

Unity Hub

✓

Install Unity

●

Create Unity ID

●

Select Template

●

Launch Unity

You will receive a confirmation email shortly. Please click on the link in the email to confirm your information and complete your profile.

With Unity ID you can access all Unity services.

Create Unity ID

Username

Email

Password

☐

I agree to the Unity [Terms of Use](#) and [Privacy Policy](#)


☐

I understand that by checking this box, I am agreeing to receive promotional materials from Unity


CREATE UNITY ID

[I already have a Unity ID](#)

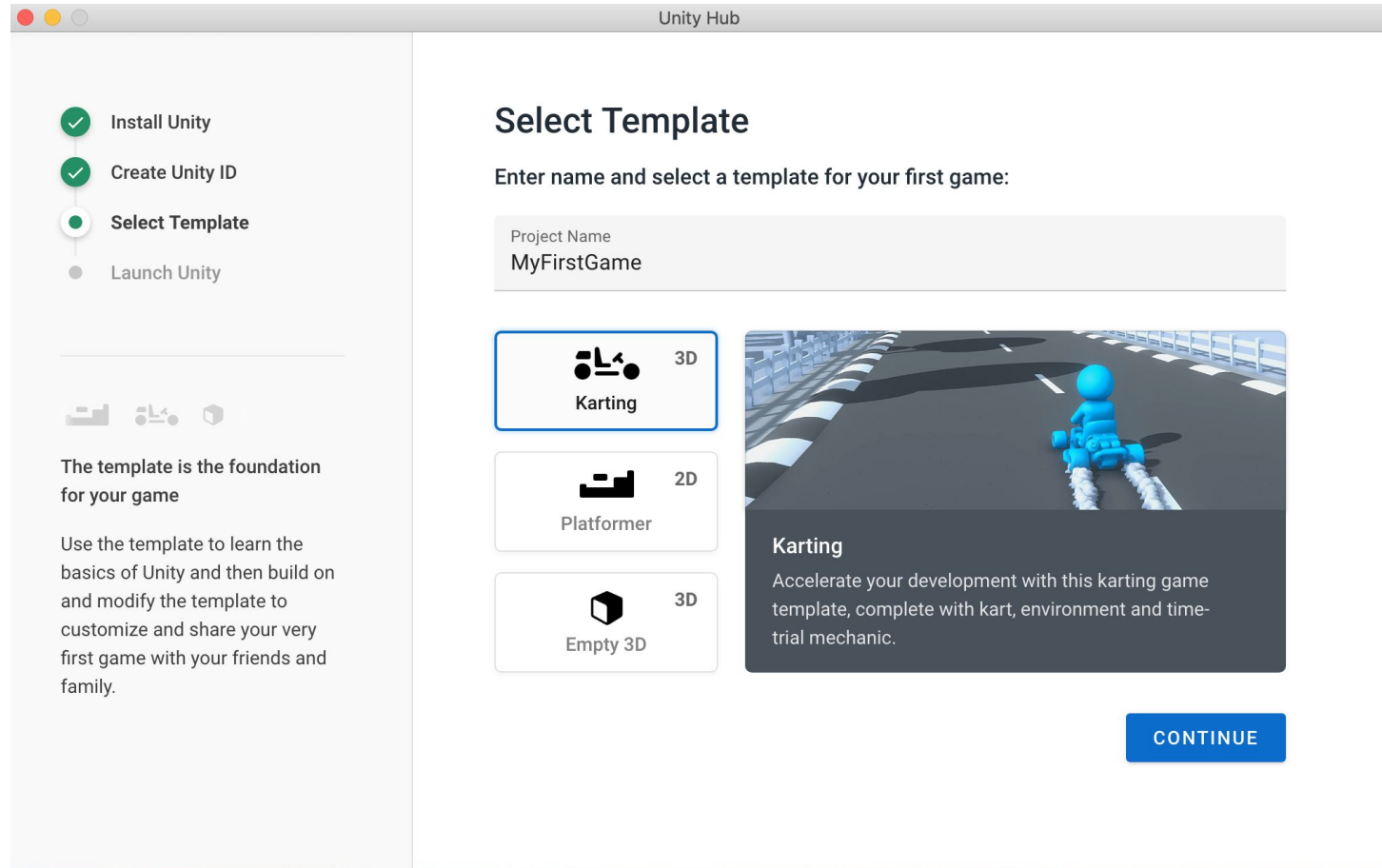
OR:

