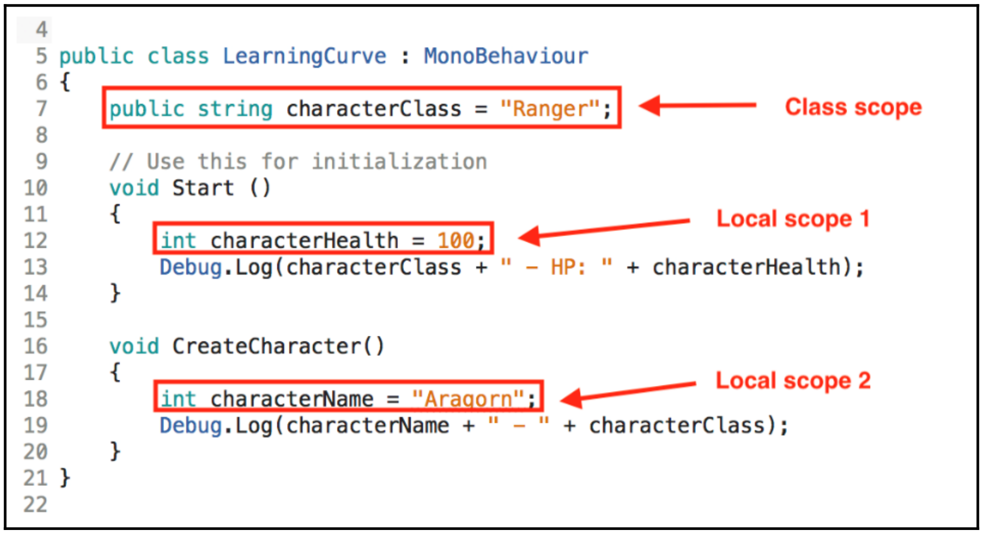
Script	LearningCurve
Second Number	3
Pi	3.14
First Name	Bilbo
All Good	✓



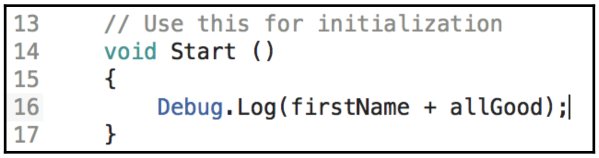
```
    // Use this for initialization
    void Start()
    {
        Debug.Log($"A string can have variables like {firstName} inserted directly!");
    }
```



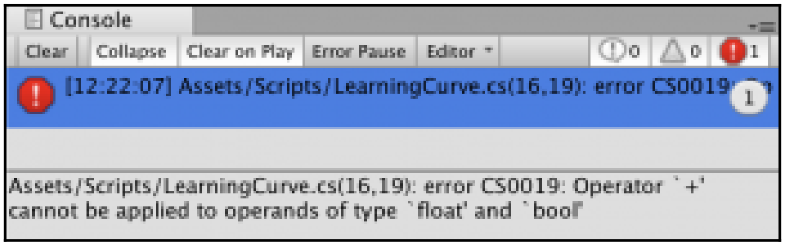
```
[19:20:20] A string can have variables like Bilbo inserted directly!
UnityEngine.Debug:Log(Object)
```



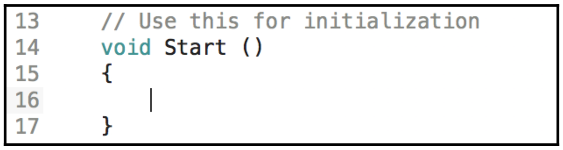
```
public class LearningCurve : MonoBehaviour
{
    public string characterClass = "Ranger";

    // Use this for initialization
    void Start ()
    {
        int characterHealth = 100;
        Debug.Log(characterClass + " - HP: " + characterHealth);
    }

    void CreateCharacter()
    {
        int characterName = "Aragorn";
        Debug.Log(characterName + " - " + characterClass);
    }
}
```



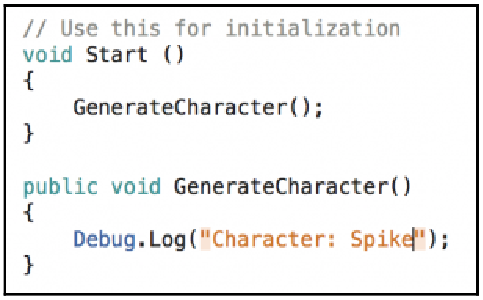
```
    // Use this for initialization
    void Start ()
    {
        Debug.Log(firstName + allGood);
    }
```



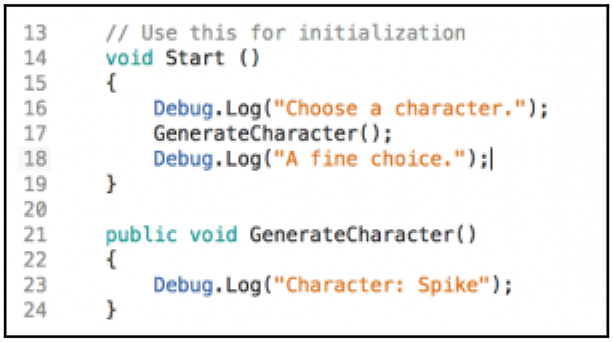
```
[12:22:07] Assets/Scripts/LearningCurve.cs(16,19): error CS0019: O

Assets/Scripts/LearningCurve.cs(16,19): error CS0019: Operator `+'
cannot be applied to operands of type `float' and `bool'
```



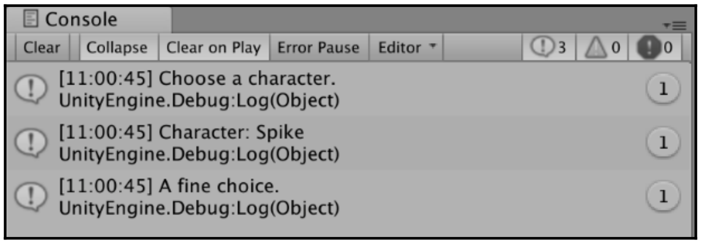
```
    // Use this for initialization
    void Start ()
    {
        
    }
```



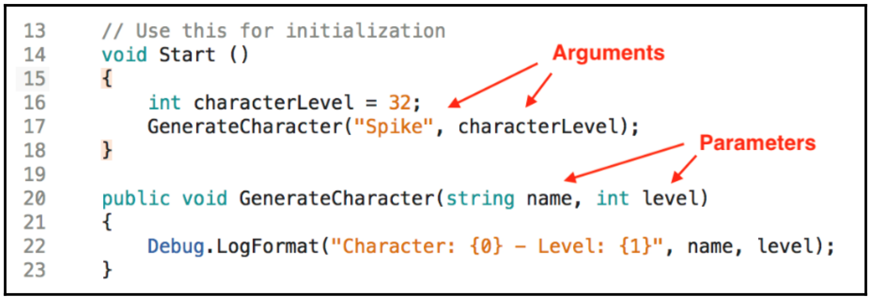
```
// Use this for initialization
void Start ()
{
    GenerateCharacter();
}

public void GenerateCharacter()
{
    Debug.Log("Character: Spike");
}
```



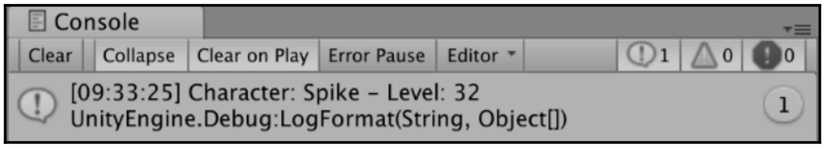
```
// Use this for initialization
void Start ()
{
    Debug.Log("Choose a character.");
    GenerateCharacter();
    Debug.Log("A fine choice.");
}

public void GenerateCharacter()
{
    Debug.Log("Character: Spike");
}
```



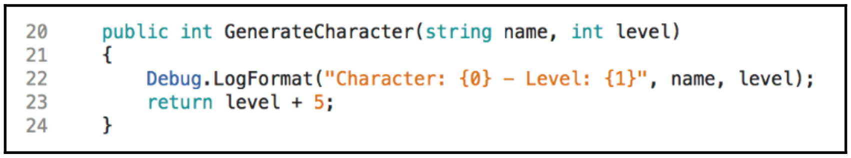
```
[11:00:45] Choose a character.
UnityEngine.Debug:Log(Object)
[11:00:45] Character: Spike
UnityEngine.Debug:Log(Object)
[11:00:45] A fine choice.
UnityEngine.Debug:Log(Object)
```



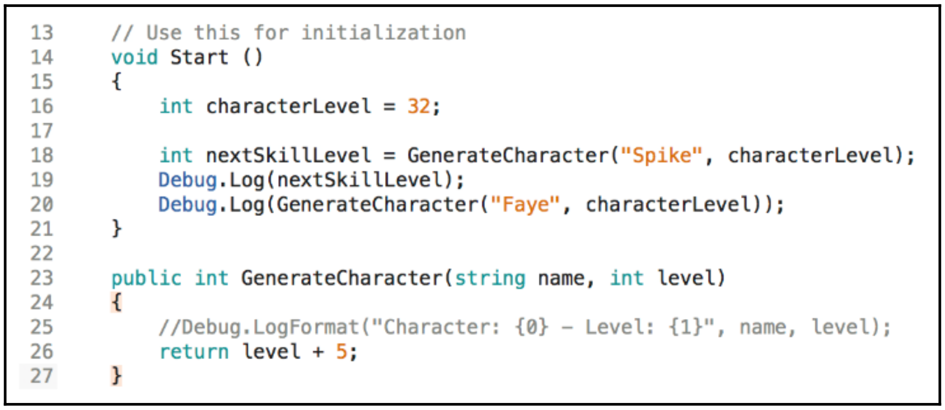
```
// Use this for initialization
void Start ()
{
    int characterLevel = 32;
    GenerateCharacter("Spike", characterLevel);
}

public void GenerateCharacter(string name, int level)
{
    Debug.LogFormat("Character: {0} - Level: {1}", name, level);
}
```



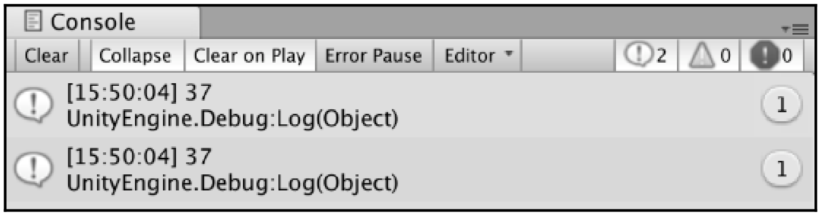
```
[09:33:25] Character: Spike - Level: 32
UnityEngine.Debug:LogFormat(String, Object[])
```



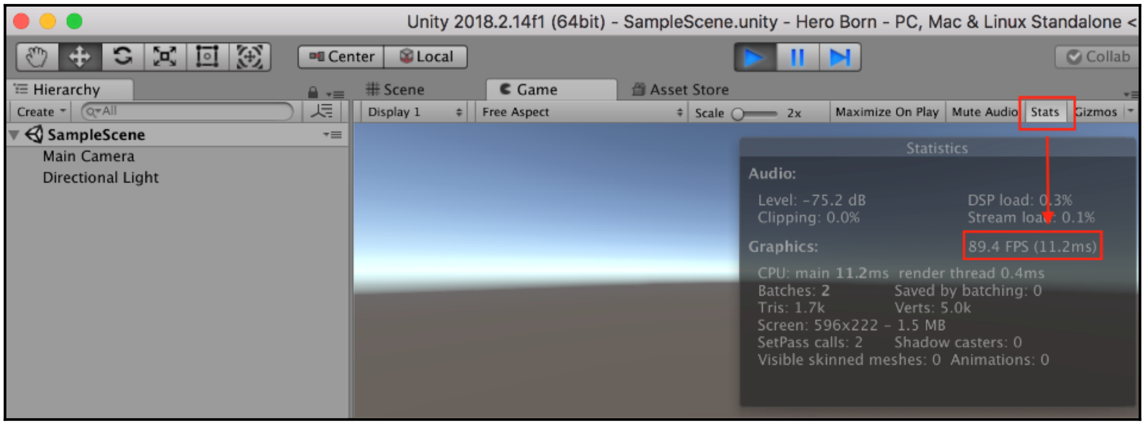
```
    public int GenerateCharacter(string name, int level)
    {
        Debug.LogFormat("Character: {0} - Level: {1}", name, level);
        return level + 5;
    }
```



```
    // Use this for initialization
    void Start ()
    {
        int characterLevel = 32;

        int nextSkillLevel = GenerateCharacter("Spike", characterLevel);
        Debug.Log(nextSkillLevel);
        Debug.Log(GenerateCharacter("Faye", characterLevel));
    }

    public int GenerateCharacter(string name, int level)
    {
        //Debug.LogFormat("Character: {0} - Level: {1}", name, level);
        return level + 5;
    }
```

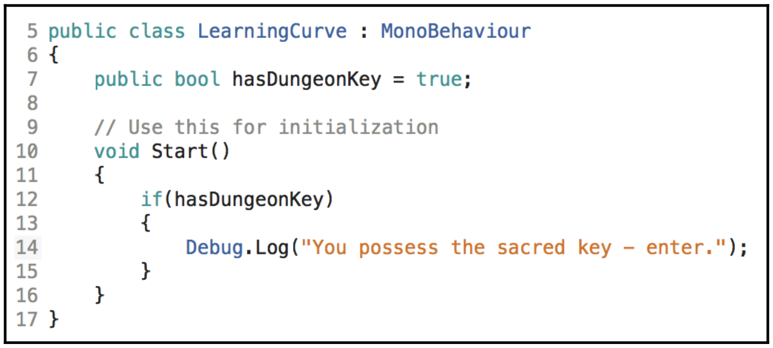


```
[15:50:04] 37
UnityEngine.Debug:Log(Object)
[15:50:04] 37
UnityEngine.Debug:Log(Object)
```

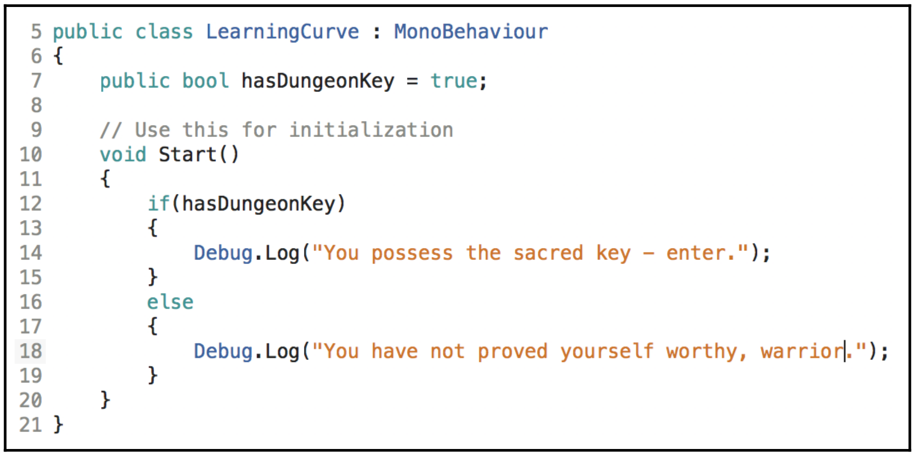


Statistics
Audio:
Level: -75.2 dB   DSP load: 0.3%
Clipping: 0.0%   Stream load: 0.1%
Graphics: 89.4 FPS (11.2ms)
CPU: main 11.2ms render thread 0.4ms
Batches: 2   Saved by batching: 0
Tris: 1.7k   Verts: 5.0k
Screen: 596x222 - 1.5 MB
SetPass calls: 2   Shadow casters: 0
Visible skinned meshes: 0 Animations: 0

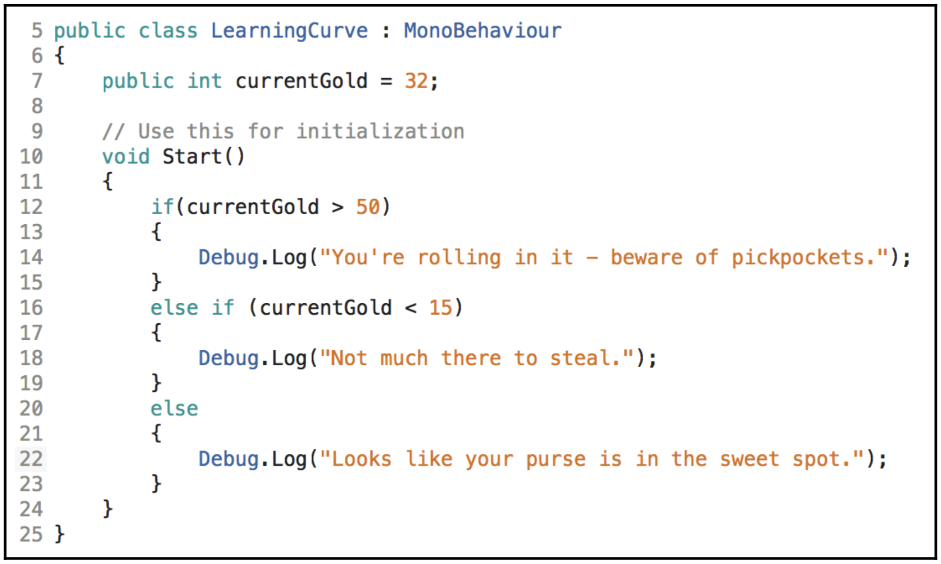
Chapter 4: Control Flow and Collection Types



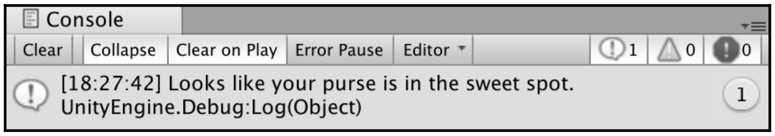
```
public class LearningCurve : MonoBehaviour
{
    public bool hasDungeonKey = true;

    // Use this for initialization
    void Start()
    {
        if(hasDungeonKey)
        {
            Debug.Log("You possess the sacred key - enter.");
        }
    }
}
```



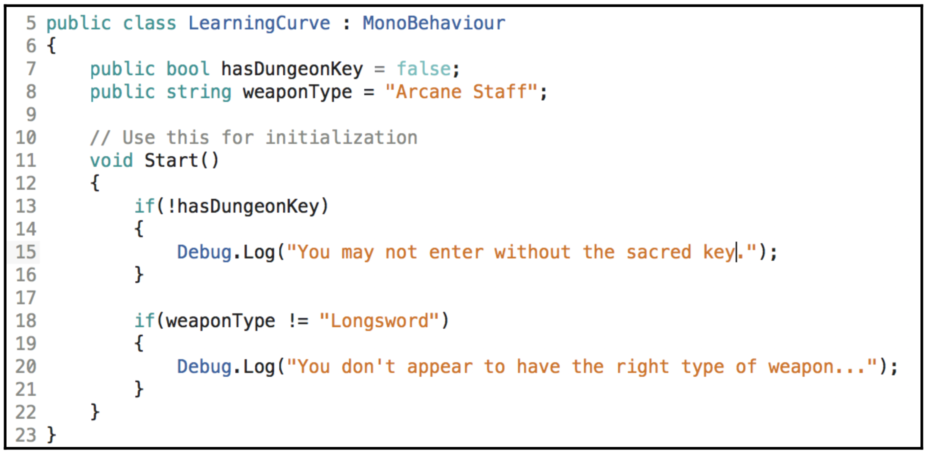
```
public class LearningCurve : MonoBehaviour
{
    public bool hasDungeonKey = true;

    // Use this for initialization
    void Start()
    {
        if(hasDungeonKey)
        {
            Debug.Log("You possess the sacred key - enter.");
        }
        else
        {
            Debug.Log("You have not proved yourself worthy, warrior.");
        }
    }
}
```



