

Unity Hub

## Create Unity ID

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.

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

Unity Hub

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 → 

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## Sign into your Unity ID

If you don't have a Unity ID, please [create one](#).


Email  
dshtennikov@gmail.com


Password  
.....

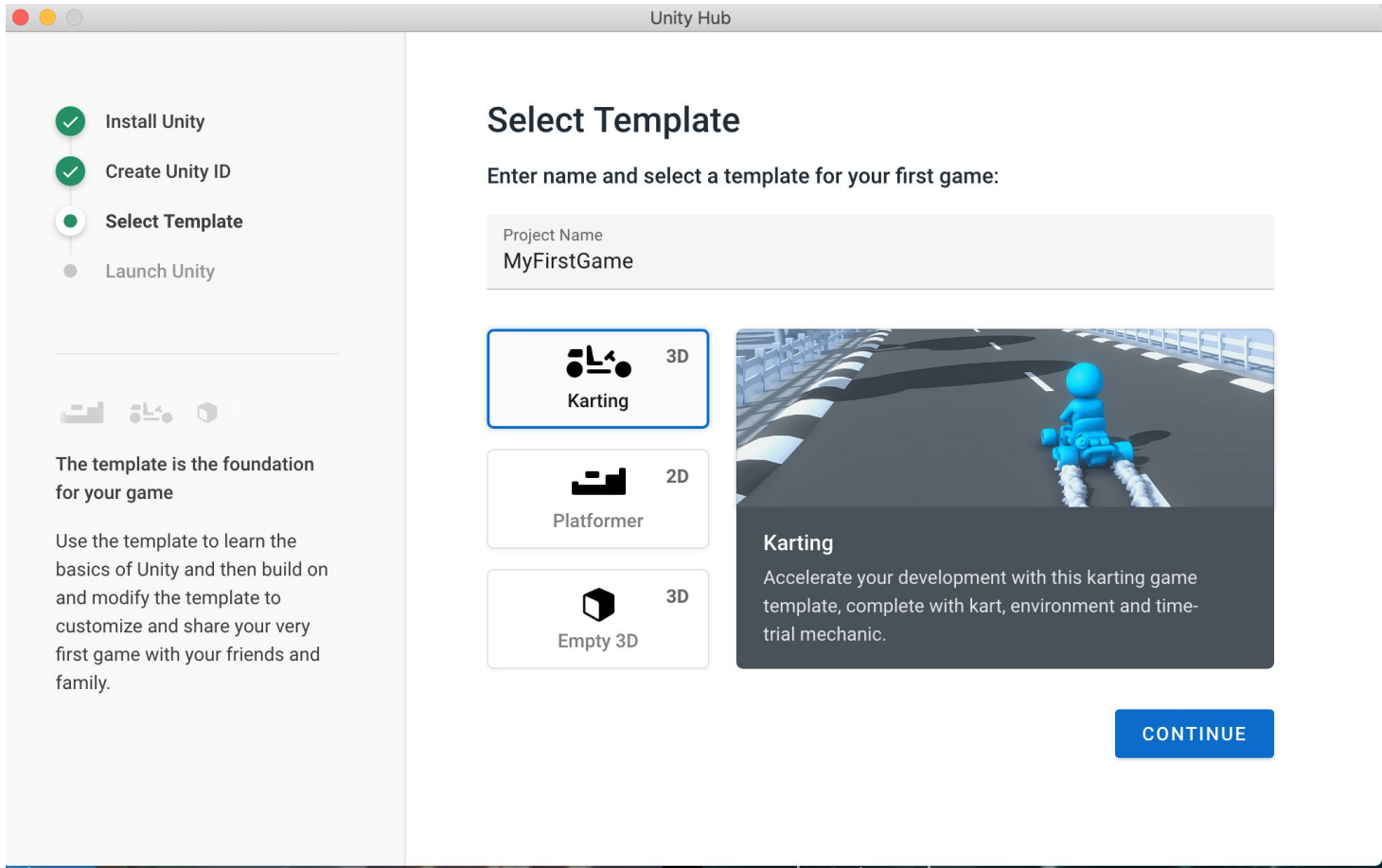
**SIGN IN**

[Forgot Password?](#)

OR:

 Sign in with google

 Sign in with facebook



- ✓ Install Unity
- ✓ Create Unity ID
- **Select Template**
- Launch Unity



The template is the foundation for your game

Use the template to learn the basics of Unity and then build on and modify the template to customize and share your very first game with your friends and family.