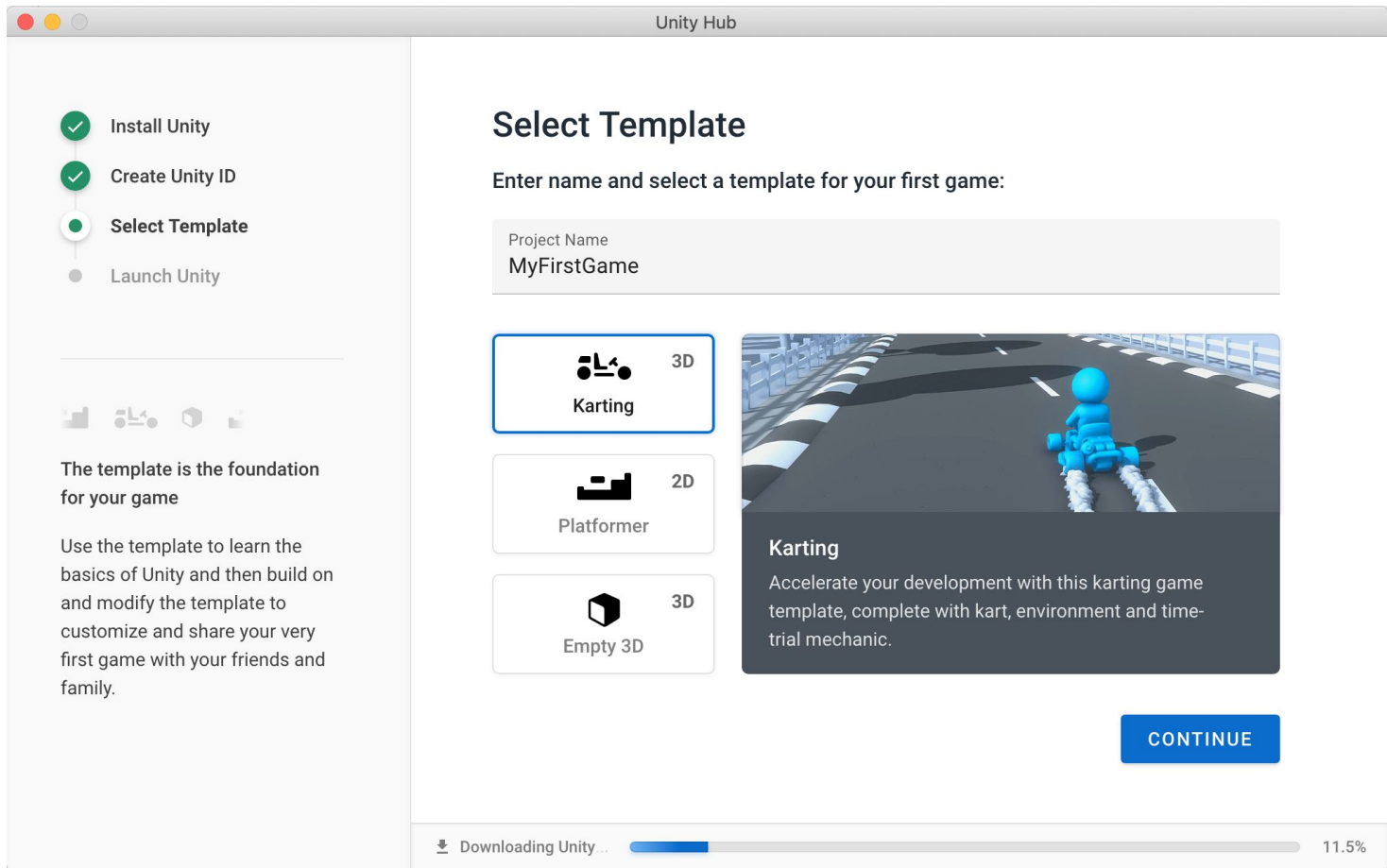


Sign in with google



Sign in with facebook







Center Local



Collab



Account

Layers

Walkthrough

Walkthrough

Play Testing

Welcome to Unity and the infinite world of creativity!

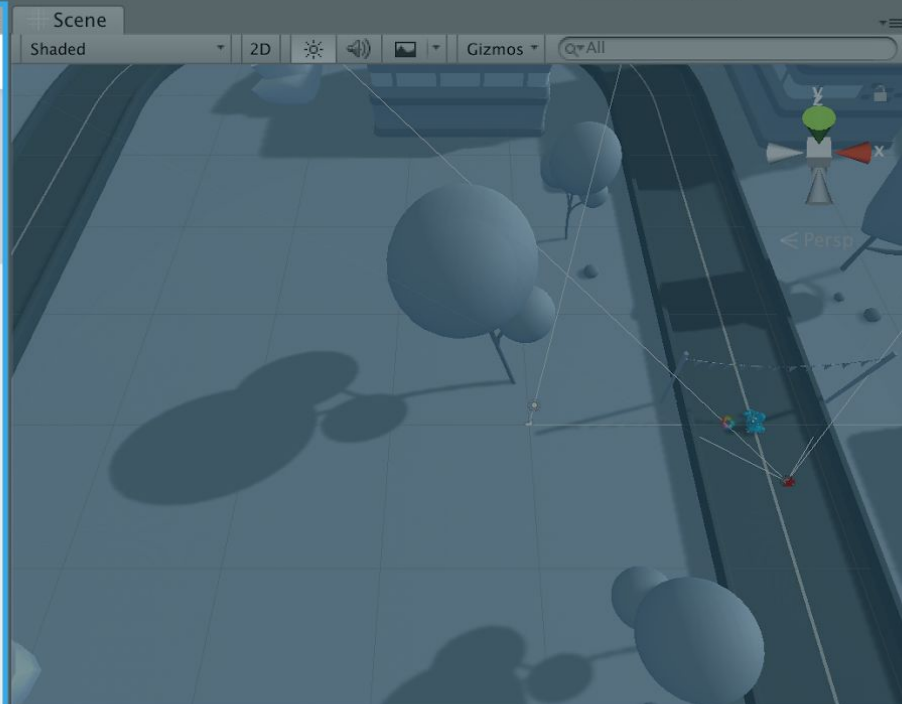
To get you started, we have created 6 **quick and easy** steps that will get you playing and modifying your game in a **matter of minutes**. We encourage you to do all of them!

In this walkthrough, you'll play, test and make a modification to your game.

Click **Start** to begin.

1 of 10

Start



Hierarchy

Create

SampleScene

Kart

TrackManager

StartFinishLine

Checkpoint

Checkpoint (1)

Checkpoint (2)

MainMenuCanvas

MetaGameController

RaceCountdownCanvas

TimeDisplayCanvas

EventSystem

BackgroundMusic

MainCamera

CinemachineVirtualCamera

PostProcessVolume

DirectionalLight

ModularTrack

Environment

Inspector

Your First 6 Steps to Creating a Game

Start building your first game now. Have fun clicking through these 6 helpful steps and you will have the foundation to modifying your first game in less than 30 minutes.

1. Play Testing

Play your game and learn how to make it your own.

Let's Go

2. Getting to know the Editor

Master the main controls, views and windows in the Unity interface.