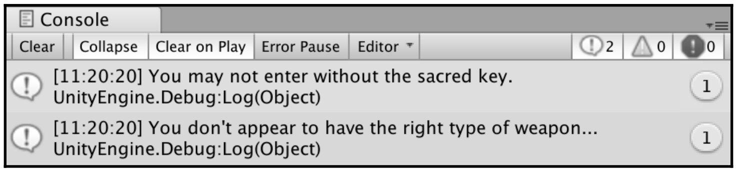
```
public class LearningCurve : MonoBehaviour
{
    public int currentGold = 32;

    // Use this for initialization
    void Start()
    {
        if(currentGold > 50)
        {
            Debug.Log("You're rolling in it - beware of pickpockets.");
        }
        else if (currentGold < 15)
        {
            Debug.Log("Not much there to steal.");
        }
        else
        {
            Debug.Log("Looks like your purse is in the sweet spot.");
        }
    }
}
```



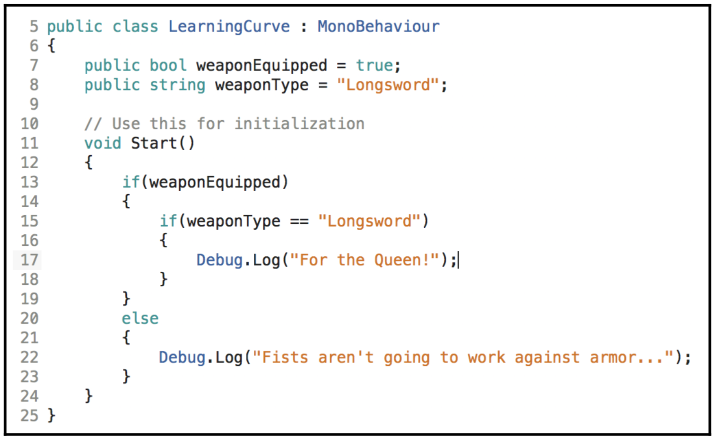
```
[18:27:42] Looks like your purse is in the sweet spot.
UnityEngine.Debug:Log(Object)
```



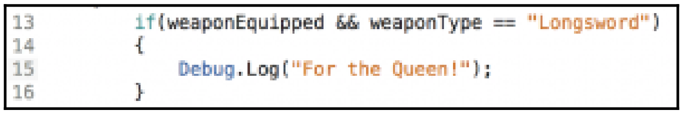
```
public class LearningCurve : MonoBehaviour
{
    public bool hasDungeonKey = false;
    public string weaponType = "Arcane Staff";

    // Use this for initialization
    void Start()
    {
        if(!hasDungeonKey)
        {
            Debug.Log("You may not enter without the sacred key.");
        }

        if(weaponType != "Longsword")
        {
            Debug.Log("You don't appear to have the right type of weapon...");
        }
    }
}
```



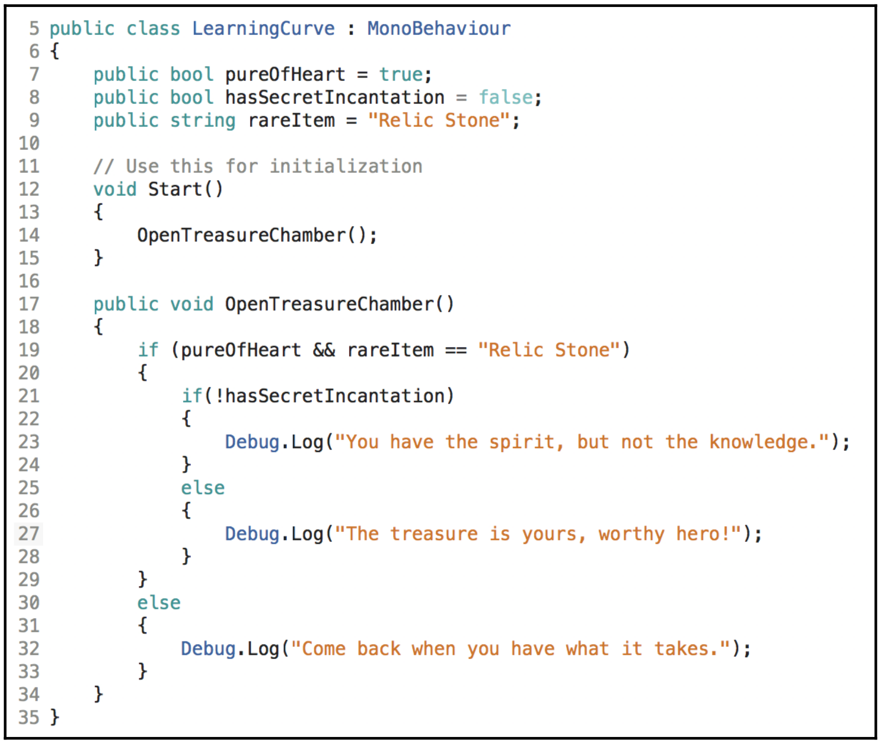
```
[11:20:20] You may not enter without the sacred key.
UnityEngine.Debug:Log(Object)
[11:20:20] You don't appear to have the right type of weapon...
UnityEngine.Debug:Log(Object)
```



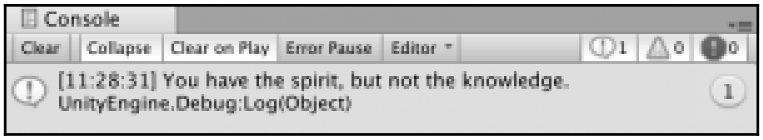
```
public class LearningCurve : MonoBehaviour
{
    public bool weaponEquipped = true;
    public string weaponType = "Longsword";

    // Use this for initialization
    void Start()
    {
        if(weaponEquipped)
        {
            if(weaponType == "Longsword")
            {
                Debug.Log("For the Queen!");
            }
        }
        else
        {
            Debug.Log("Fists aren't going to work against armor...");
        }
    }
}
```



```
        if(weaponEquipped && weaponType == "Longsword")
        {
            Debug.Log("For the Queen!");
        }
```

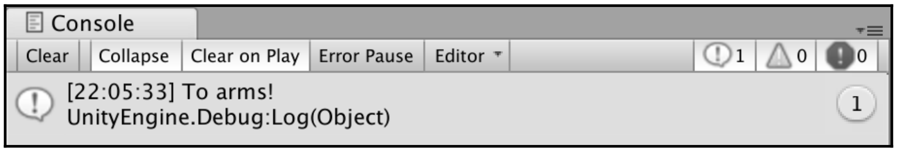


```
public class LearningCurve : MonoBehaviour
{
    public bool pureOfHeart = true;
    public bool hasSecretIncantation = false;
    public string rareItem = "Relic Stone";

    // Use this for initialization
    void Start()
    {
        OpenTreasureChamber();
    }

    public void OpenTreasureChamber()
    {
        if (pureOfHeart && rareItem == "Relic Stone")
        {
            if(!hasSecretIncantation)
            {
                Debug.Log("You have the spirit, but not the knowledge.");
            }
            else
            {
                Debug.Log("The treasure is yours, worthy hero!");
            }
        }
        else
        {
            Debug.Log("Come back when you have what it takes.");
        }
    }
}
```



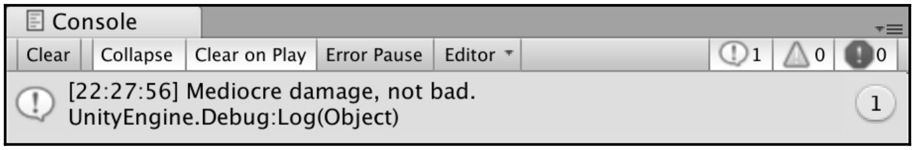
```
[11:28:31] You have the spirit, but not the knowledge.
UnityEngine.Debug:Log(Object)
```

```
public class LearningCurve : MonoBehaviour
{
    // Use this for initialization
    void Start()
    {
        string characterAction = "Attack";

        switch(characterAction)
        {
            case "Heal":
                Debug.Log("Potion sent.");
                break;
            case "Attack":
                Debug.Log("To arms!");
                break;
            default:
                Debug.Log("Shields up.");
                break;
        }
    }
}
```

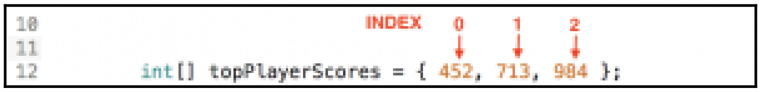


```
[22:05:33] To arms!
UnityEngine.Debug:Log(Object)
```

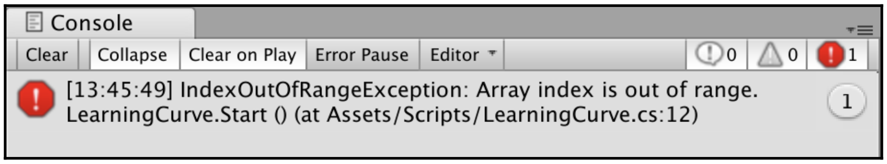
```
    // Use this for initialization
    void Start()
    {
        int diceRoll = 7;

        switch(diceRoll)
        {
            case 7:
            case 15:
                Debug.Log("Mediocre damage, not bad.");
                break;
            case 20:
                Debug.Log("Critical hit, the creature goes down!");
                break;
            default:
                Debug.Log("You completely missed and fell on your face.");
                break;
        }
    }
```



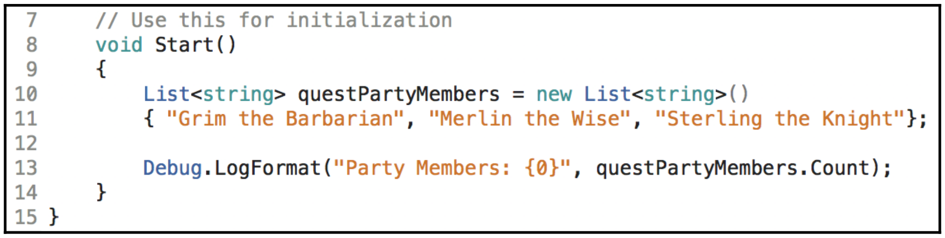
```
[22:27:56] Mediocre damage, not bad.
UnityEngine.Debug:Log(Object)
```



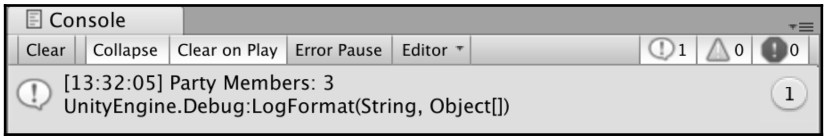
```csharp
int[] topPlayerScores = { 452, 713, 984 };
```



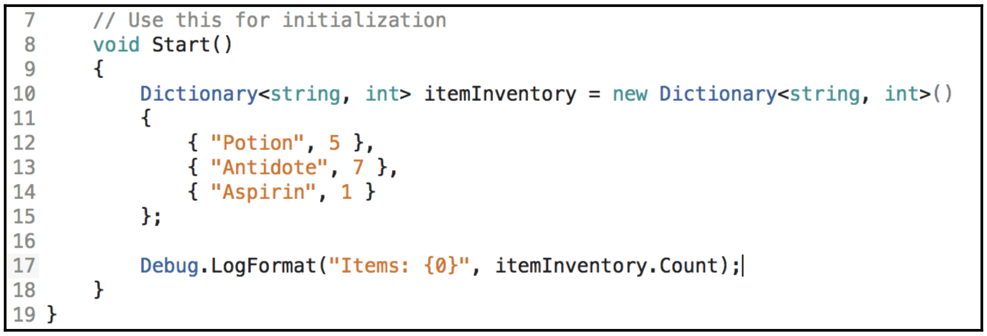
```
[13:45:49] IndexOutOfRangeException: Array index is out of range.
LearningCurve.Start () (at Assets/Scripts/LearningCurve.cs:12)
```



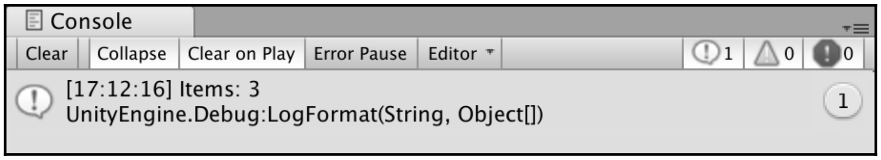
```csharp
    // Use this for initialization
    void Start()
    {
        List<string> questPartyMembers = new List<string>()
        { "Grim the Barbarian", "Merlin the Wise", "Sterling the Knight"};

        Debug.LogFormat("Party Members: {0}", questPartyMembers.Count);
    }
}
```



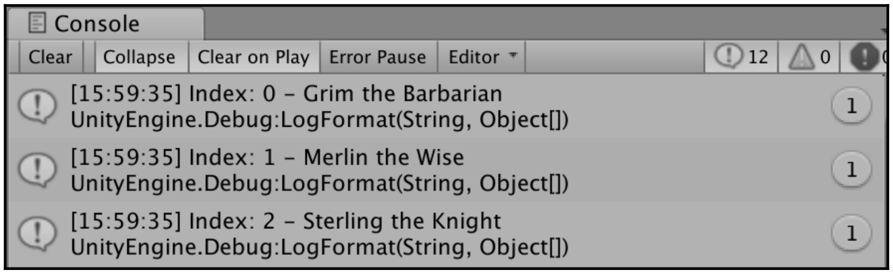
```
[13:32:05] Party Members: 3
UnityEngine.Debug:LogFormat(String, Object[])
```



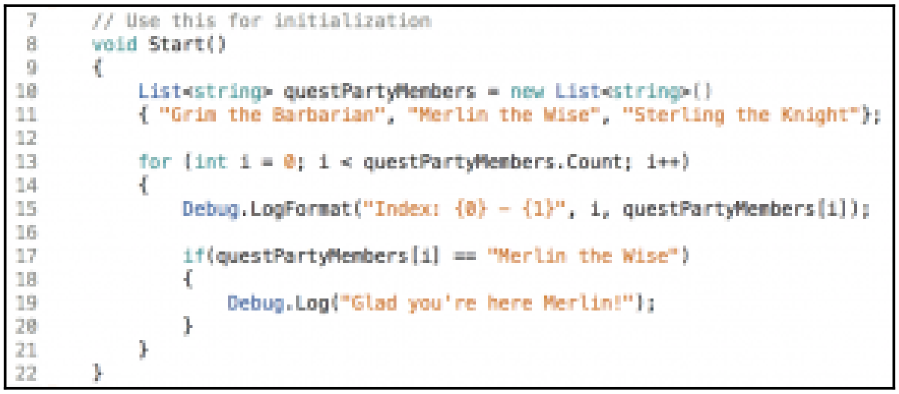
```csharp
    // Use this for initialization
    void Start()
    {
        Dictionary<string, int> itemInventory = new Dictionary<string, int>()
        {
            { "Potion", 5 },
            { "Antidote", 7 },
            { "Aspirin", 1 }
        };

        Debug.LogFormat("Items: {0}", itemInventory.Count);
    }
}
```



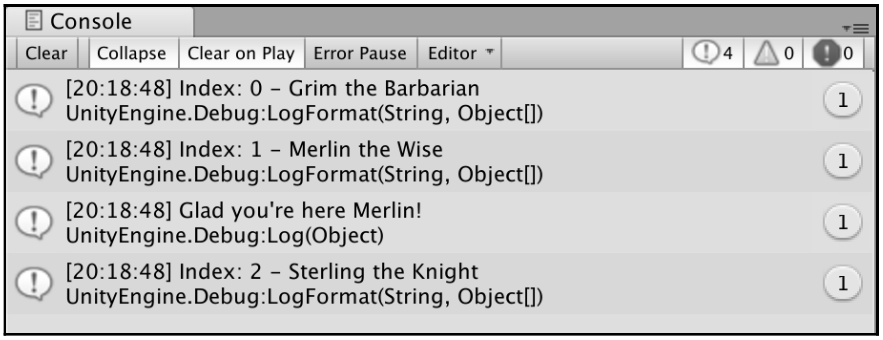
```
[17:12:16] Items: 3
UnityEngine.Debug:LogFormat(String, Object[])
```



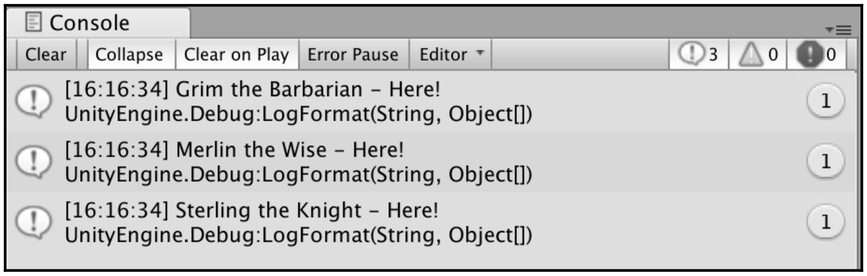
```
[15:59:35] Index: 0 – Grim the Barbarian
UnityEngine.Debug:LogFormat(String, Object[])
[15:59:35] Index: 1 – Merlin the Wise
UnityEngine.Debug:LogFormat(String, Object[])
[15:59:35] Index: 2 – Sterling the Knight
UnityEngine.Debug:LogFormat(String, Object[])
```



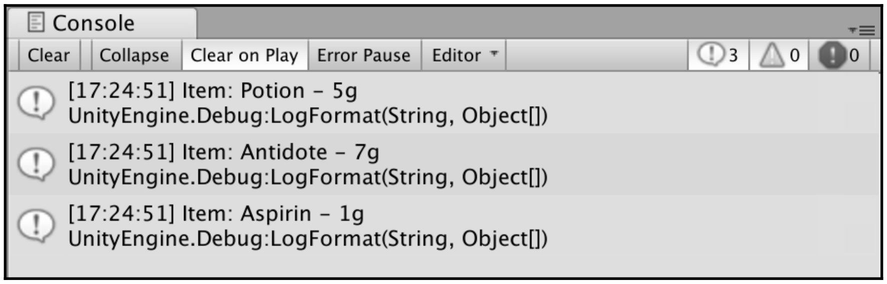
```
    // Use this for initialization
    void Start()
    {
        List<string> questPartyMembers = new List<string>()
        { "Grim the Barbarian", "Merlin the Wise", "Sterling the Knight"};

        for (int i = 0; i < questPartyMembers.Count; i++)
        {
            Debug.LogFormat("Index: {0} - {1}", i, questPartyMembers[i]);

            if(questPartyMembers[i] == "Merlin the Wise")
            {
                Debug.Log("Glad you're here Merlin!");
            }
        }
    }
```



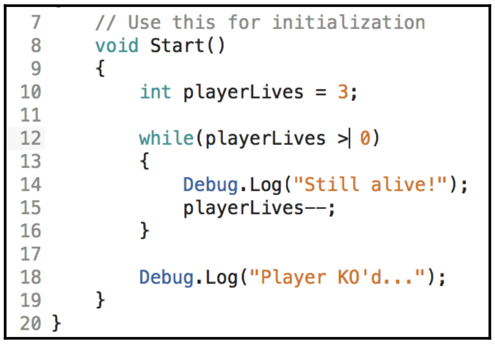
```
[20:18:48] Index: 0 – Grim the Barbarian
UnityEngine.Debug:LogFormat(String, Object[])
[20:18:48] Index: 1 – Merlin the Wise
UnityEngine.Debug:LogFormat(String, Object[])
[20:18:48] Glad you're here Merlin!
UnityEngine.Debug:Log(Object)
[20:18:48] Index: 2 – Sterling the Knight
UnityEngine.Debug:LogFormat(String, Object[])
```



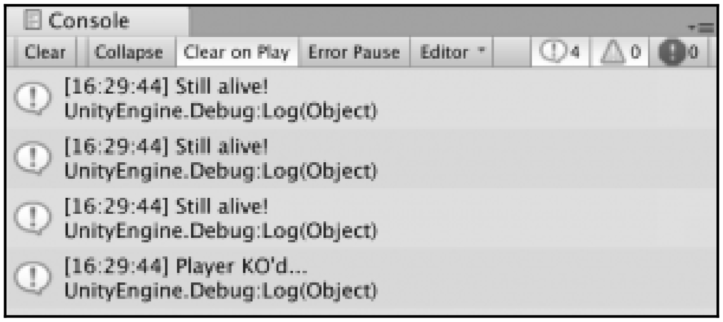
```
[16:16:34] Grim the Barbarian - Here!
UnityEngine.Debug:LogFormat(String, Object[])                1
[16:16:34] Merlin the Wise - Here!
UnityEngine.Debug:LogFormat(String, Object[])                1
[16:16:34] Sterling the Knight - Here!
UnityEngine.Debug:LogFormat(String, Object[])                1
```



```
[17:24:51] Item: Potion - 5g
UnityEngine.Debug:LogFormat(String, Object[])
[17:24:51] Item: Antidote - 7g
UnityEngine.Debug:LogFormat(String, Object[])
[17:24:51] Item: Aspirin - 1g
UnityEngine.Debug:LogFormat(String, Object[])
```