## Select Template

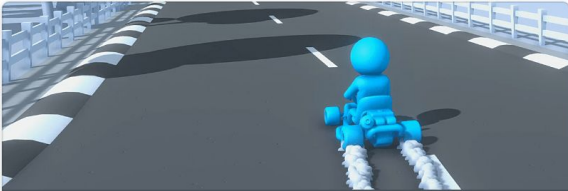
Enter name and select a template for your first game:

Project Name  
MyFirstGame

 3D  
Karting

 2D  
Platformer

 3D  
Empty 3D



**Karting**  
Accelerate your development with this karting game template, complete with kart, environment and time-trial mechanic.

CONTINUE

Unity Hub

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Enter name and select a template for your first game:

Project Name  
MyFirstGame

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**Karting**

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 3D  
Empty 3D



**Karting**  
Accelerate your development with this karting game template, complete with kart, environment and time-trial mechanic.


**CONTINUE**

Downloading Unity ... 11.5%



Walkthrough

Play Testing



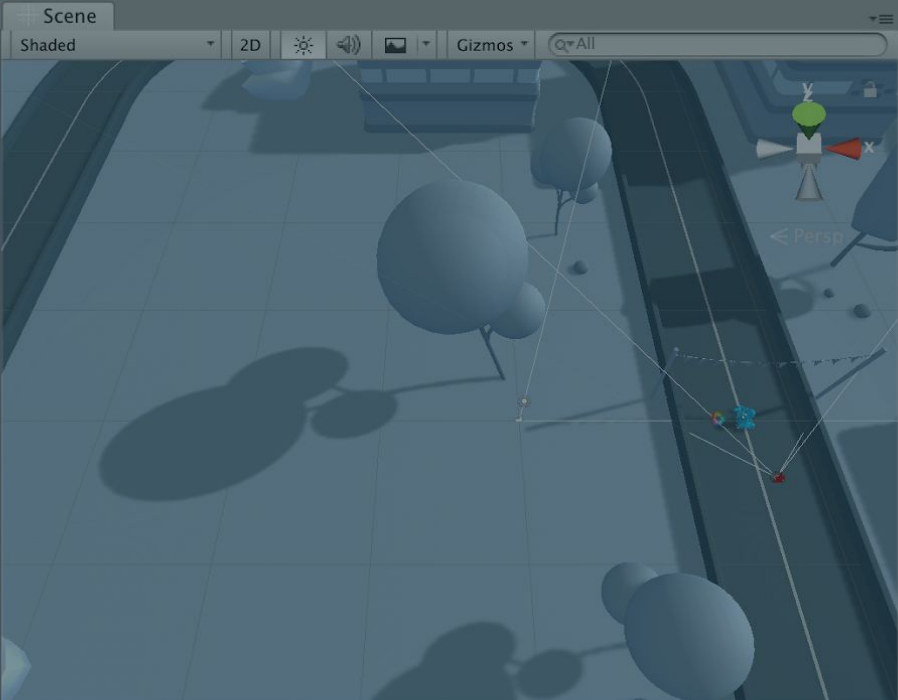
**Welcome to Unity and the infinite world of creativity!**

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



Project

Create

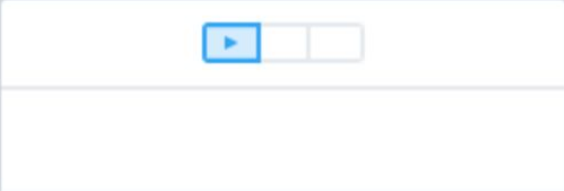
- Assets
  - Gizmos
  - UTech
    - MG-Karting
      - BasicAssets
      - BuildingShort
      - KartRacerMaterial
    - ModAssets
    - ModularTrackKit
    - Template Walkthrough
    - TextMesh Pro
- Packages