Show Me

3. Editing Colors

Quickly learn how to change colors in Unity, starting with your Kart.

Let's Color

4. Adding a Prefab

Learn about Prefabs and how they make it easy to build and add things to your game.

Let's Add

Asset Labels

AssetBundle

None

None

Project

Create

Assets

Gizmos

UTech

MG-Karting

BasicAssets

BuildingShort

KartRacerMaterial

ModAssets

ModularTrackKit

Template Walkthrough

TextMesh Pro

Packages

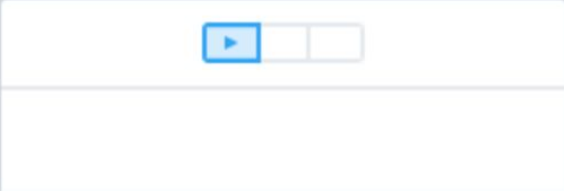
Walkthrough

<

Play Testing

↺

✕

A screenshot of a toolbar with a play button (a blue square with a white right-pointing triangle) highlighted with a blue border. To its right are two empty square boxes. The toolbar is set against a light gray background.

Before you modify your game, let's go ahead and play it!

➔

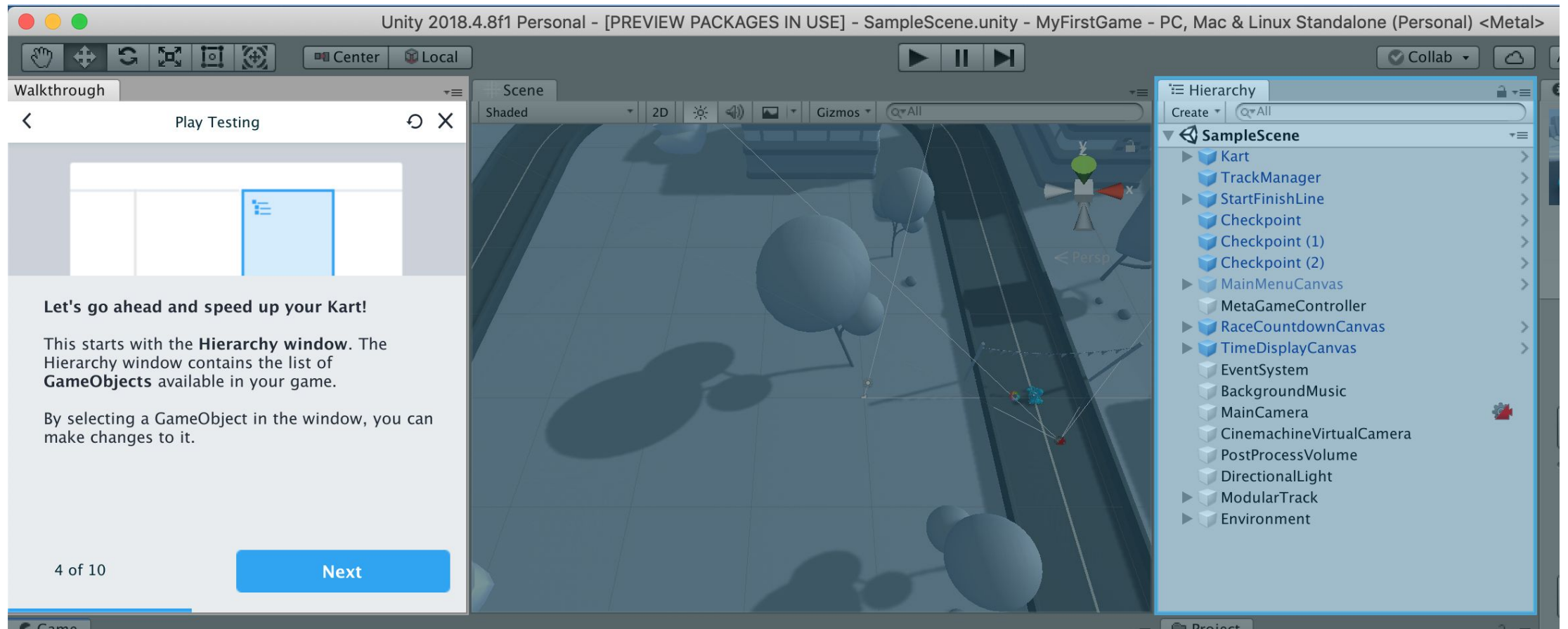
Enter Play Mode

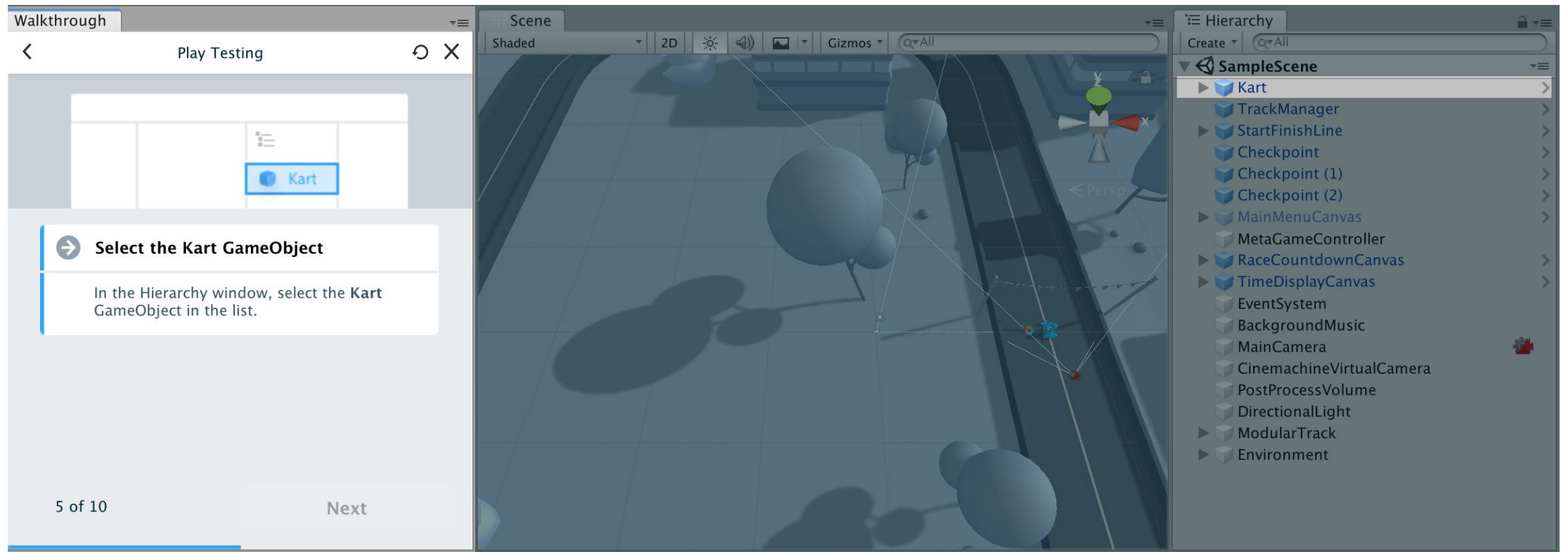
Click the **Play button** in the Toolbar at the top of the screen to test the game.