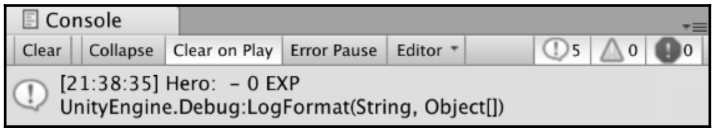


```
    // Use this for initialization
    void Start()
    {
        int playerLives = 3;

        while(playerLives > 0)
        {
            Debug.Log("Still alive!");
            playerLives--;
        }

        Debug.Log("Player KO'd...");
    }
}
```

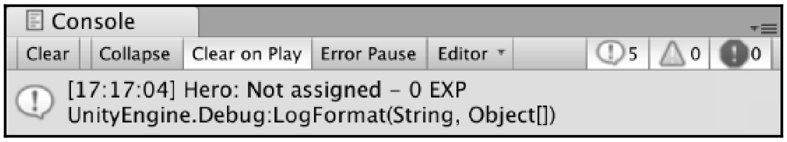


```
[16:29:44] Still alive!
UnityEngine.Debug:Log(Object)
[16:29:44] Still alive!
UnityEngine.Debug:Log(Object)
[16:29:44] Still alive!
UnityEngine.Debug:Log(Object)
[16:29:44] Player KO'd...
UnityEngine.Debug:Log(Object)
```

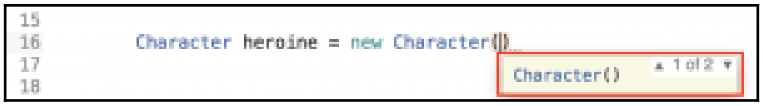
Chapter 5:
Working with Classes, Structs, and OOP



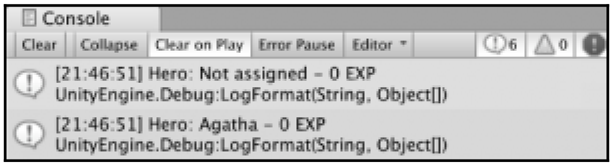
```
[21:38:35] Hero:  - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
```



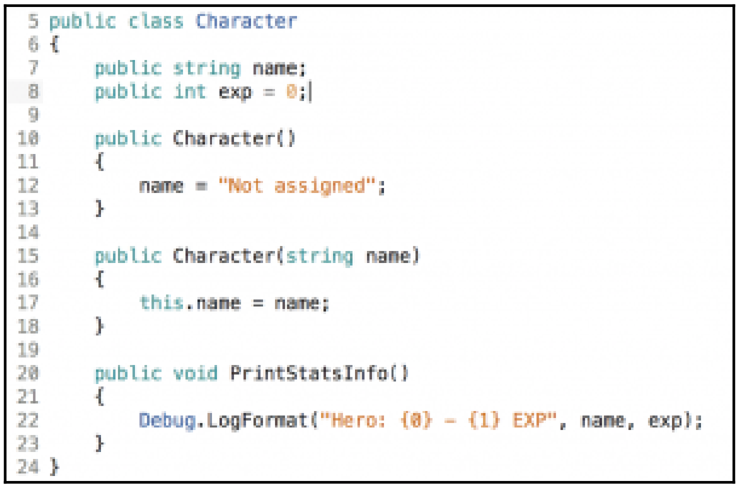
```
[17:17:04] Hero: Not assigned - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
```



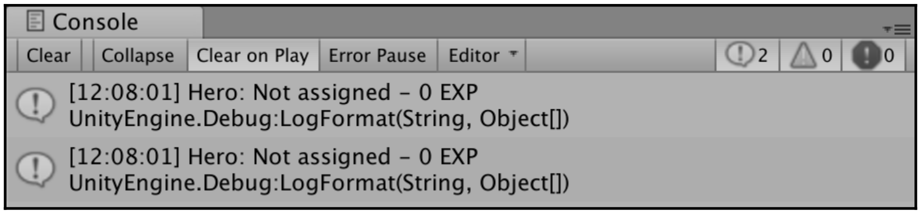
```
        Character heroine = new Character();
```



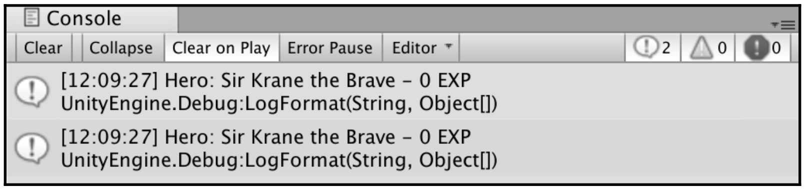
```
[21:46:51] Hero: Not assigned - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
[21:46:51] Hero: Agatha - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
```



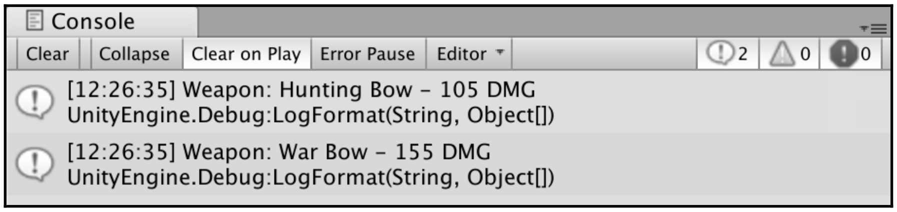
```
public class Character
{
    public string name;
    public int exp = 0;

    public Character()
    {
        name = "Not assigned";
    }

    public Character(string name)
    {
        this.name = name;
    }

    public void PrintStatsInfo()
    {
        Debug.LogFormat("Hero: {0} - {1} EXP", name, exp);
    }
}
```



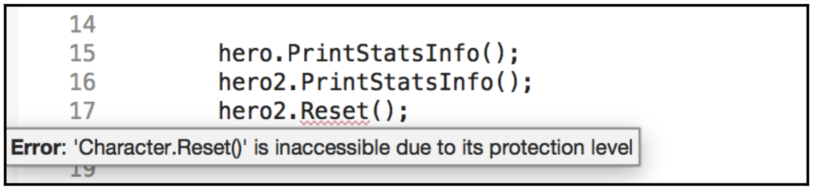
```
[12:08:01] Hero: Not assigned - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
[12:08:01] Hero: Not assigned - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
```



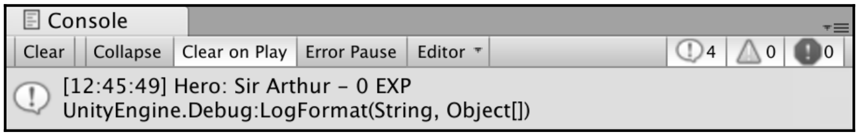
```
[12:09:27] Hero: Sir Krane the Brave - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
[12:09:27] Hero: Sir Krane the Brave - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
```



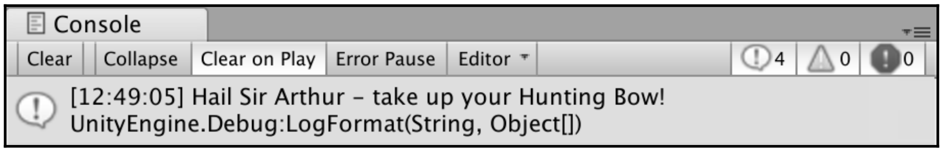
```
[12:26:35] Weapon: Hunting Bow - 105 DMG
UnityEngine.Debug:LogFormat(String, Object[])
[12:26:35] Weapon: War Bow - 155 DMG
UnityEngine.Debug:LogFormat(String, Object[])
```



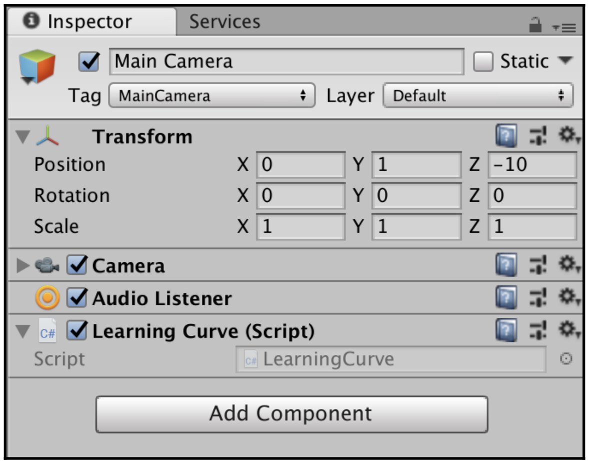
```

        hero.PrintStatsInfo();
        hero2.PrintStatsInfo();
        hero2.Reset();
Error: 'Character.Reset()' is inaccessible due to its protection level
```



```
[12:45:49] Hero: Sir Arthur - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
```



```
[12:49:05] Hail Sir Arthur - take up your Hunting Bow!
UnityEngine.Debug:LogFormat(String, Object[])
```

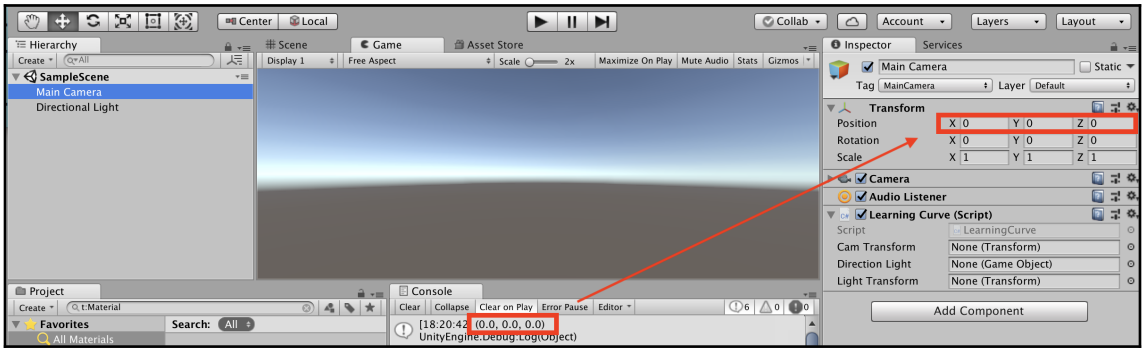


Main Camera ✓ — Static
Tag MainCamera — Layer Default

Transform

	X	Y	Z
Position	0	1	-10
Rotation	0	0	0
Scale	1	1	1

✓ Camera
✓ Audio Listener
✓ Learning Curve (Script)
Script: LearningCurve



SampleScene
Main Camera
Directional Light

Main Camera ✓ — Static
Tag MainCamera — Layer Default

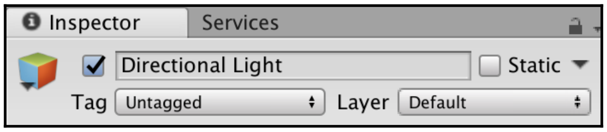
Transform

	X	Y	Z
Position	0	0	0
Rotation	0	0	0
Scale	1	1	1

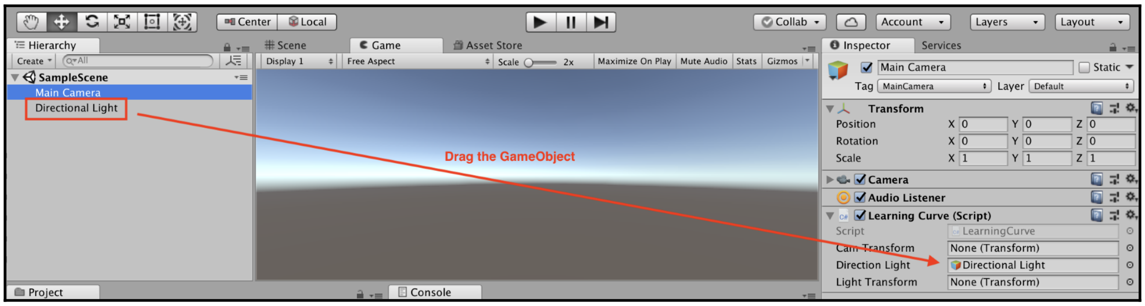
✓ Camera
✓ Audio Listener
✓ Learning Curve (Script)

Script	LearningCurve
Cam Transform	None (Transform)
Direction Light	None (Game Object)
Light Transform	None (Transform)

```
[18:20:42] (0.0, 0.0, 0.0)
UnityEngine.Debug:Log(Object)
```



Directional Light ✓ — Static
Tag Untagged — Layer Default



SampleScene
Main Camera
Directional Light

Main Camera ✓ — Static
Tag MainCamera — Layer Default

Transform

	X	Y	Z
Position	0	0	0
Rotation	0	0	0
Scale	1	1	1

✓ Camera
✓ Audio Listener
✓ Learning Curve (Script)

Script	LearningCurve
Cam Transform	None (Transform)
Direction Light	Directional Light
Light Transform	None (Transform)

Chapter 6: Getting Your Hands Dirty with Unity

Concept
Game prototype focused on stealthily avoiding enemies and collecting health items - with a little FPS on the side.

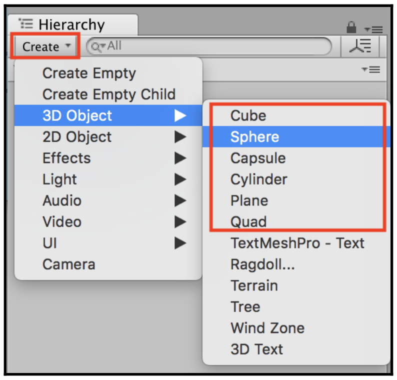
Gameplay
Main mechanic centers around using line-of-sight to stay one step ahead of patrolling enemies and collecting required items.

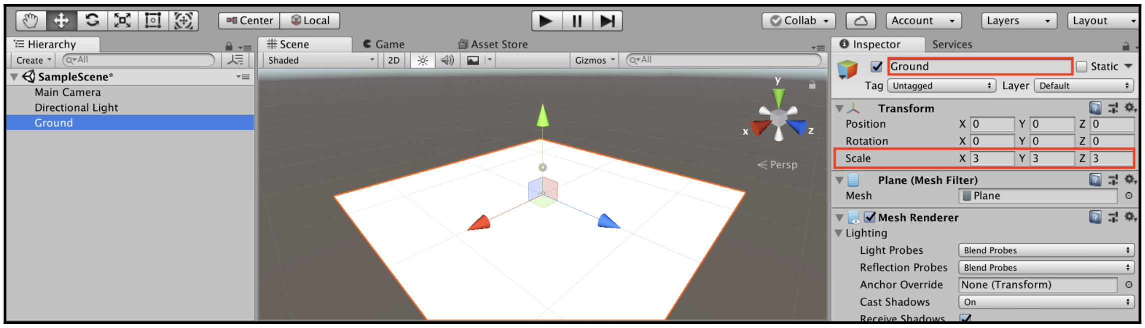
Combat will consist of shooting projectiles at enemies, which will automatically trigger an attack response.

Interface
Control scheme for movement will be the WASD or arrow keys using the mouse for camera control. Shooting mechanic will use the Space bar, and item collection will work off of object collisions.

Simple HUD will show items collected and remaining ammo, as well as a standard health bar.

Art Style
Level and character art style will be all primitive GameObjects for fast and efficient, no-frills development. These can be swapped out at a later date with 3D models or terrain environments if needed.





SampleScene*
Main Camera
Directional Light
Ground

Ground ✓ Static
Tag Untagged Layer Default

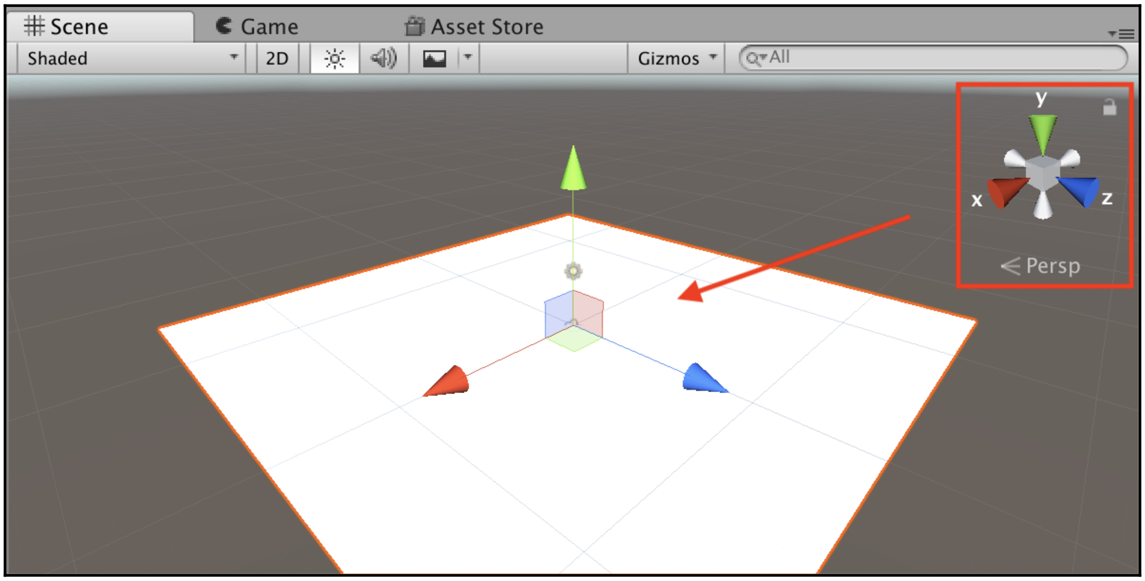
Transform

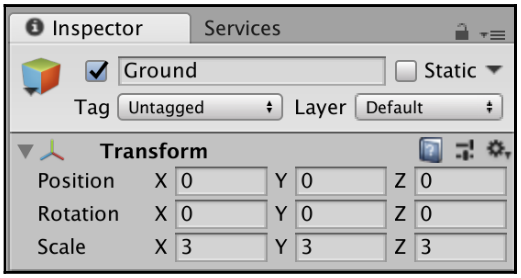
Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	3	Y	3	Z	3

Plane (Mesh Filter)
Mesh: Plane

✓ Mesh Renderer
Lighting

Light Probes	Blend Probes
Reflection Probes	Blend Probes
Anchor Override	None (Transform)
Cast Shadows	On
Receive Shadows	✓

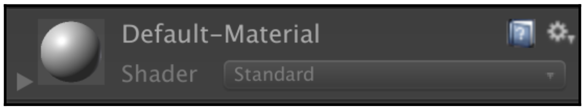




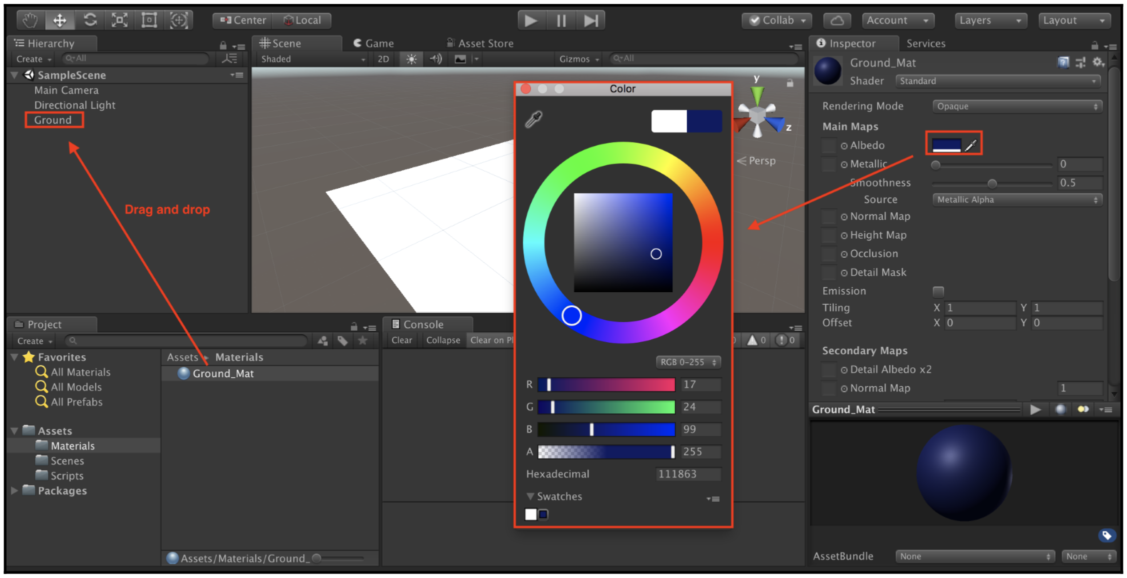
✓ Ground Static
Tag Untagged Layer Default