Asset Labels

AssetBundle None None

Walkthrough

< Play Testing > X



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

➔ **Enter Play Mode**

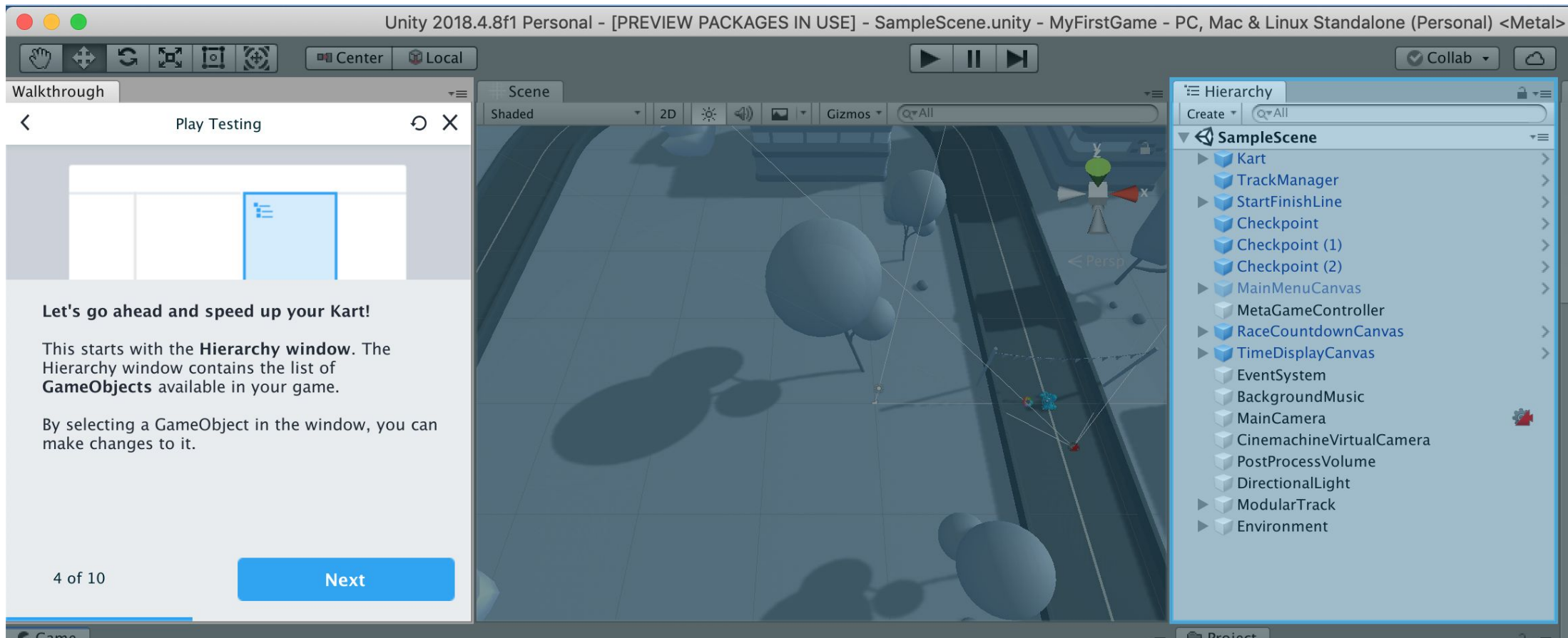
Click the **Play button** in the Toolbar at the top of the screen to test the game.

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

2 of 10 [Next](#)

The image shows a mobile application walkthrough screen. At the top, there is a header with a tab labeled 'Walkthrough' and a title 'Play Testing'. Below the header is a screenshot of a toolbar with a blue play button highlighted. The main content area contains text instructions: 'Before you modify your game, let's go ahead and play it!' followed by a section titled 'Enter Play Mode' with a right-pointing arrow icon. The instructions state: 'Click the Play button in the Toolbar at the top of the screen to test the game.' and 'You play your game in the Game view.' At the bottom, there is a progress indicator '2 of 10' and a 'Next' button.