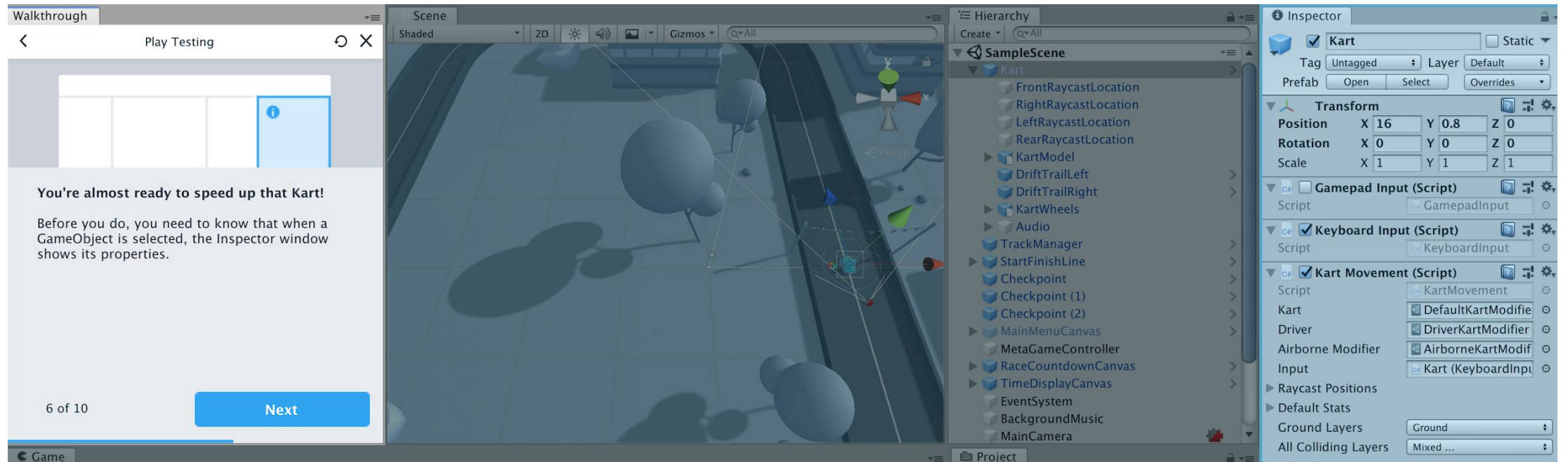
You play your game in the **Game view**.