Transform

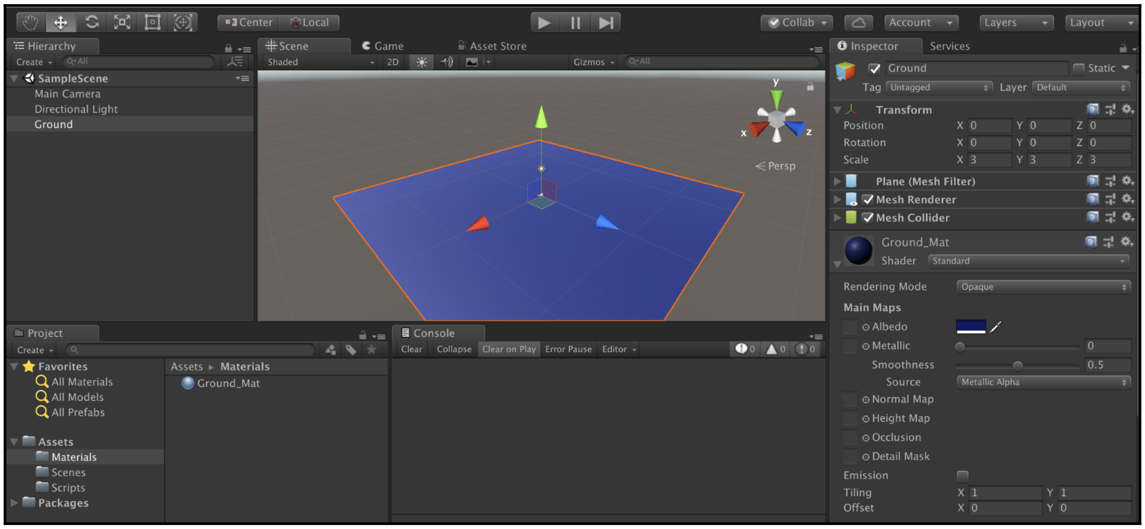
Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	3	Y	3	Z	3

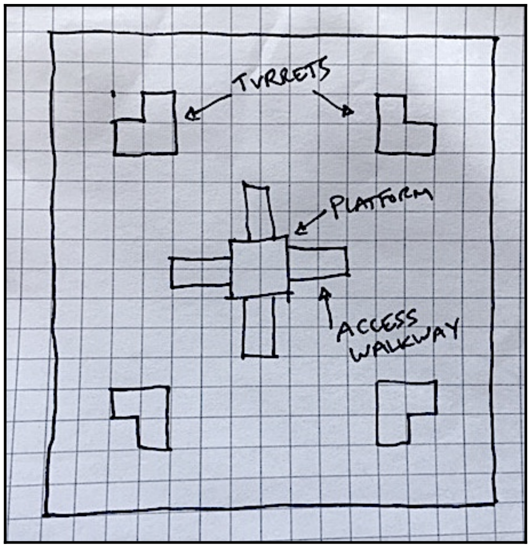


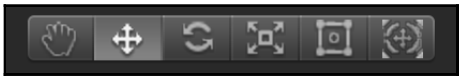
Default-Material
Shader Standard

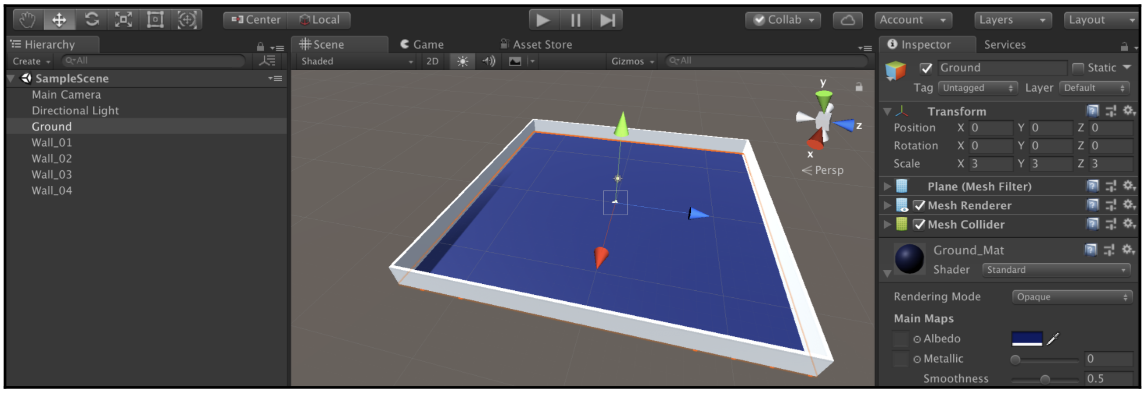


R 17
G 24
B 99
A 255
Hexadecimal 111863

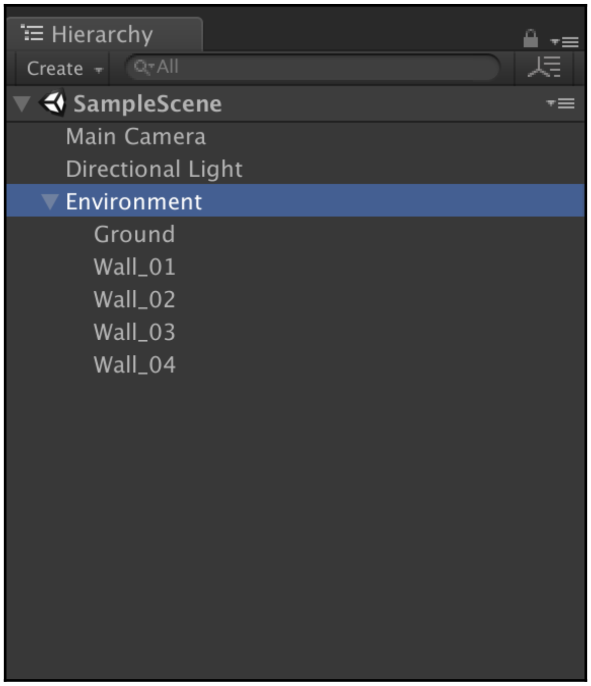




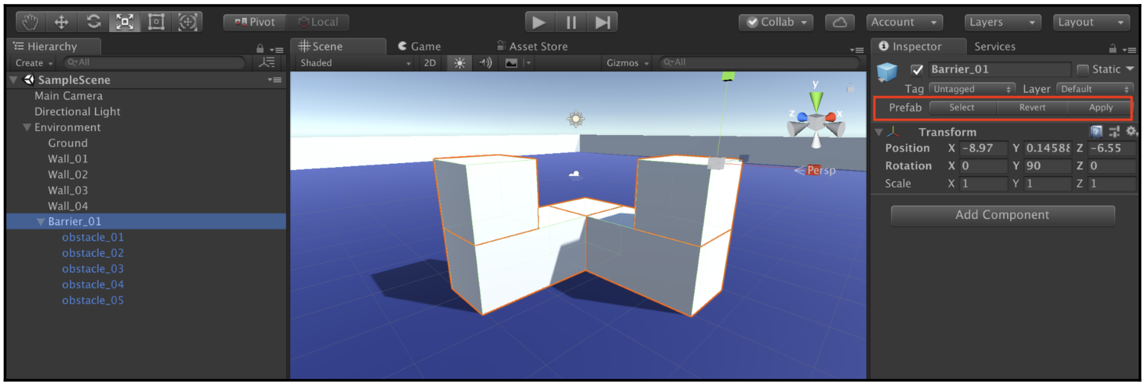




Ground Static
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 3 Y 3 Z 3
Plane (Mesh Filter)
Mesh Renderer
Mesh Collider
Ground_Mat
Shader Standard
Rendering Mode Opaque
Main Maps
Albedo
Metallic 0
Smoothness 0.5

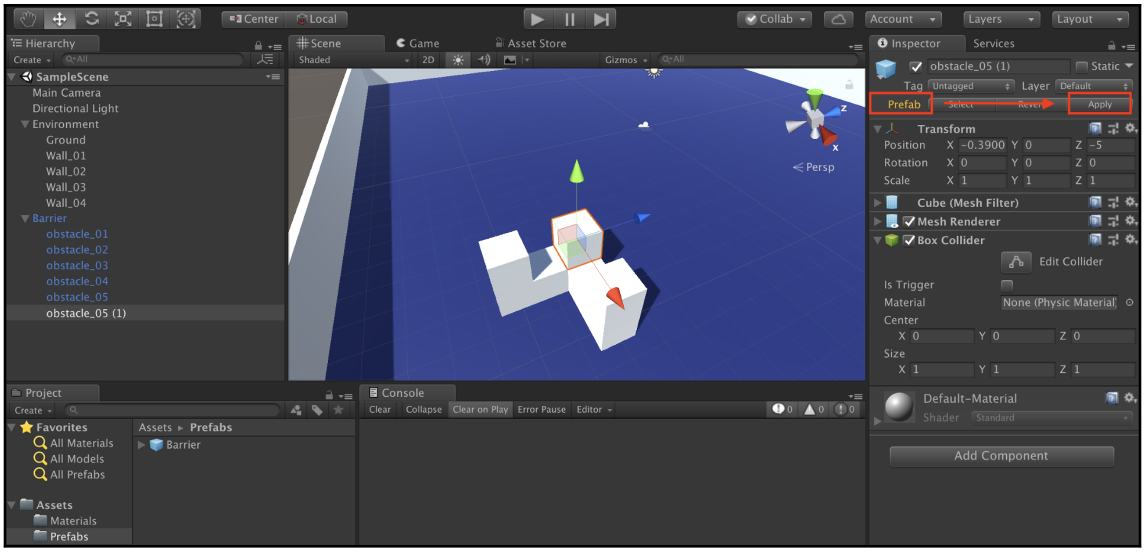


SampleScene
Main Camera
Directional Light
Environment
Ground
Wall_01
Wall_02
Wall_03
Wall_04

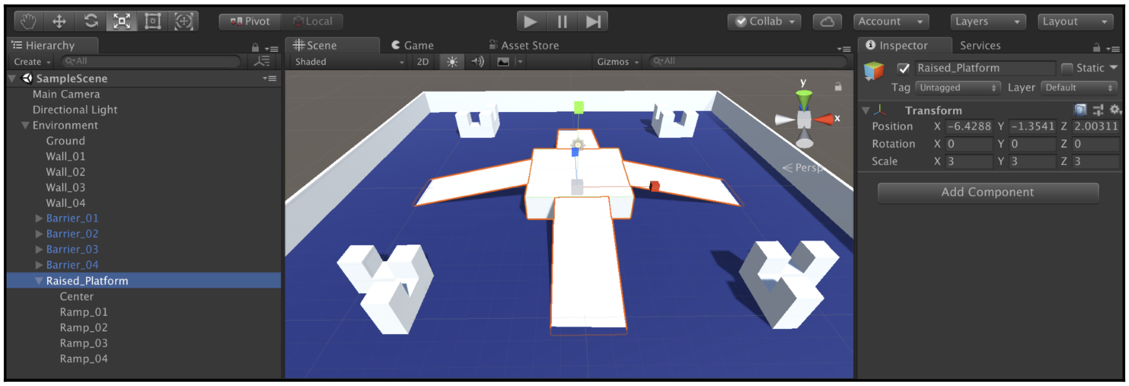


SampleScene
Main Camera
Directional Light
Environment
Ground
Wall_01
Wall_02
Wall_03
Wall_04
Barrier_01
obstacle_01
obstacle_02
obstacle_03
obstacle_04
obstacle_05

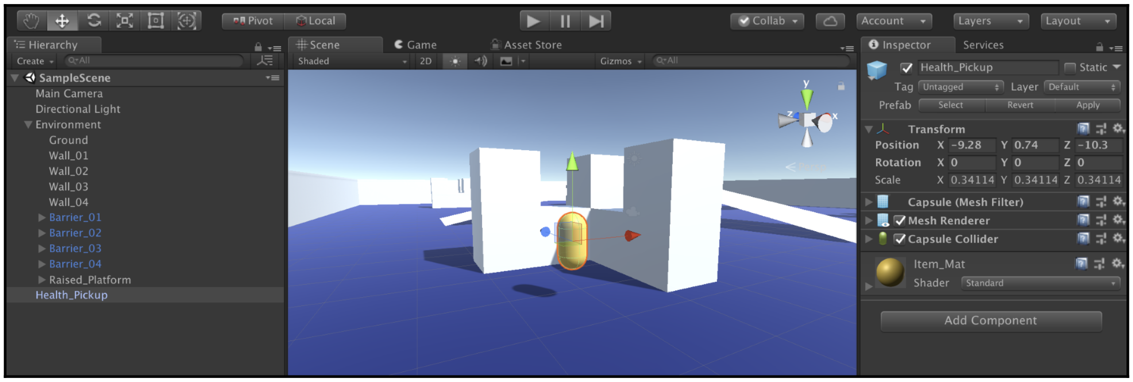
Barrier_01 Static
Tag Untagged Layer Default
Prefab Select Revert Apply
Transform
Position X -8.97 Y 0.14588 Z -6.55
Rotation X 0 Y 90 Z 0
Scale X 1 Y 1 Z 1



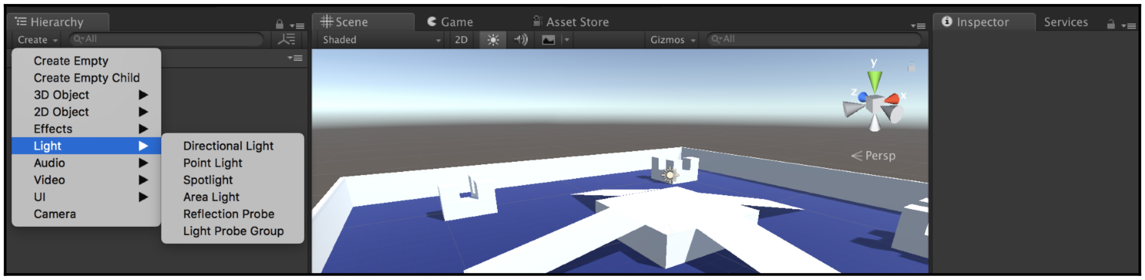
obstacle_05 (1) Static
Tag Untagged Layer Default
Prefab Select Revert Apply
Transform
Position X -0.3900 Y 0 Z -5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Cube (Mesh Filter)
Mesh Renderer
Box Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Size X 1 Y 1 Z 1
Default-Material
Shader Standard

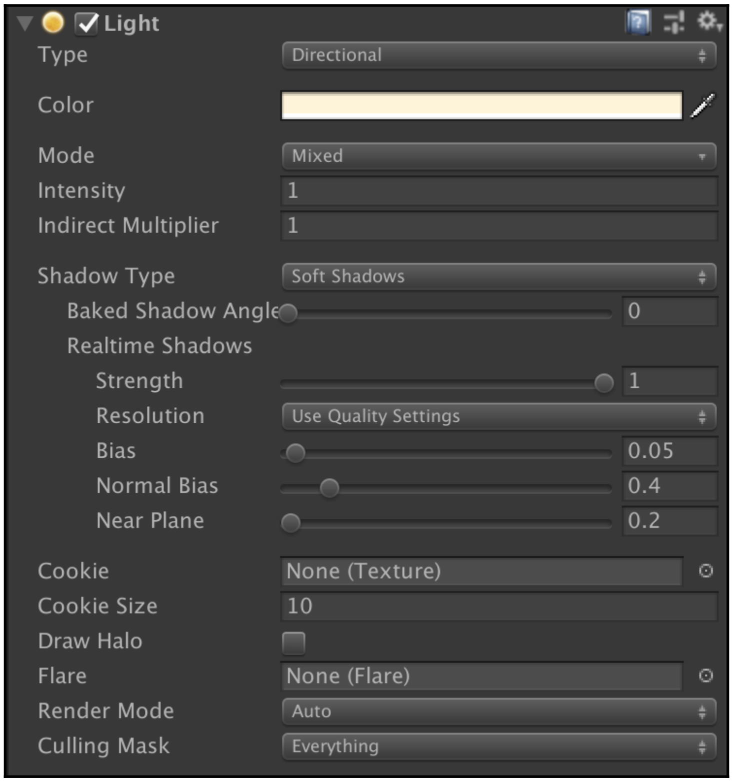


Raised_Platform Static
Tag Untagged Layer Default
Transform
Position X -6.4288 Y -1.3541 Z 2.00311
Rotation X 0 Y 0 Z 0
Scale X 3 Y 3 Z 3

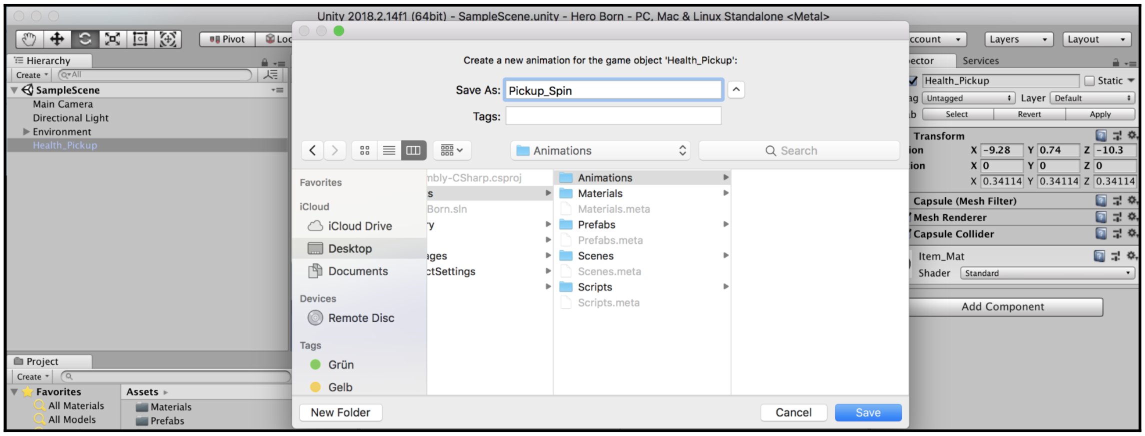


Health_Pickup Static
Tag Untagged Layer Default
Prefab Select Revert Apply
Transform
Position X -9.28 Y 0.74 Z -10.3
Rotation X 0 Y 0 Z 0
Scale X 0.34114 Y 0.34114 Z 0.34114
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Item_Mat
Shader Standard




Light

Type	Directional
Color	
Mode	Mixed
Intensity	1
Indirect Multiplier	1
Shadow Type	Soft Shadows
Baked Shadow Angle	0
Realtime Shadows	
Strength	1
Resolution	Use Quality Settings
Bias	0.05
Normal Bias	0.4
Near Plane	0.2
Cookie	None (Texture)
Cookie Size	10
Draw Halo	☐
Flare	None (Flare)
Render Mode	Auto
Culling Mask	Everything