Walkthrough

Play Testing

Kart

→ **Select the Kart GameObject**

In the Hierarchy window, select the **Kart** GameObject in the list.

5 of 10

Next

Scene

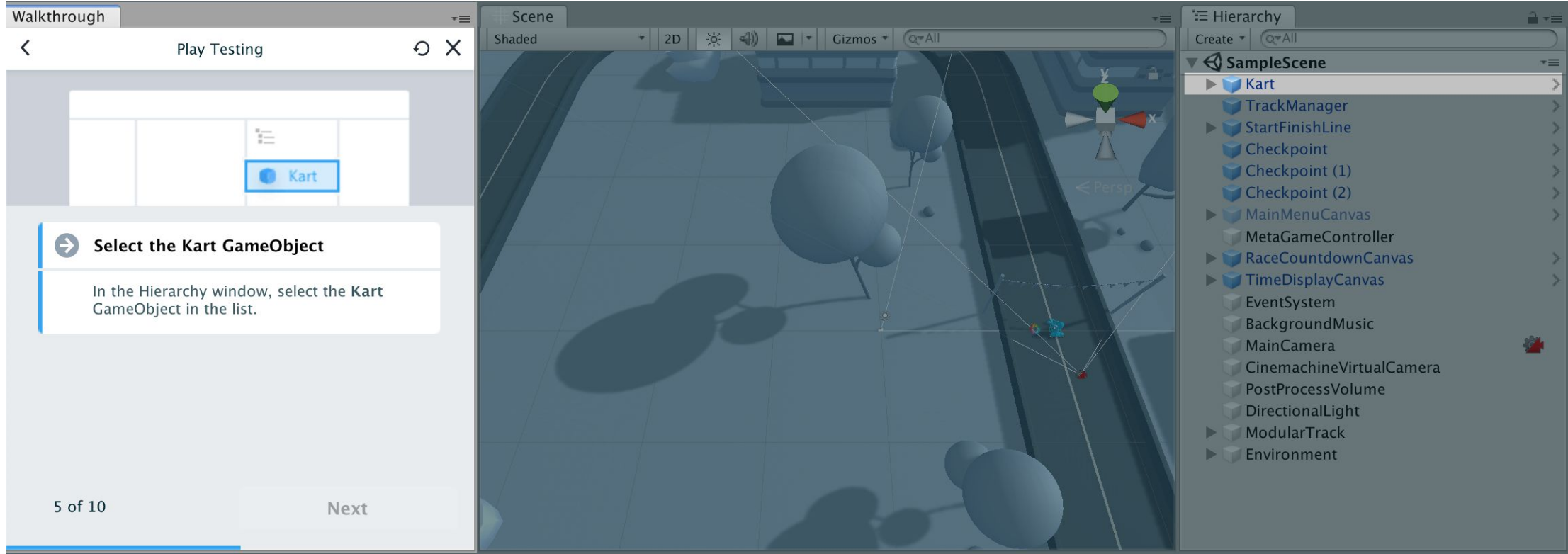
Shaded 2D Gizmos All

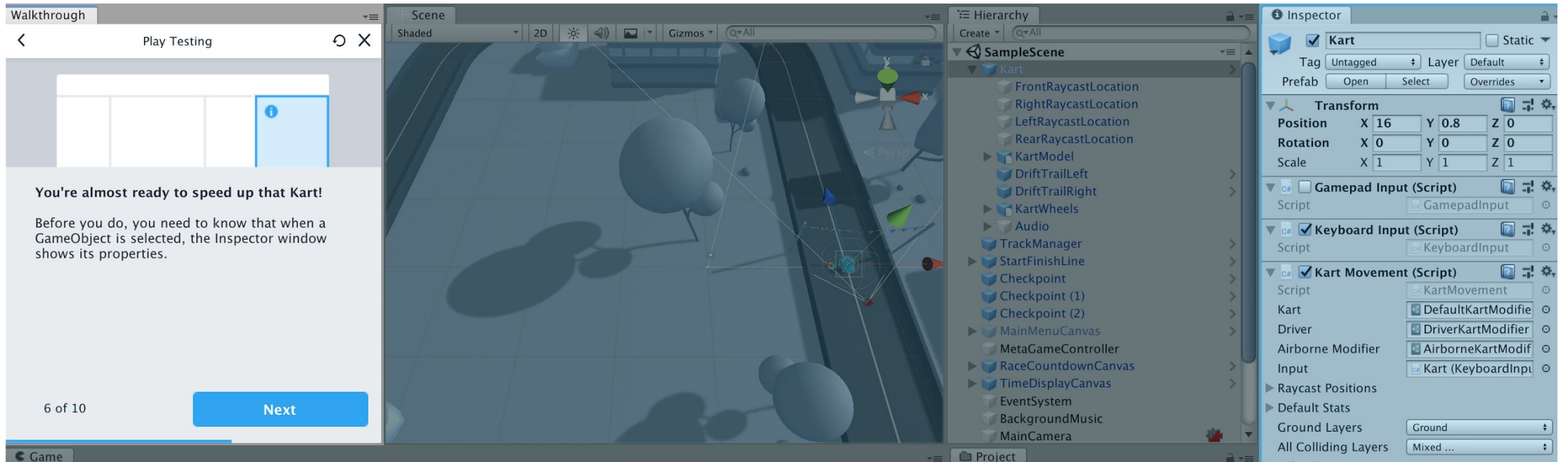
Hierarchy

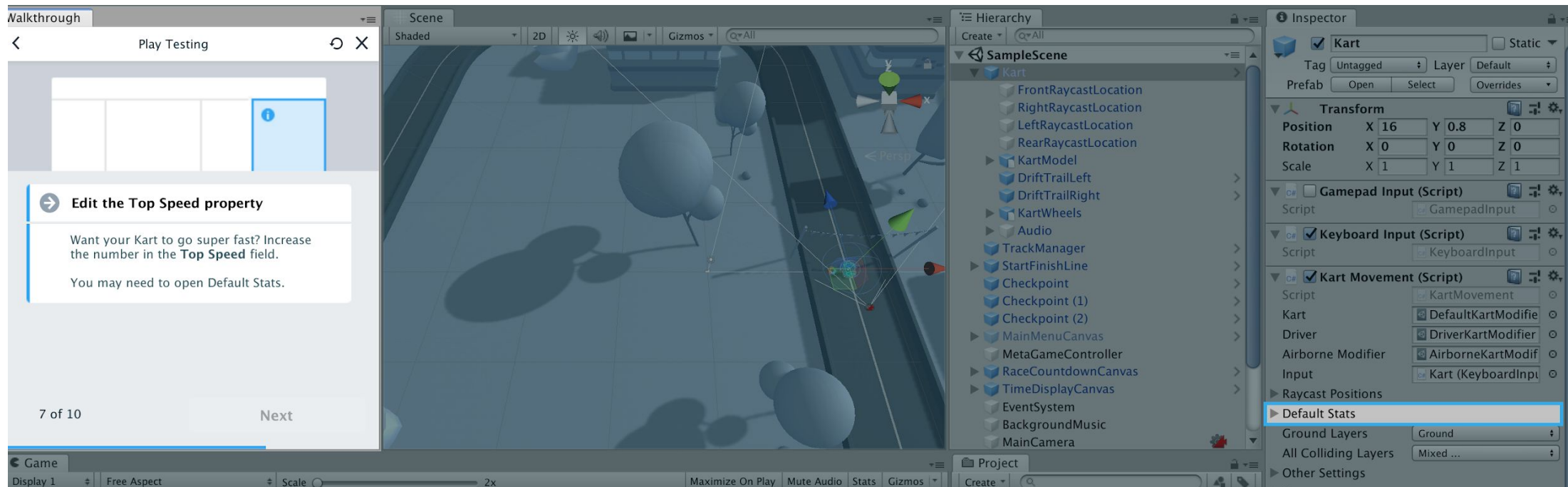
Create All