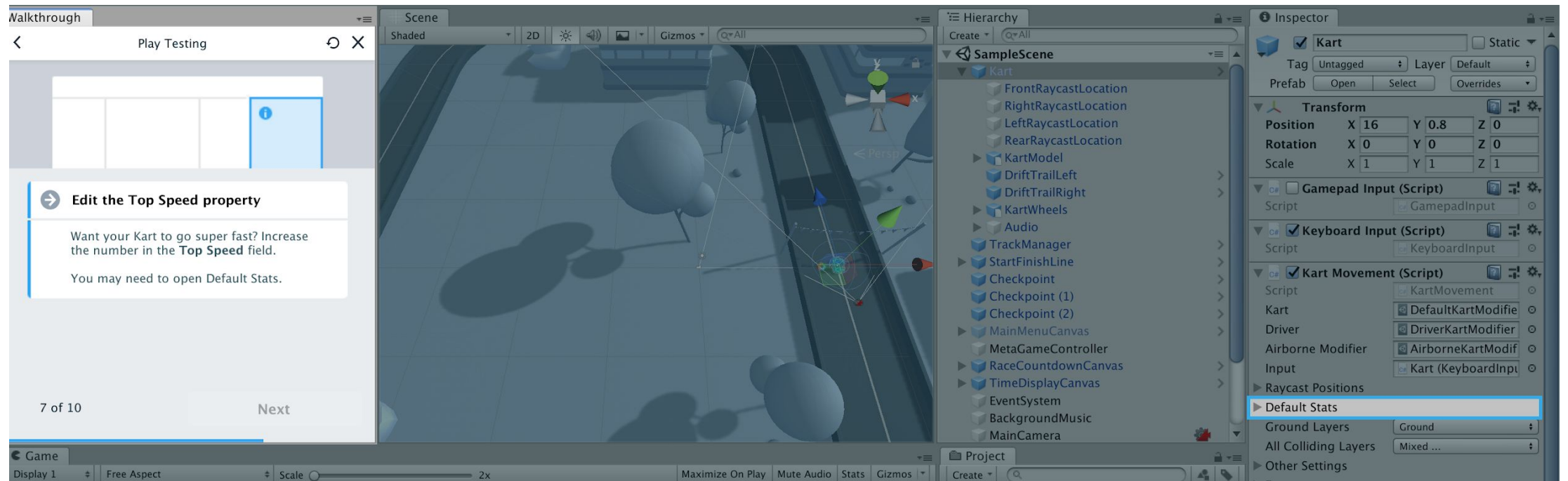
2 of 10

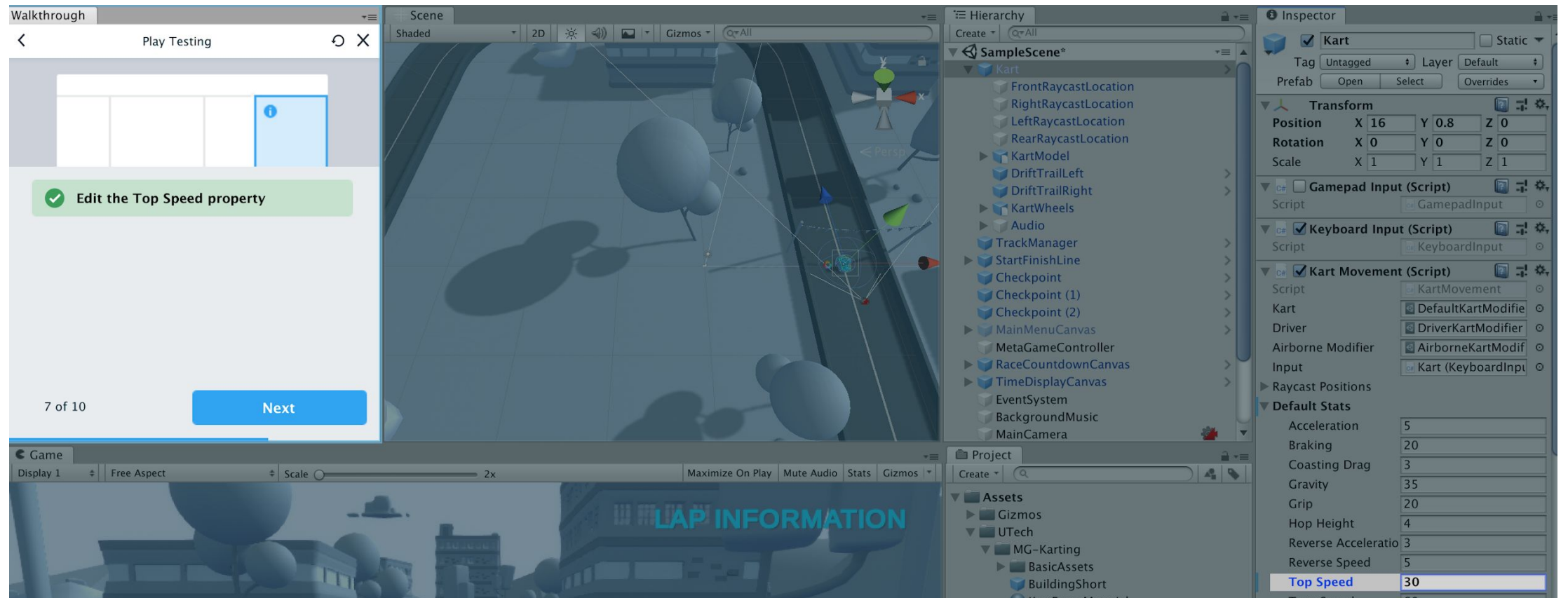
Next











Walkthrough

<

Play Testing

↺

✕

Now try your game with the new speed. Click **Play** at the top of the editor to enter Play Mode.

→

Enter Play Mode

Click the Play button to enter Play Mode.

8 of 10

Next