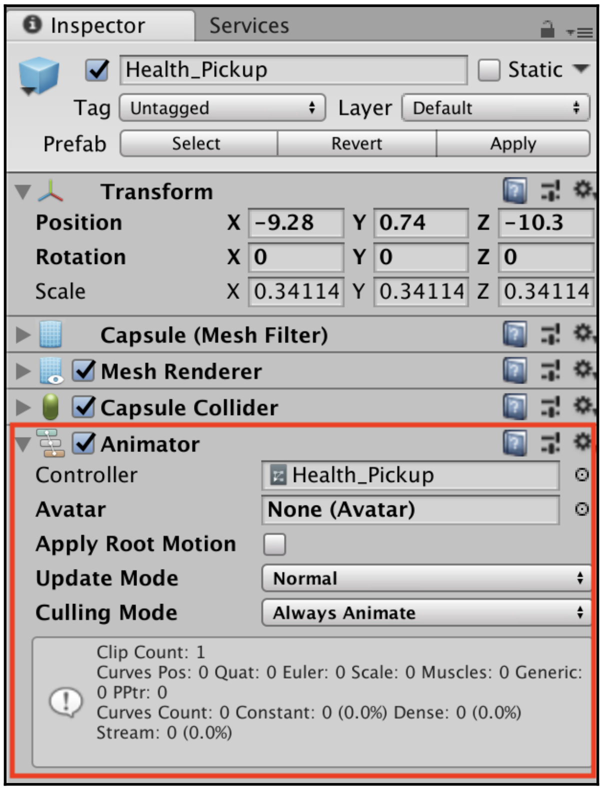


Unity 2018.2.14f1 (64bit) - SampleScene.unity - Hero Born - PC, Mac & Linux Standalone <Metal>

Create a new animation for the game object 'Health_Pickup':

Save As: Pickup_Spin

Tags:



Inspector | Services

Health_Pickup — Static: unchecked

Tag: Untagged — Layer: Default

Prefab: Select | Revert | Apply

Transform

```
Position  X -9.28     Y 0.74     Z -10.3
Rotation  X 0         Y 0        Z 0
Scale     X 0.34114   Y 0.34114  Z 0.34114
```

Capsule (Mesh Filter)

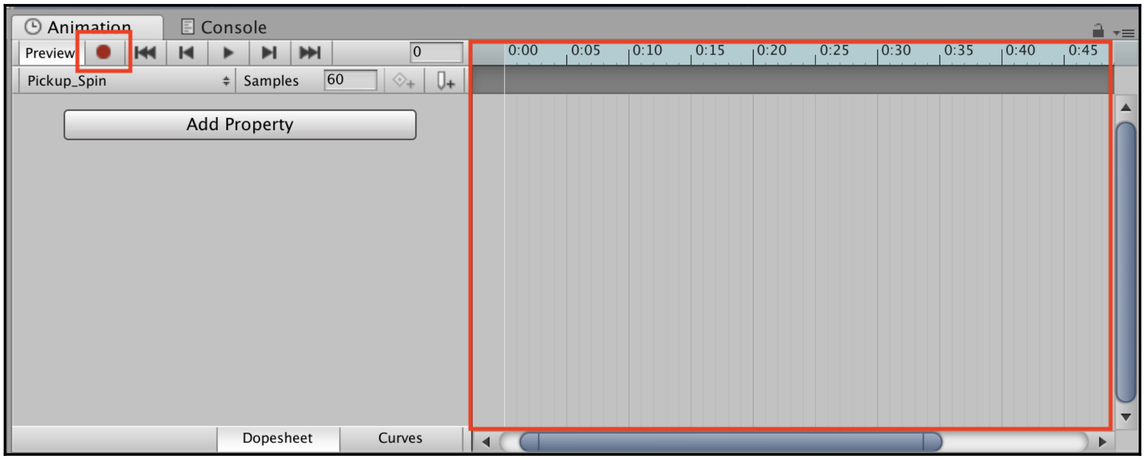
Mesh Renderer

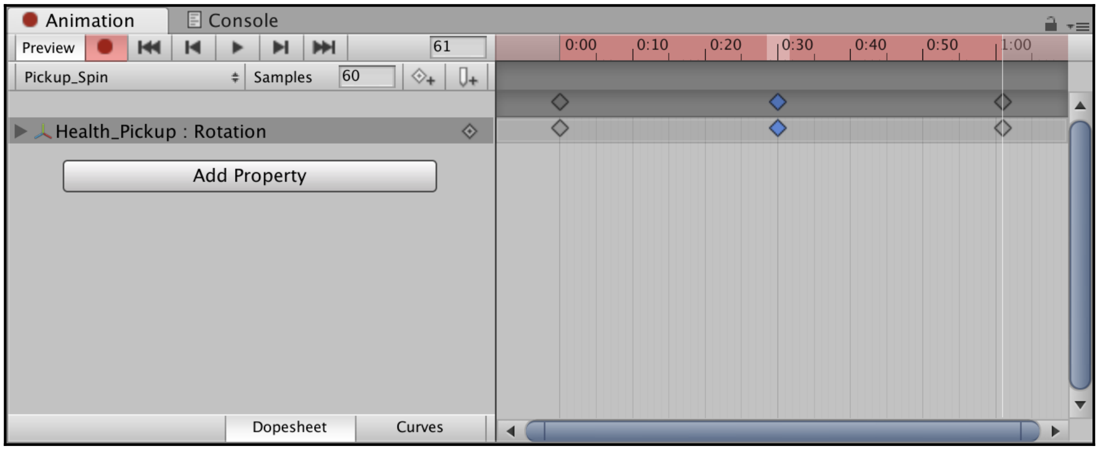
Capsule Collider

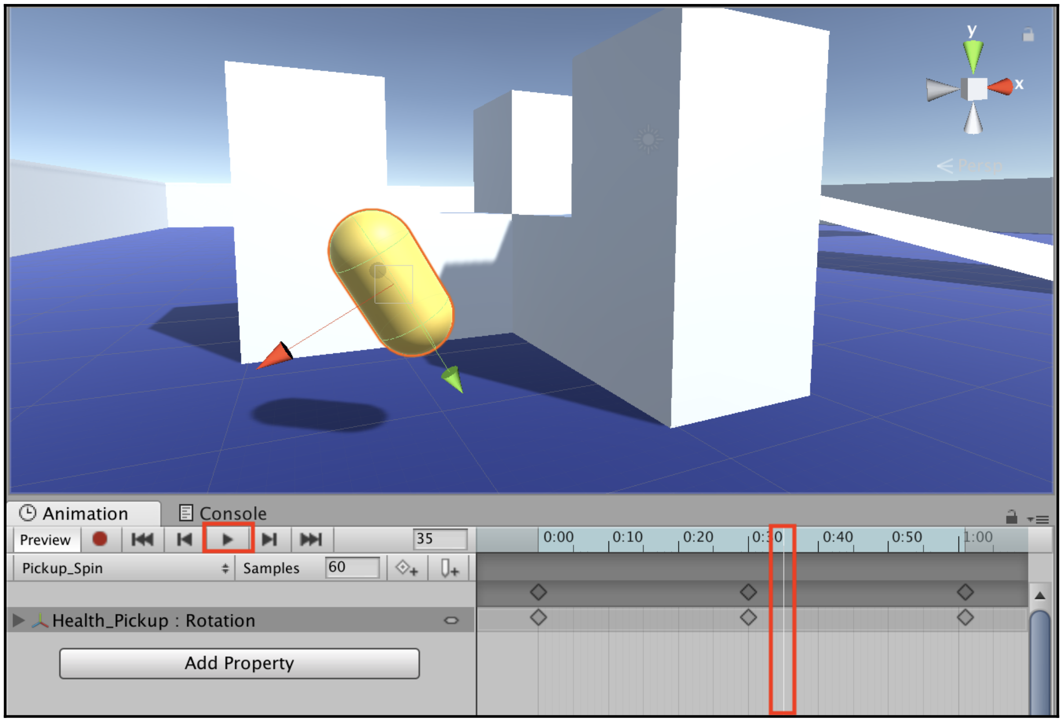
Animator

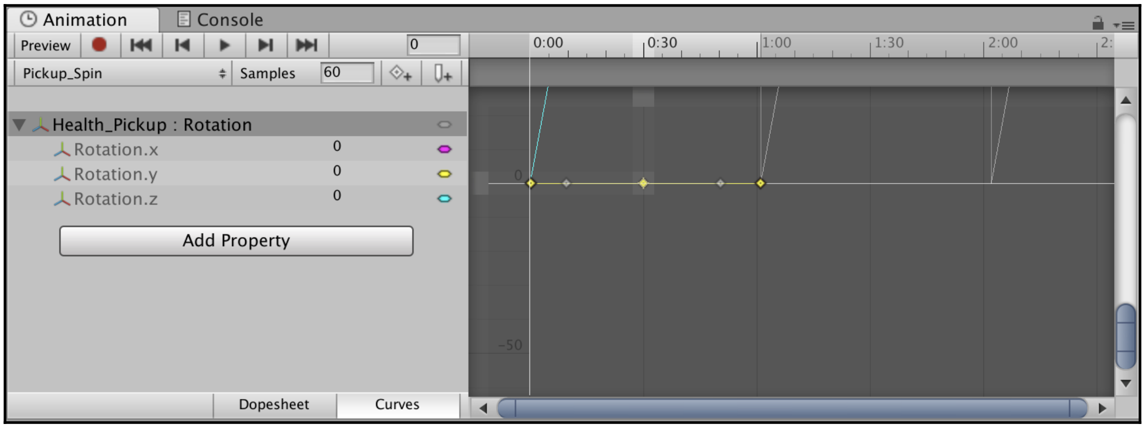
```
Controller          Health_Pickup
Avatar              None (Avatar)
Apply Root Motion   [ ]
Update Mode         Normal
Culling Mode        Always Animate
```

```
Clip Count: 1
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0 Generic:
0 PPtr: 0
Curves Count: 0 Constant: 0 (0.0%) Dense: 0 (0.0%)
Stream: 0 (0.0%)
```

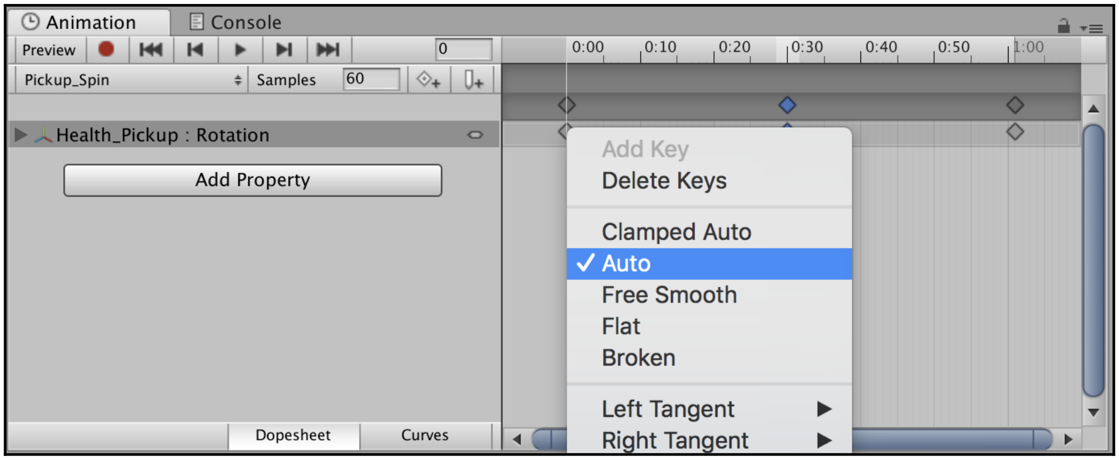

Animation
Console
Preview
0
Pickup_Spin
Samples
60
Add Property
Dopesheet
Curves
0:00 0:05 0:10 0:15 0:20 0:25 0:30 0:35 0:40 0:45

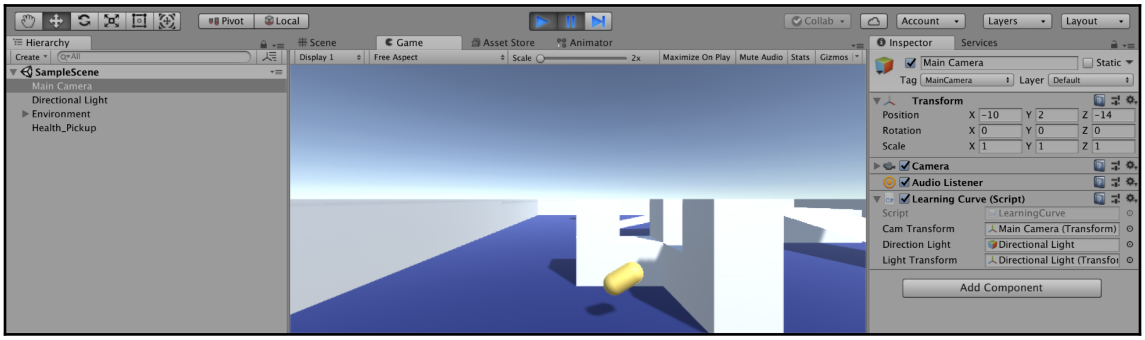

Animation
Console
Preview
61
Pickup_Spin
Samples
60
Health_Pickup : Rotation
Add Property
Dopesheet
Curves
0:00 0:10 0:20 0:30 0:40 0:50 1:00



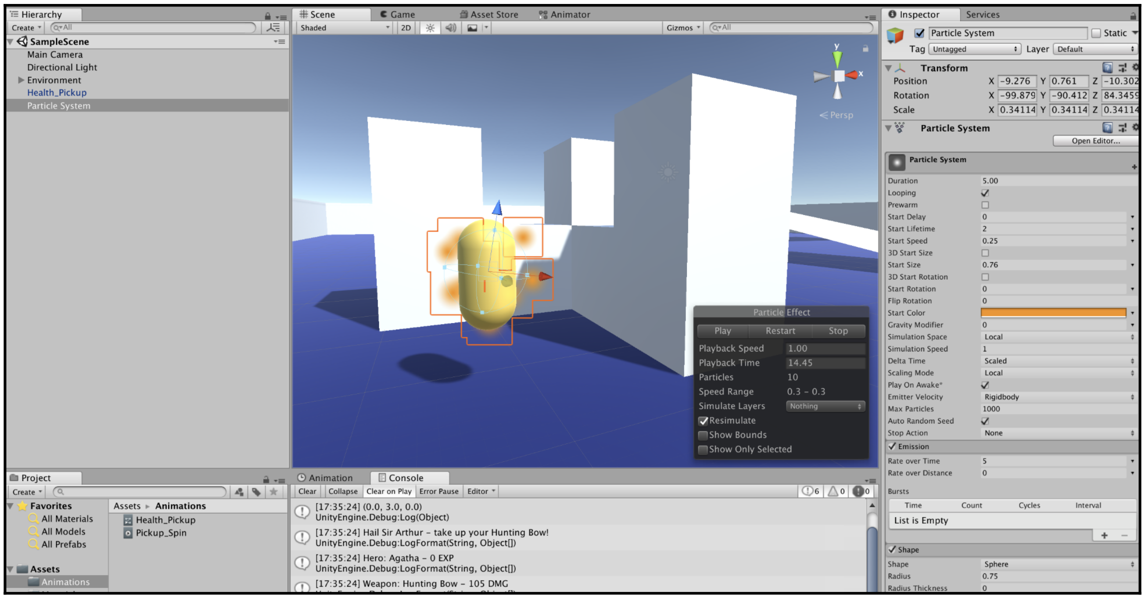


Rotation.x	0
Rotation.y	0
Rotation.z	0





Main Camera Static
Tag MainCamera Layer Default
Transform
Position X -10 Y 2 Z -14
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Audio Listener
Learning Curve (Script)
Script LearningCurve
Cam Transform Main Camera (Transform)
Direction Light Directional Light
Light Transform Directional Light (Transfor



Particle System — Static
Tag: Untagged — Layer: Default

Transform

	X	Y	Z
Position	-9.276	0.761	-10.302
Rotation	-99.879	-90.412	84.3459
Scale	0.34114	0.34114	0.34114

Particle System

Duration	5.00
Looping	✓
Prewarm	☐
Start Delay	0
Start Lifetime	2
Start Speed	0.25
3D Start Size	☐
Start Size	0.76
3D Start Rotation	☐
Start Rotation	0
Flip Rotation	0
Start Color	🟧
Gravity Modifier	0
Simulation Space	Local
Simulation Speed	1
Delta Time	Scaled
Scaling Mode	Local
Play On Awake*	✓
Emitter Velocity	Rigidbody
Max Particles	1000
Auto Random Seed	✓
Stop Action	None

✓ Emission

Rate over Time	5
Rate over Distance	0

Bursts

Time	Count	Cycles	Interval
List is Empty			

✓ Shape

Shape	Sphere
Radius	0.75
Radius Thickness	0

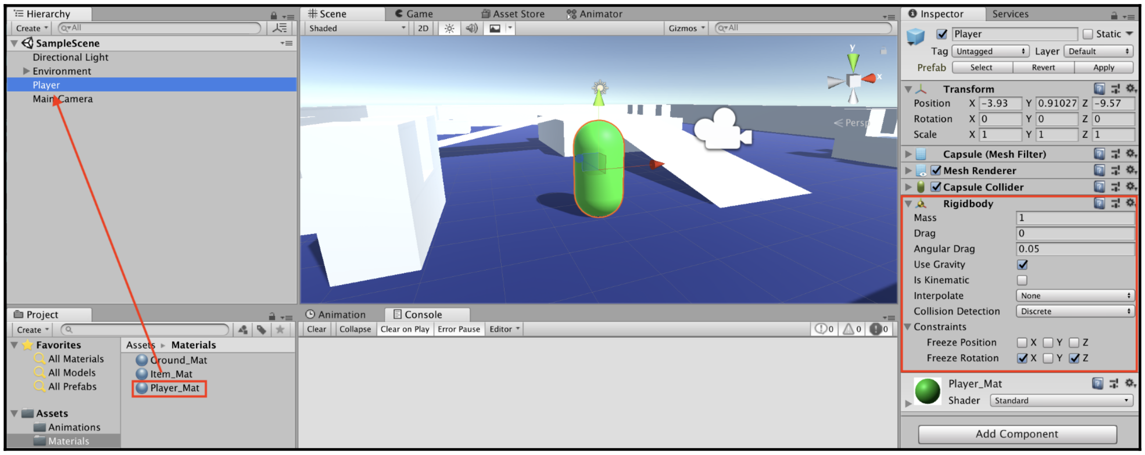
Particle Effect

Play — Restart — Stop

Playback Speed	1.00
Playback Time	14.45
Particles	10
Speed Range	0.3 - 0.3
Simulate Layers	Nothing
✓ Resimulate	
☐ Show Bounds	
☐ Show Only Selected	

```
[17:35:24] (0.0, 3.0, 0.0)
UnityEngine.Debug:Log(Object)
[17:35:24] Hail Sir Arthur - take up your Hunting Bow!
UnityEngine.Debug:LogFormat(String, Object[])
[17:35:24] Hero: Agatha - 0 EXP
UnityEngine.Debug:LogFormat(String, Object[])
[17:35:24] Weapon: Hunting Bow - 105 DMG
```

Chapter 7: Movement, Camera Controls, and Collisions



Player Static
Tag Untagged Layer Default
Prefab Select Revert Apply

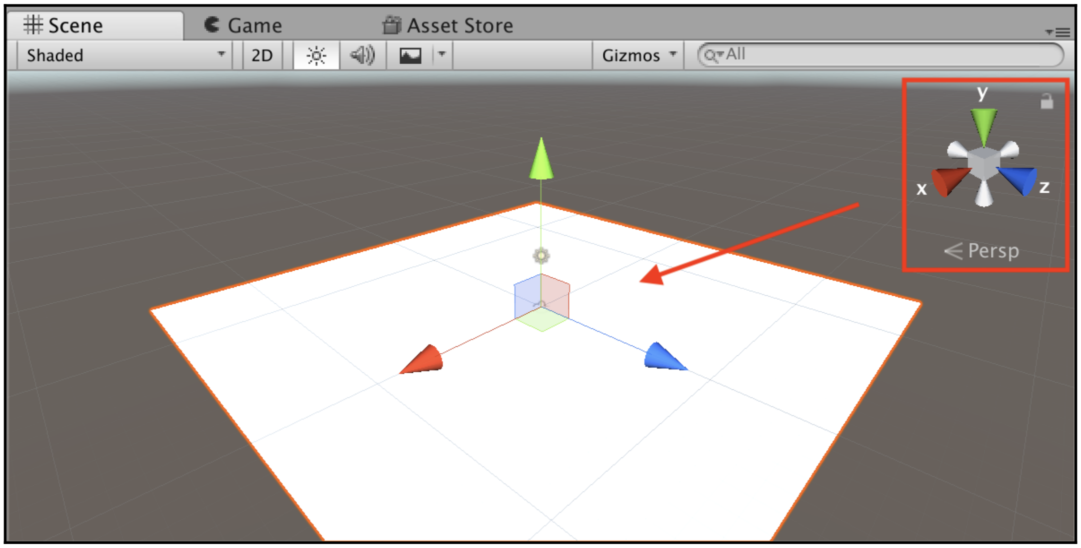
Transform
Position X -3.93 Y 0.91027 Z -9.57
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

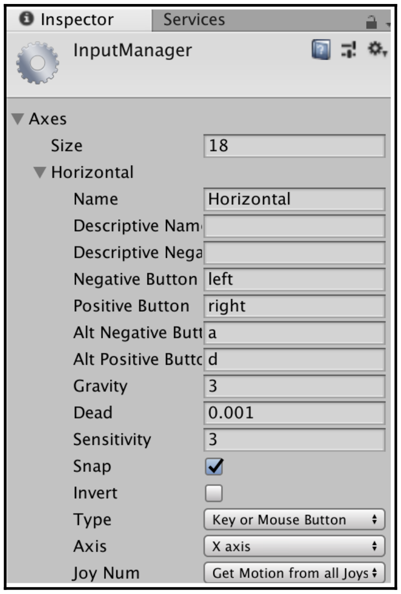
Capsule (Mesh Filter)
✓ Mesh Renderer
✓ Capsule Collider

Rigidbody

Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	✓
Is Kinematic	☐
Interpolate	None
Collision Detection	Discrete
Constraints	
Freeze Position	☐ X ☐ Y ☐ Z
Freeze Rotation	✓ X ☐ Y ✓ Z

Player_Mat
Shader Standard



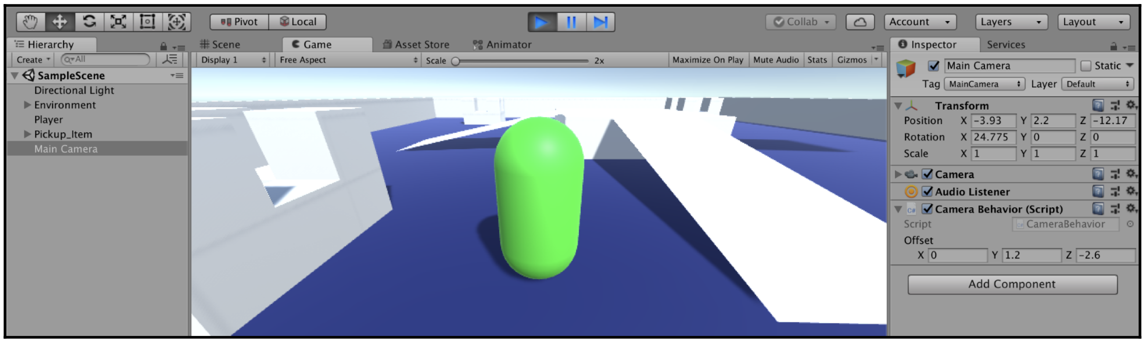


Inspector | Services

InputManager

Axes

Size	18
Horizontal	
Name	Horizontal
Descriptive Nam	
Descriptive Nega	
Negative Button	left
Positive Button	right
Alt Negative Butt	a
Alt Positive Buttc	d
Gravity	3
Dead	0.001
Sensitivity	3
Snap	✓
Invert	
Type	Key or Mouse Button
Axis	X axis
Joy Num	Get Motion from all Joys



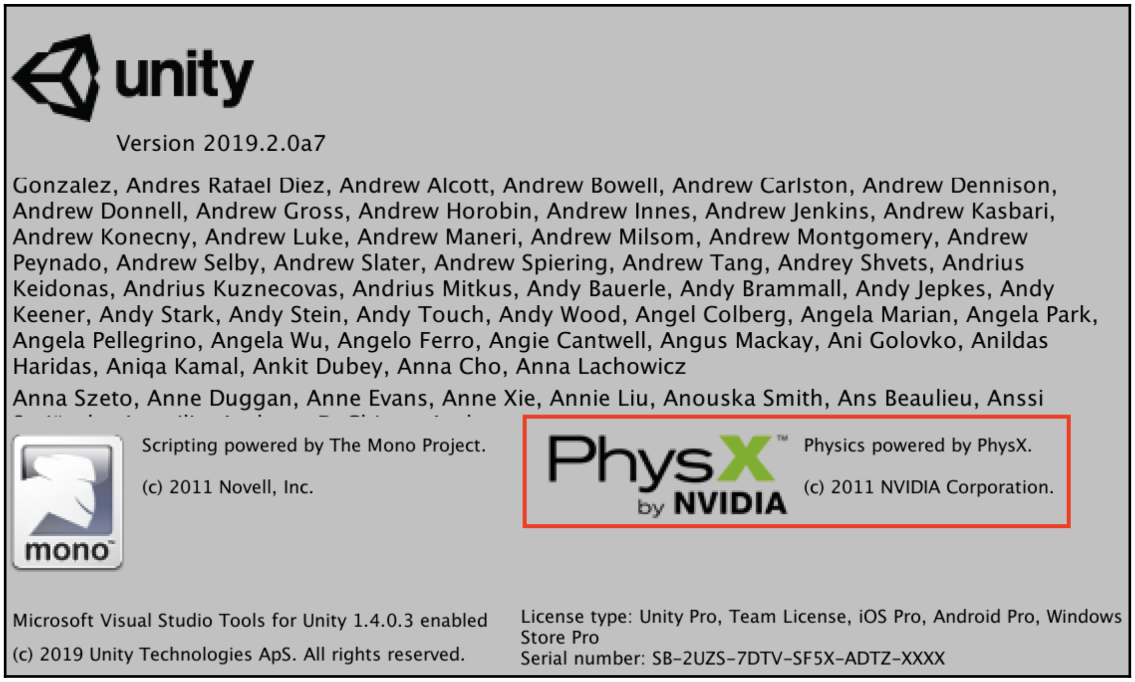
SampleScene
Directional Light
Environment
Player
Pickup_Item
Main Camera

Main Camera Static
Tag MainCamera Layer Default

Transform

	X	Y	Z
Position	-3.93	2.2	-12.17
Rotation	24.775	0	0
Scale	1	1	1

Camera
Audio Listener
Camera Behavior (Script)
Script CameraBehavior
Offset
X 0 Y 1.2 Z -2.6



unity

Version 2019.2.0a7

Gonzalez, Andres Rafael Diez, Andrew Alcott, Andrew Bowell, Andrew Carlston, Andrew Dennison, Andrew Donnell, Andrew Gross, Andrew Horobin, Andrew Innes, Andrew Jenkins, Andrew Kasbari, Andrew Konecny, Andrew Luke, Andrew Maneri, Andrew Milsom, Andrew Montgomery, Andrew Peynado, Andrew Selby, Andrew Slater, Andrew Spiering, Andrew Tang, Andrey Shvets, Andrius Keidonas, Andrius Kuznecovas, Andrius Mitkus, Andy Bauerle, Andy Brammall, Andy Jepkes, Andy Keener, Andy Stark, Andy Stein, Andy Touch, Andy Wood, Angel Colberg, Angela Marian, Angela Park, Angela Pellegrino, Angela Wu, Angelo Ferro, Angie Cantwell, Angus Mackay, Ani Golovko, Anildas Haridas, Aniqa Kamal, Ankit Dubey, Anna Cho, Anna Lachowicz

Anna Szeto, Anne Duggan, Anne Evans, Anne Xie, Annie Liu, Anouska Smith, Ans Beaulieu, Anssi

Scripting powered by The Mono Project.

(c) 2011 Novell, Inc.

Physics powered by PhysX.

(c) 2011 NVIDIA Corporation.

Microsoft Visual Studio Tools for Unity 1.4.0.3 enabled

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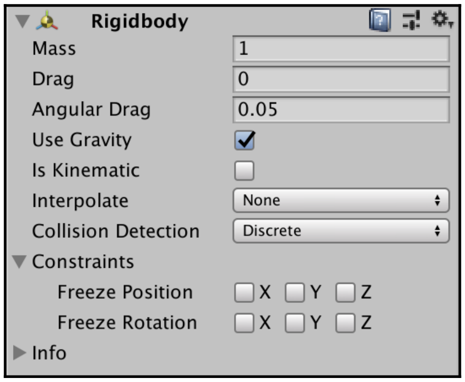
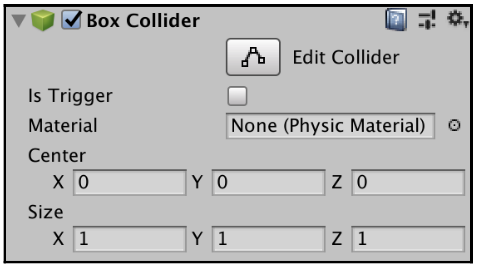
License type: Unity Pro, Team License, iOS Pro, Android Pro, Windows Store Pro
Serial number: SB-2UZS-7DTV-SF5X-ADTZ-XXXX



Rigidbody

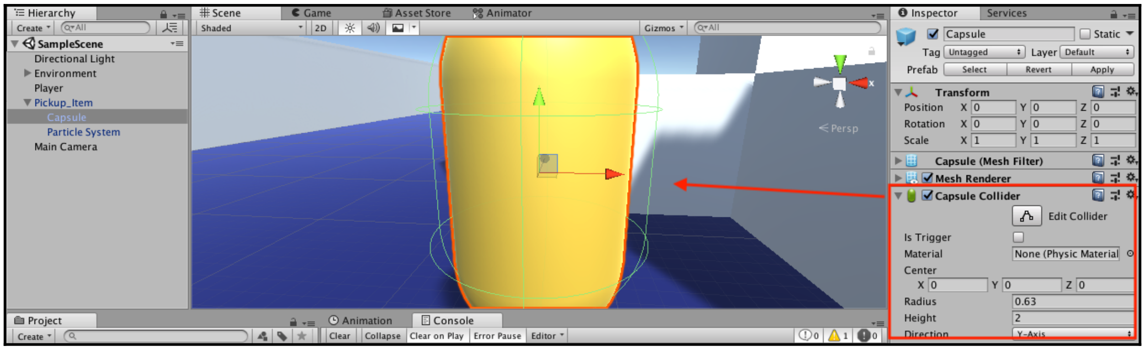
Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	✓
Is Kinematic	☐
Interpolate	None
Collision Detection	Discrete
Constraints	
Freeze Position	☐ X ☐ Y ☐ Z
Freeze Rotation	☐ X ☐ Y ☐ Z
Info	



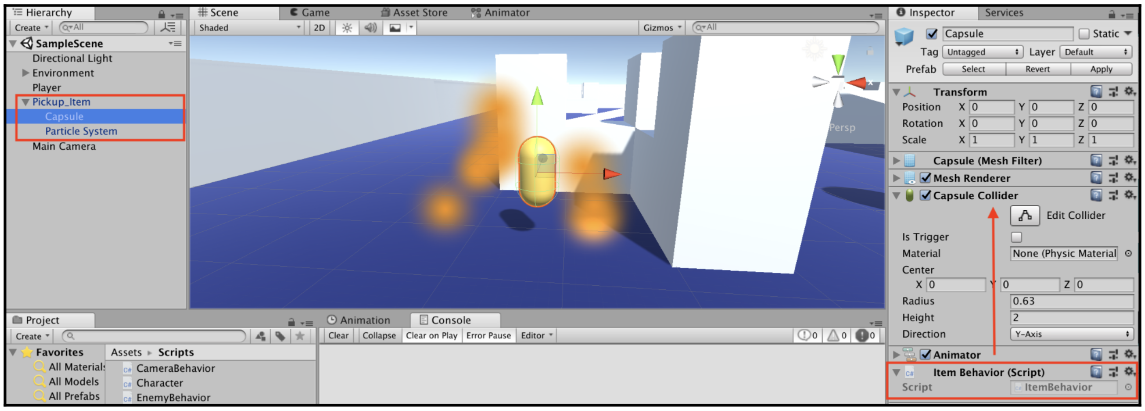
✓ **Box Collider**

Edit Collider

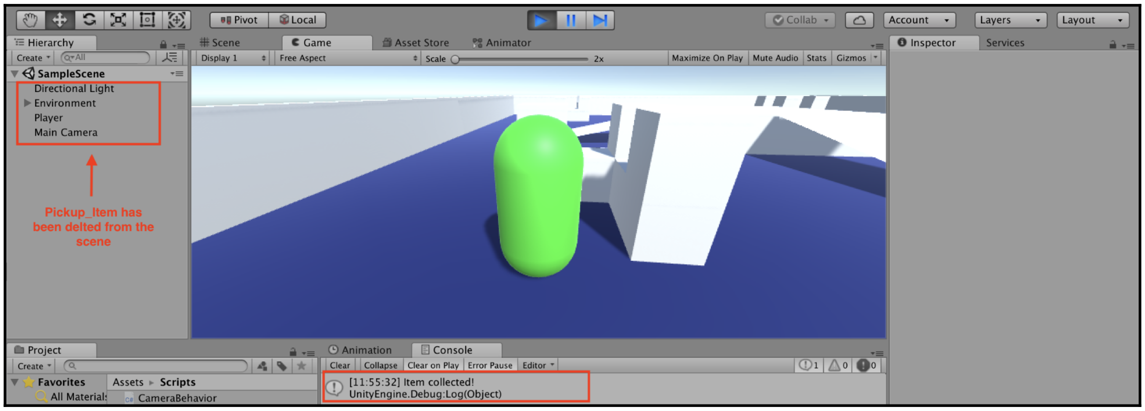
Is Trigger	☐
Material	None (Physic Material)
Center	X 0 Y 0 Z 0
Size	X 1 Y 1 Z 1



Capsule
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Radius 0.63
Height 2
Direction Y-Axis

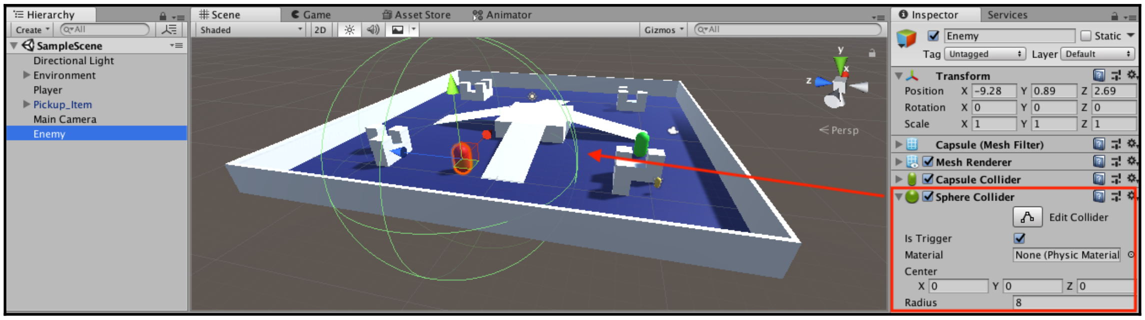


Capsule
Tag Untagged Layer Default
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Radius 0.63
Height 2
Direction Y-Axis
Animator
Item Behavior (Script)
Script ItemBehavior

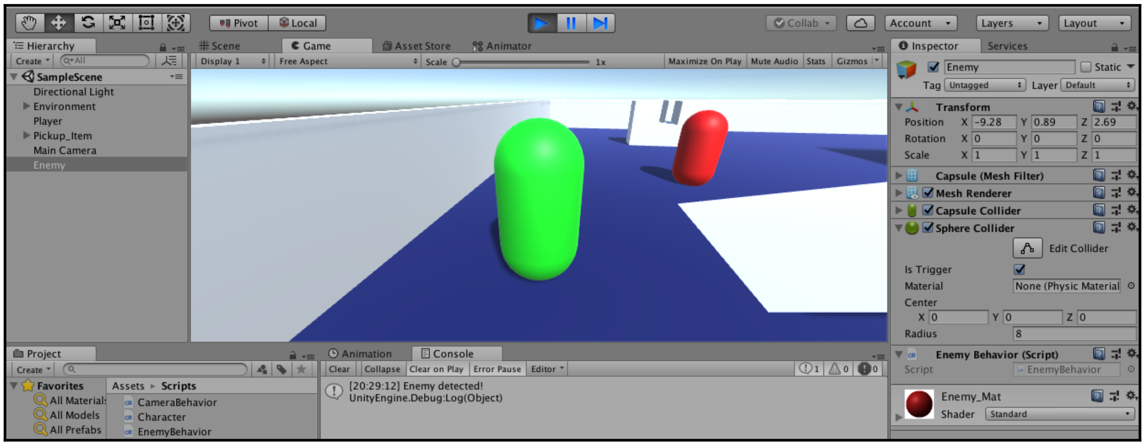


Pickup_Item has been delted from the scene

```
[11:55:32] Item collected!
UnityEngine.Debug:Log(Object)
```

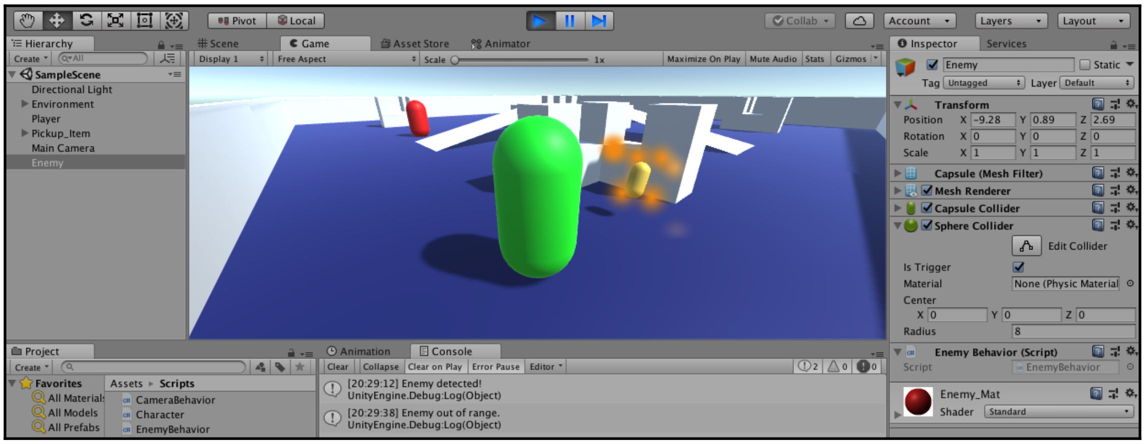


Enemy Static
Tag Untagged Layer Default
Transform
Position X -9.28 Y 0.89 Z 2.69
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Edit Collider
Is Trigger ✓
Material None (Physic Material)
Center
X 0 Y 0 Z 0
Radius 8



```
[20:29:12] Enemy detected!
UnityEngine.Debug:Log(Object)
```

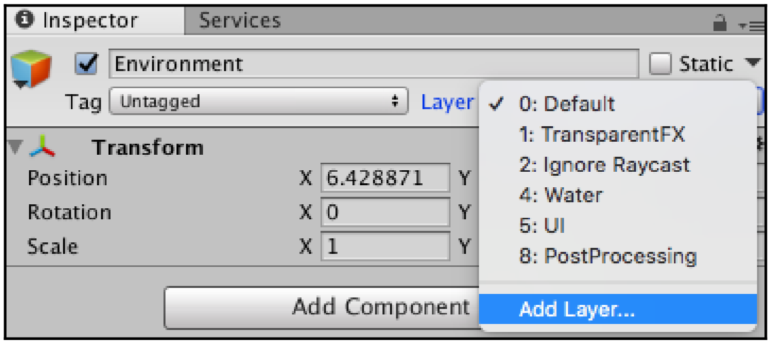
Enemy Static
Tag Untagged Layer Default
Transform
Position X -9.28 Y 0.89 Z 2.69
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Edit Collider
Is Trigger ✓
Material None (Physic Material)
Center
X 0 Y 0 Z 0
Radius 8
Enemy Behavior (Script)
Script EnemyBehavior
Enemy_Mat
Shader Standard



```
[20:29:12] Enemy detected!
UnityEngine.Debug:Log(Object)
[20:29:38] Enemy out of range.
UnityEngine.Debug:Log(Object)
```

Enemy Static
Tag Untagged Layer Default
Transform
Position X -9.28 Y 0.89 Z 2.69
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Edit Collider
Is Trigger ✓
Material None (Physic Material)
Center
X 0 Y 0 Z 0
Radius 8
Enemy Behavior (Script)
Script EnemyBehavior
Enemy_Mat
Shader Standard

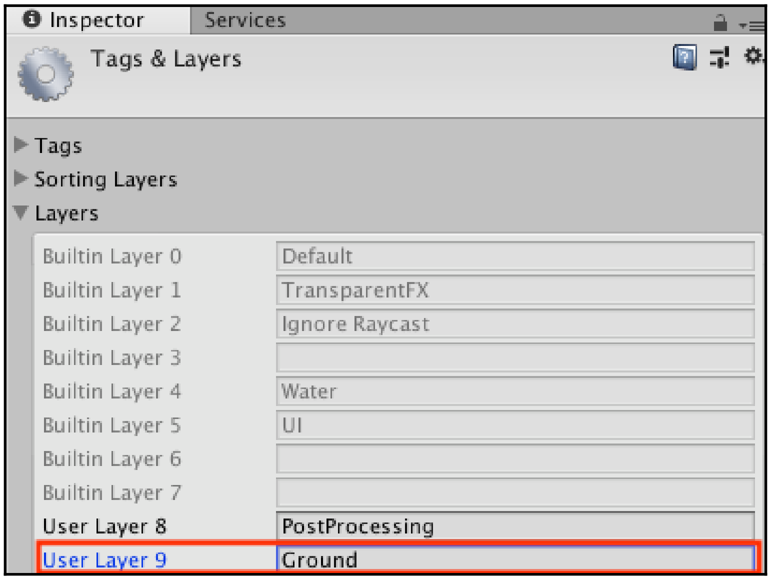
Chapter 8: Scripting Game Mechanics



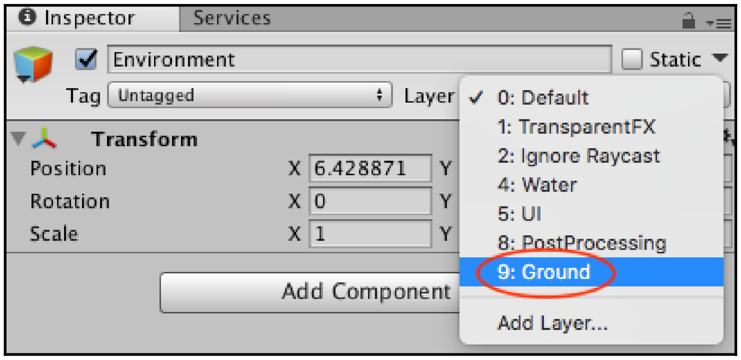
Environment

Tag Untagged

Position	X	6.428871	Y
Rotation	X	0	Y
Scale	X	1	Y



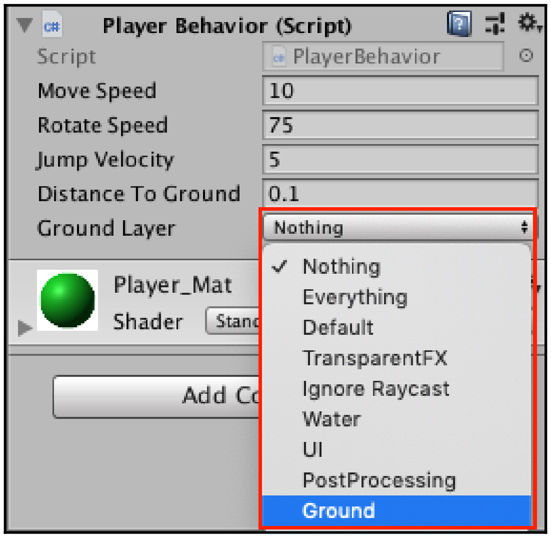
Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
Builtin Layer 3	
Builtin Layer 4	Water
Builtin Layer 5	UI
Builtin Layer 6	
Builtin Layer 7	
User Layer 8	PostProcessing
User Layer 9	Ground



Environment

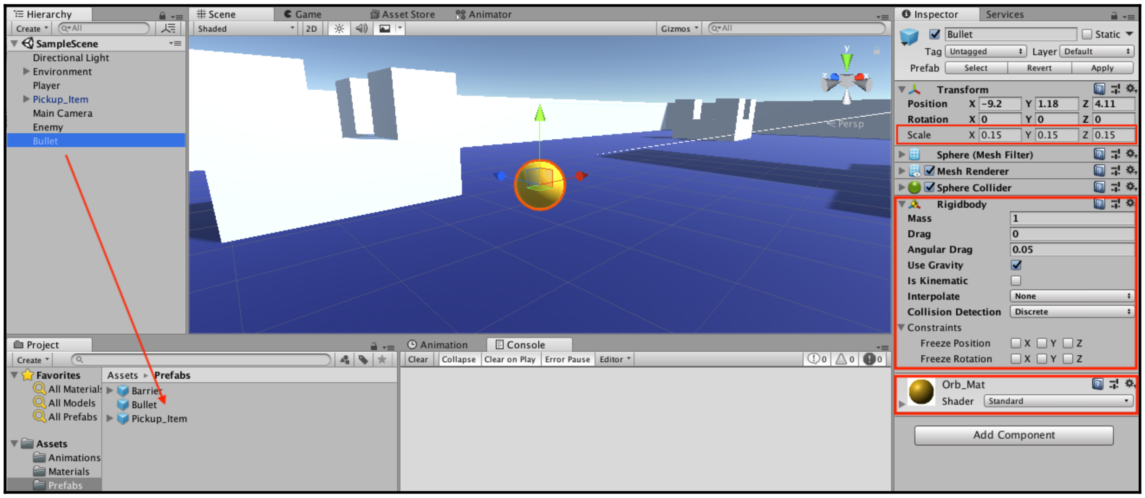
Tag Untagged

Position	X	6.428871	Y
Rotation	X	0	Y
Scale	X	1	Y



Player Behavior (Script)

Script	PlayerBehavior
Move Speed	10
Rotate Speed	75
Jump Velocity	5
Distance To Ground	0.1
Ground Layer	Nothing



Bullet — Static: ☐ — Tag: Untagged — Layer: Default

Prefab: Select | Revert | Apply

Transform

	X	Y	Z
Position	-9.2	1.18	4.11
Rotation	0	0	0
Scale	0.15	0.15	0.15

Sphere (Mesh Filter)
✓ Mesh Renderer
✓ Sphere Collider

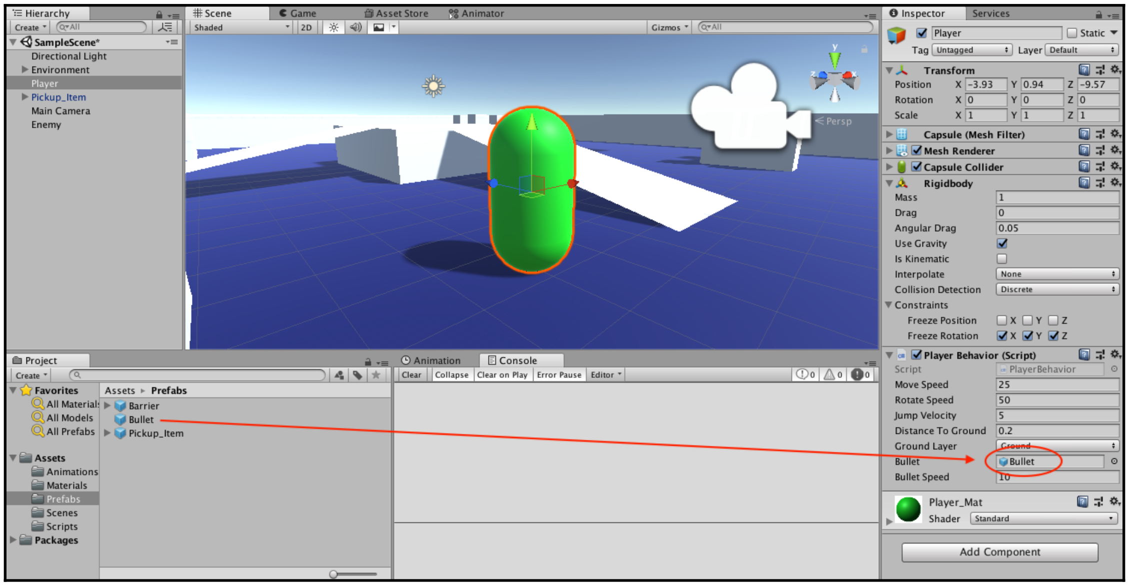
Rigidbody

Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	✓
Is Kinematic	☐
Interpolate	None
Collision Detection	Discrete

Constraints
Freeze Position ☐ X ☐ Y ☐ Z
Freeze Rotation ☐ X ☐ Y ☐ Z

Orb_Mat — Shader: Standard

Add Component



Player

Tag Untagged Layer Default

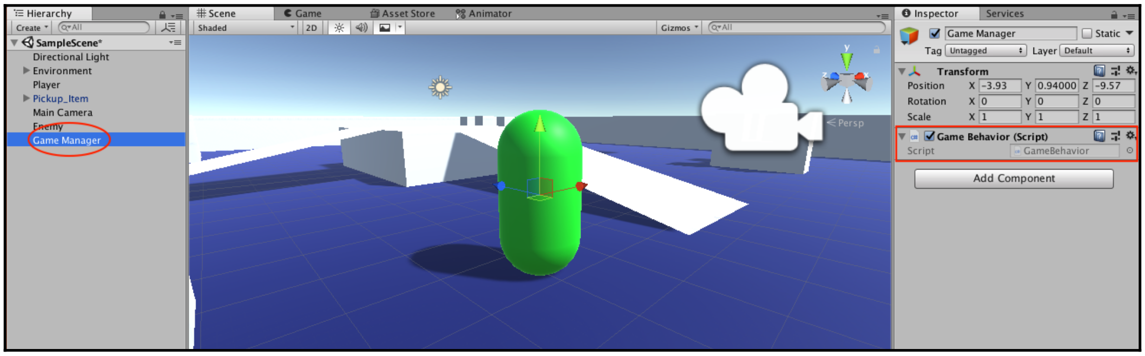
Transform
Position X -3.93 Y 0.94 Z -9.57
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider

Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity ✓
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Freeze Position X Y Z
Freeze Rotation ✓X ✓Y ✓Z

Player Behavior (Script)
Script PlayerBehavior
Move Speed 25
Rotate Speed 50
Jump Velocity 5
Distance To Ground 0.2
Ground Layer Ground
Bullet Bullet
Bullet Speed 10

Player_Mat
Shader Standard

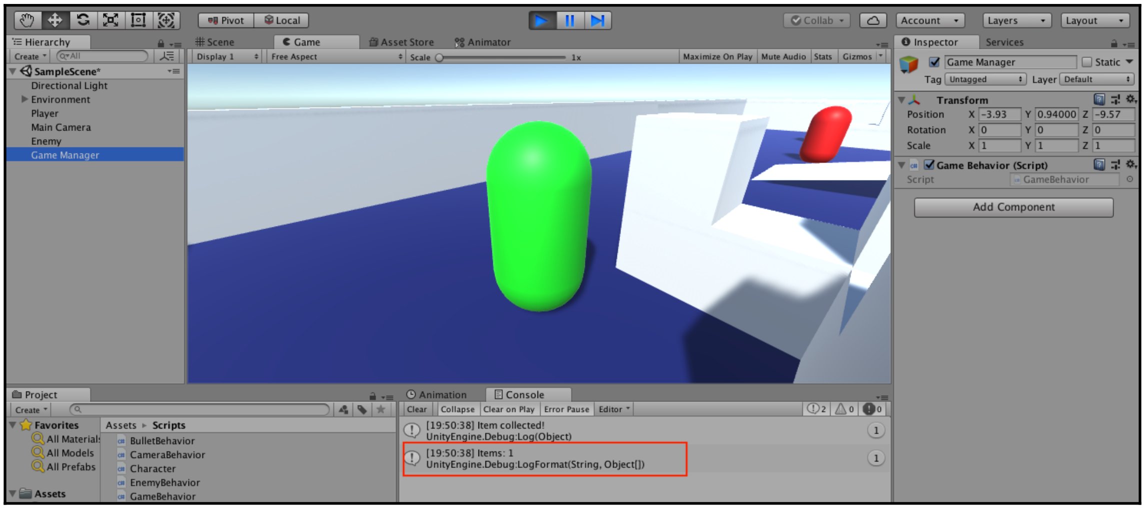


Game Manager

Tag Untagged Layer Default

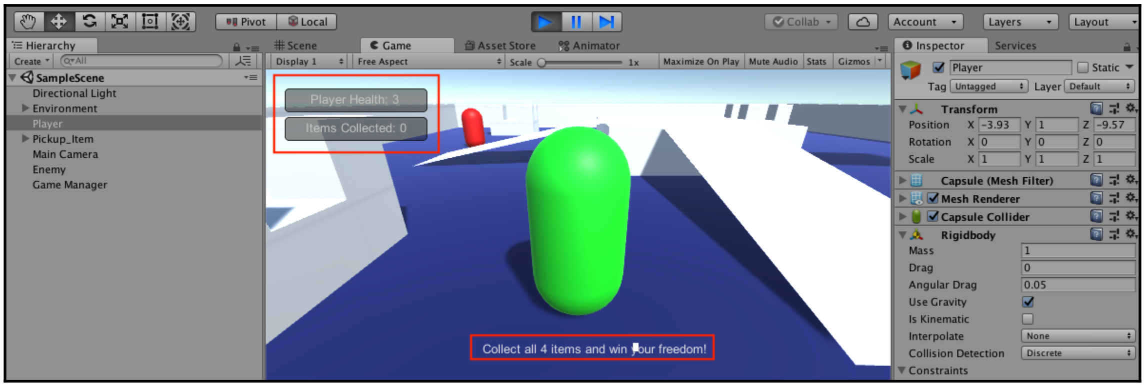
Transform
Position X -3.93 Y 0.94000 Z -9.57
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Game Behavior (Script)
Script GameBehavior



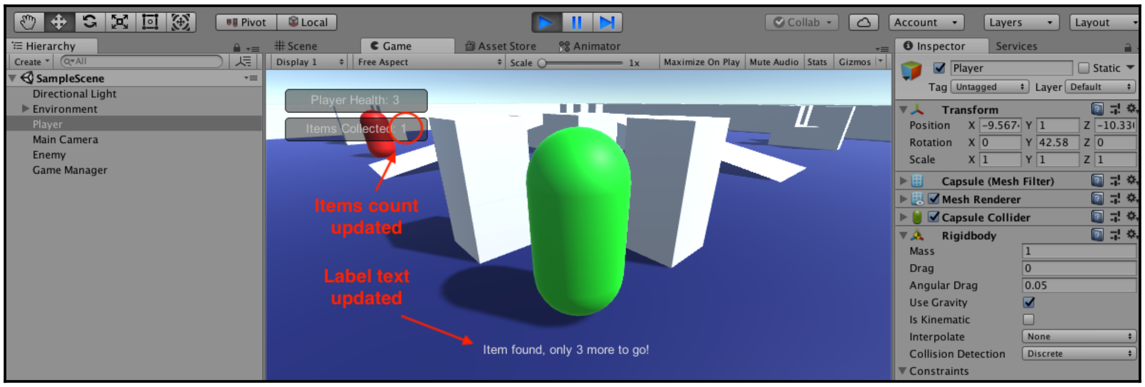
```
[19:50:38] Item collected!
UnityEngine.Debug:Log(Object)
[19:50:38] Items: 1
UnityEngine.Debug:LogFormat(String, Object[])
```

Game Manager
Tag Untagged Layer Default
Transform
Position X -3.93 Y 0.94000 Z -9.57
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Game Behavior (Script)
Script GameBehavior



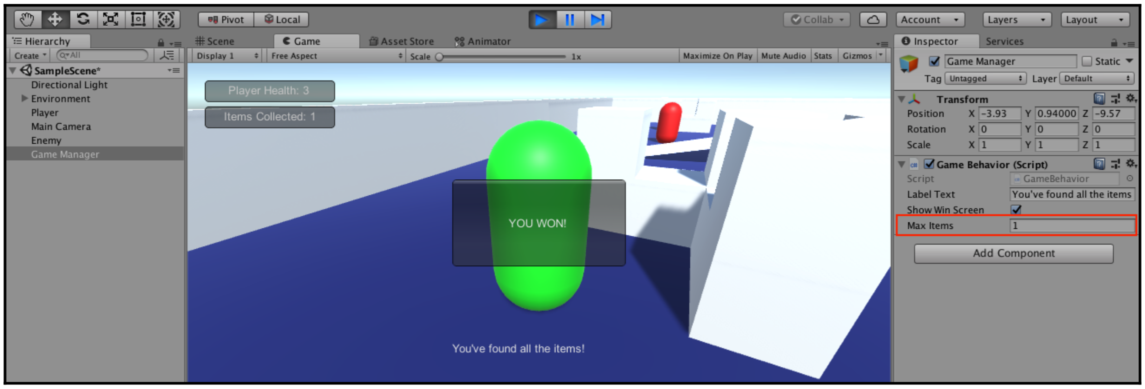
Player Health: 3
Items Collected: 0
Collect all 4 items and win your freedom!

Player
Tag Untagged Layer Default
Transform
Position X -3.93 Y 1 Z -9.57
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity ✓
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints



Player Health: 3
Items Collected: 1
Item found, only 3 more to go!

Player
Tag Untagged Layer Default
Transform
Position X -9.567 Y 1 Z -10.33
Rotation X 0 Y 42.58 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity ✓
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints



Player Health: 3

Items Collected: 1

YOU WON!

You've found all the items!

Game Manager

Tag Untagged Layer Default

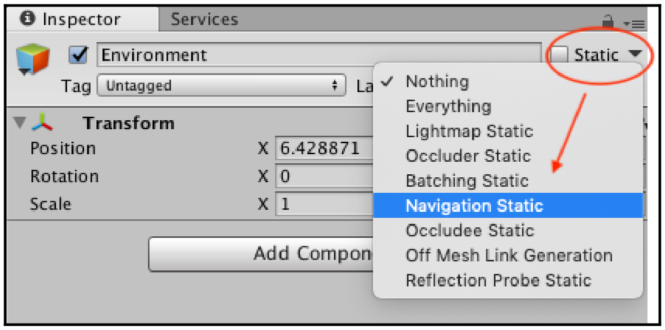
Transform

Position	X	-3.93	Y	0.94000	Z	-9.57
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Game Behavior (Script)

Script	GameBehavior
Label Text	You've found all the items
Show Win Screen	✓
Max Items	1

Chapter 9: Basic AI and Enemy Behavior



Environment

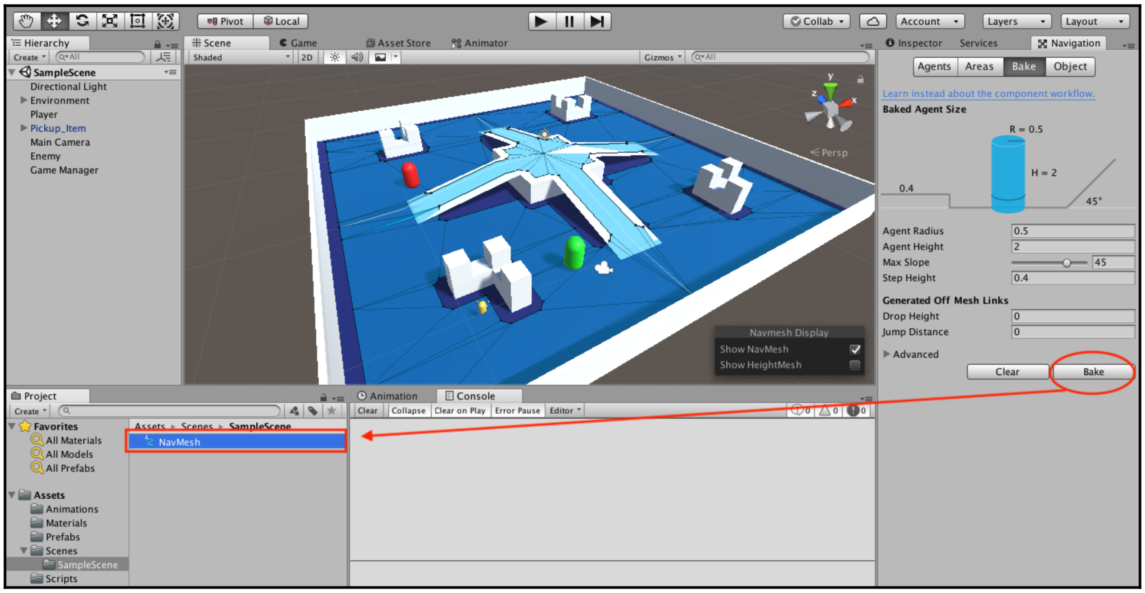
Tag Untagged

Transform

Position X 6.428871

Rotation X 0

Scale X 1

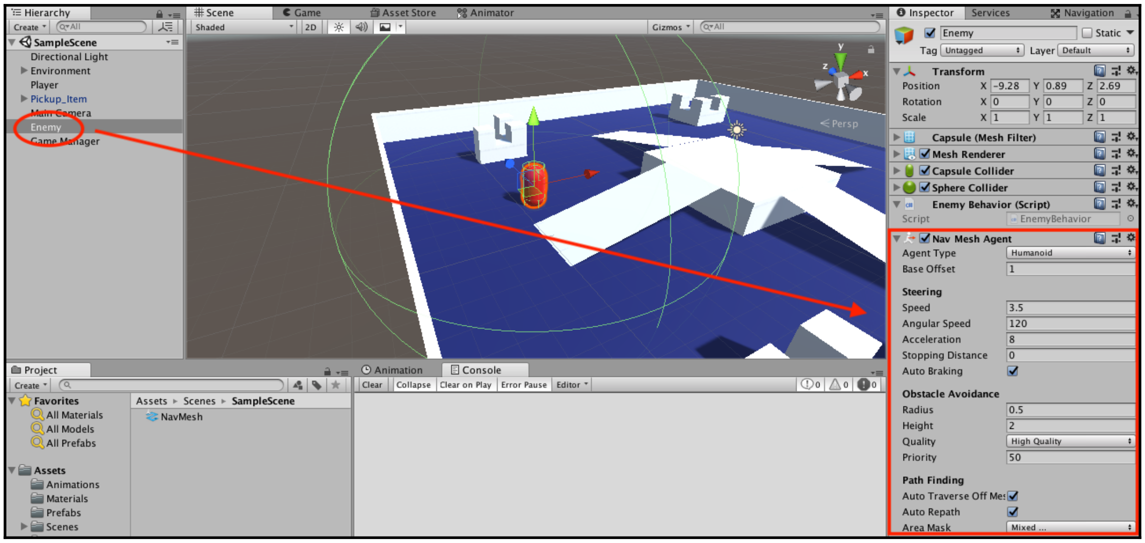


Baked Agent Size

Agent Radius	0.5
Agent Height	2
Max Slope	45
Step Height	0.4

Generated Off Mesh Links

Drop Height	0
Jump Distance	0



Hierarchy
SampleScene
- Directional Light
- Environment
- Player
- Pickup_Item
- Main Camera
- Enemy
- Game Manager

Inspector
Enemy — Static
Tag Untagged — Layer Default

Transform

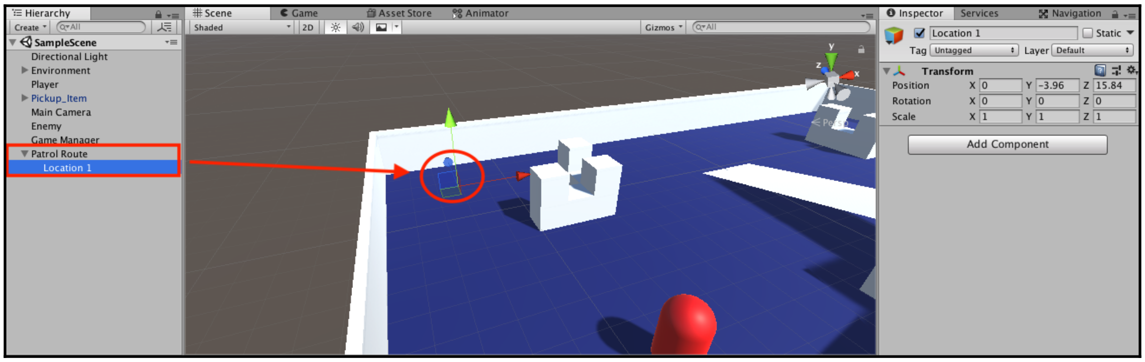
	X	Y	Z
Position	-9.28	0.89	2.69
Rotation	0	0	0
Scale	1	1	1

Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Enemy Behavior (Script)
Script: EnemyBehavior

Nav Mesh Agent

Agent Type	Humanoid
Base Offset	1
Steering	
Speed	3.5
Angular Speed	120
Acceleration	8
Stopping Distance	0
Auto Braking	✓
Obstacle Avoidance	
Radius	0.5
Height	2
Quality	High Quality
Priority	50
Path Finding	
Auto Traverse Off Mes	✓
Auto Repath	✓
Area Mask	Mixed ...

Project: Assets ▸ Scenes ▸ SampleScene — NavMesh



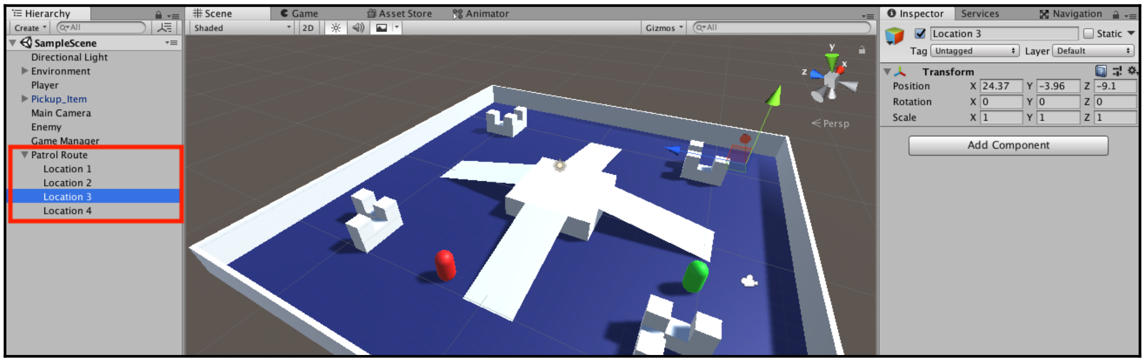
Hierarchy
SampleScene
- Directional Light
- Environment
- Player
- Pickup_Item
- Main Camera
- Enemy
- Game Manager
- Patrol Route
  - Location 1

Inspector
Location 1 — Static
Tag Untagged — Layer Default

Transform

	X	Y	Z
Position	0	-3.96	15.84
Rotation	0	0	0
Scale	1	1	1

Add Component



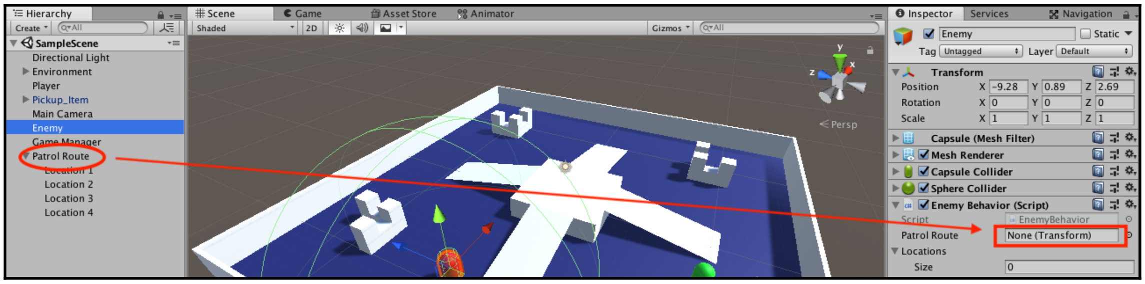
Hierarchy
SampleScene
- Directional Light
- Environment
- Player
- Pickup_Item
- Main Camera
- Enemy
- Game Manager
- Patrol Route
  - Location 1
  - Location 2
  - Location 3
  - Location 4

Inspector
Location 3 — Static
Tag Untagged — Layer Default

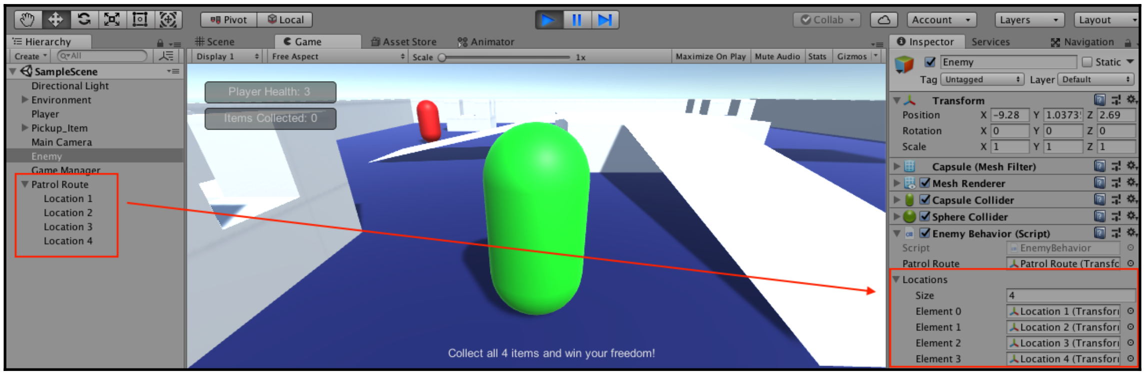
Transform

	X	Y	Z
Position	24.37	-3.96	-9.1
Rotation	0	0	0
Scale	1	1	1

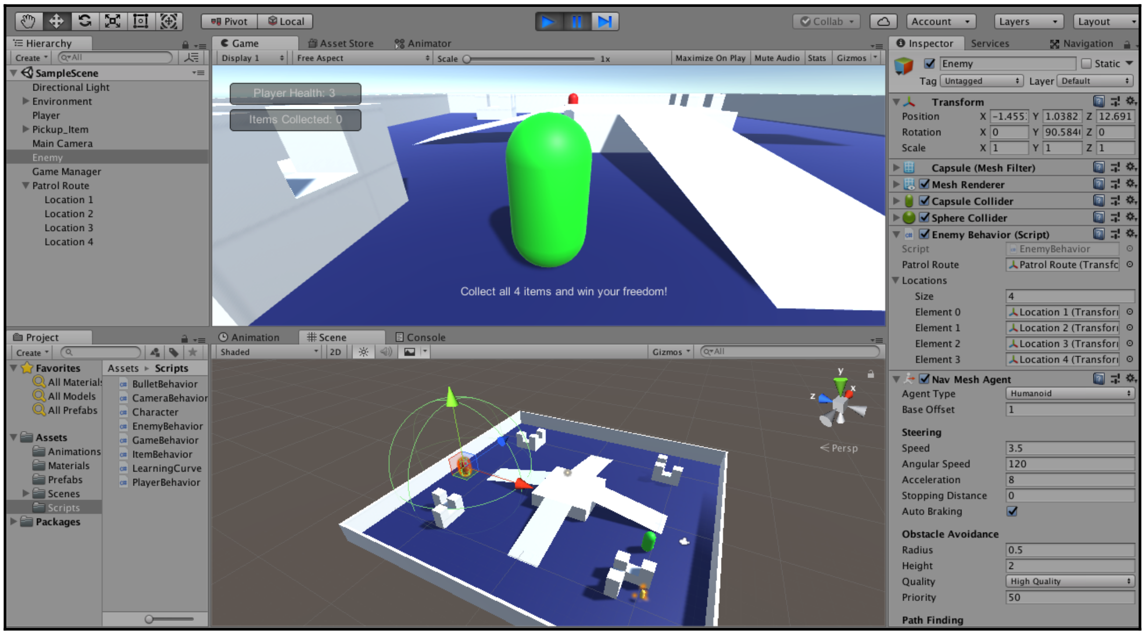
Add Component



Enemy Static
Tag Untagged Layer Default
Transform
Position X -9.28 Y 0.89 Z 2.69
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Enemy Behavior (Script)
Script EnemyBehavior
Patrol Route None (Transform)
Locations
Size 0

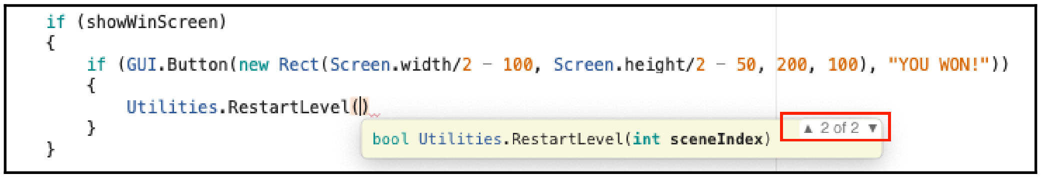


Enemy Static
Tag Untagged Layer Default
Transform
Position X -9.28 Y 1.0373 Z 2.69
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Enemy Behavior (Script)
Script EnemyBehavior
Patrol Route Patrol Route (Transfc
Locations
Size 4
Element 0 Location 1 (Transfor
Element 1 Location 2 (Transfor
Element 2 Location 3 (Transfor
Element 3 Location 4 (Transfor

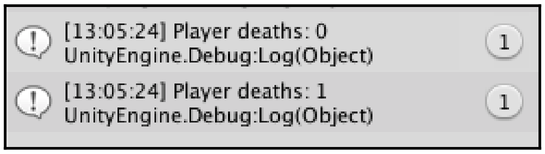


Enemy Static
Tag Untagged Layer Default
Transform
Position X -1.455 Y 1.0382 Z 12.691
Rotation X 0 Y 90.584 Z 0
Scale X 1 Y 1 Z 1
Capsule (Mesh Filter)
Mesh Renderer
Capsule Collider
Sphere Collider
Enemy Behavior (Script)
Script EnemyBehavior
Patrol Route Patrol Route (Transfc
Locations
Size 4
Element 0 Location 1 (Transfor
Element 1 Location 2 (Transfor
Element 2 Location 3 (Transfor
Element 3 Location 4 (Transfor
Nav Mesh Agent
Agent Type Humanoid
Base Offset 1
Steering
Speed 3.5
Angular Speed 120
Acceleration 8
Stopping Distance 0
Auto Braking ✓
Obstacle Avoidance
Radius 0.5
Height 2
Quality High Quality
Priority 50
Path Finding

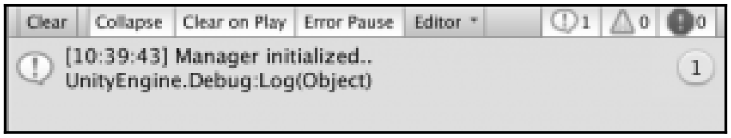
Chapter 10: Revisiting Types, Methods, and Classes



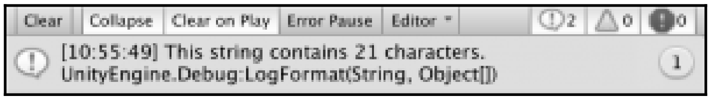
```
if (showWinScreen)
{
    if (GUI.Button(new Rect(Screen.width/2 - 100, Screen.height/2 - 50, 200, 100), "YOU WON!"))
    {
        Utilities.RestartLevel()
    }
}
```



```
[13:05:24] Player deaths: 0
UnityEngine.Debug:Log(Object)
[13:05:24] Player deaths: 1
UnityEngine.Debug:Log(Object)
```

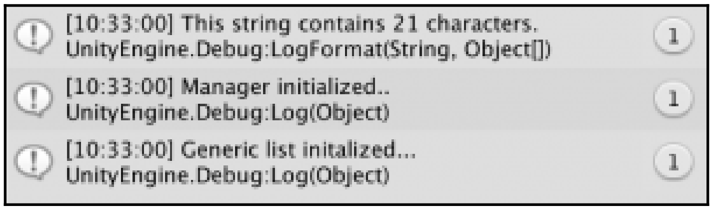


```
[10:39:43] Manager initialized..
UnityEngine.Debug:Log(Object)
```

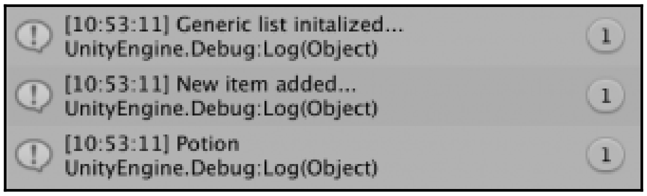


```
[10:55:49] This string contains 21 characters.
UnityEngine.Debug:LogFormat(String, Object[])
```

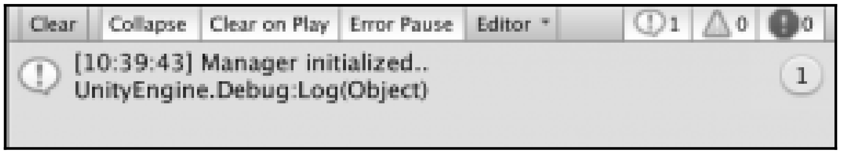
Chapter 11: Exploring Generics, Delegates, and Beyond



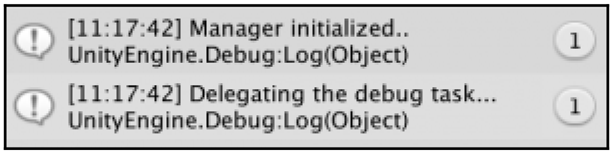
```
[10:33:00] This string contains 21 characters.
UnityEngine.Debug:LogFormat(String, Object[])
[10:33:00] Manager initialized..
UnityEngine.Debug:Log(Object)
[10:33:00] Generic list initalized...
UnityEngine.Debug:Log(Object)
```



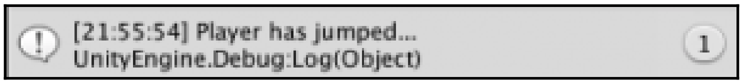
```
[10:53:11] Generic list initalized...
UnityEngine.Debug:Log(Object)
[10:53:11] New item added...
UnityEngine.Debug:Log(Object)
[10:53:11] Potion
UnityEngine.Debug:Log(Object)
```



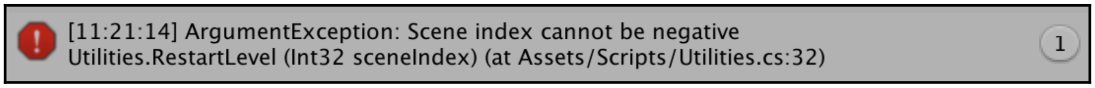
```
[10:39:43] Manager initialized..
UnityEngine.Debug:Log(Object)
```



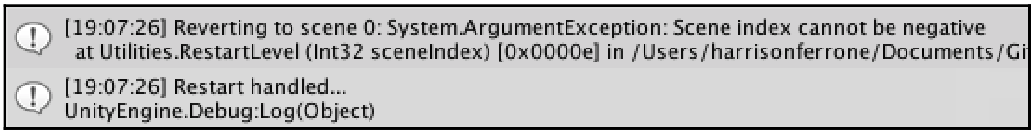
```
[11:17:42] Manager initialized..
UnityEngine.Debug:Log(Object)
[11:17:42] Delegating the debug task...
UnityEngine.Debug:Log(Object)
```



```
[21:55:54] Player has jumped...
UnityEngine.Debug:Log(Object)
```



```
[11:21:14] ArgumentException: Scene index cannot be negative
Utilities.RestartLevel (Int32 sceneIndex) (at Assets/Scripts/Utilities.cs:32)
```



```
[19:07:26] Reverting to scene 0: System.ArgumentException: Scene index cannot be negative
 at Utilities.RestartLevel (Int32 sceneIndex) [0x0000e] in /Users/harrisonferrone/Documents/Gi
[19:07:26] Restart handled...
UnityEngine.Debug:Log(Object)
```