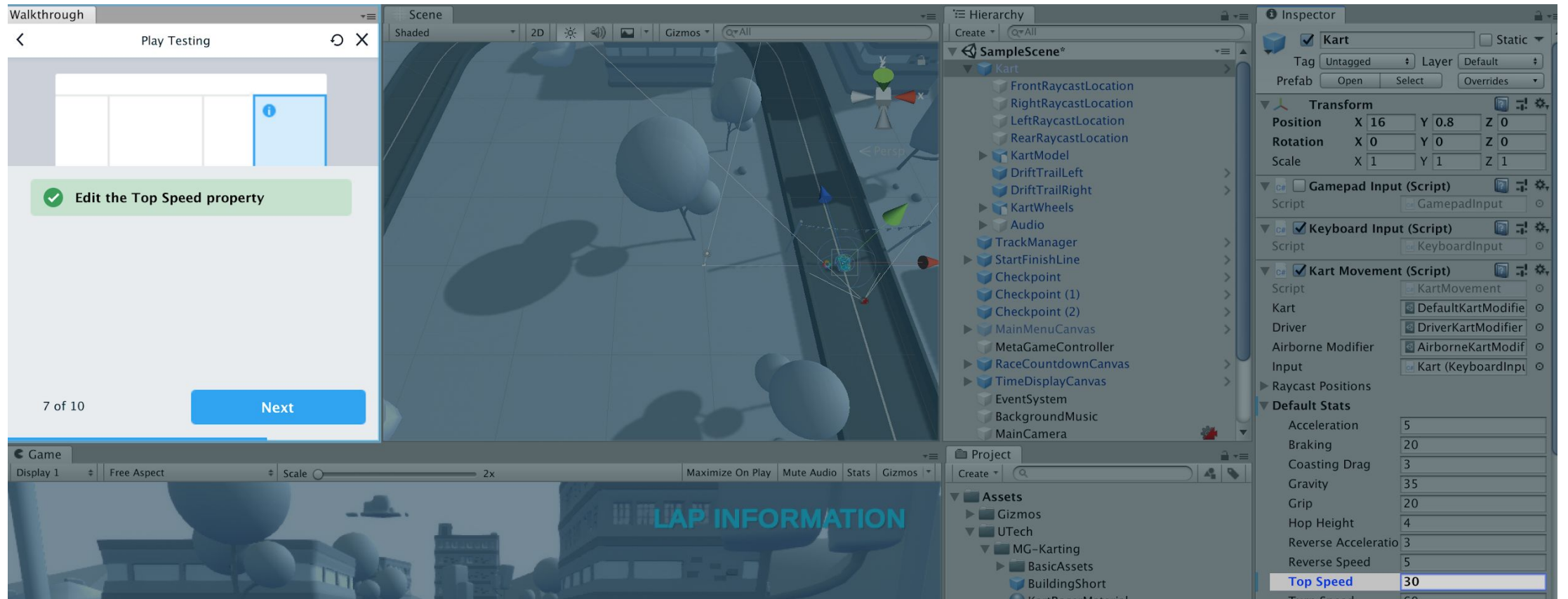
SampleScene

- ▶ Kart
- ▶ TrackManager
- ▶ StartFinishLine
- ▶ Checkpoint
- ▶ Checkpoint (1)
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- ▶ ModularTrack
- ▶ Environment

The image shows a Unity development environment with a walkthrough overlay. The walkthrough window on the left contains a 'Play Testing' button and a 'Kart' button. Below these is a step titled 'Select the Kart GameObject' with instructions to select the 'Kart' GameObject in the Hierarchy window. The main scene window shows a 3D kart track with a kart in the distance. The Hierarchy window on the right lists various scene objects, with 'Kart' at the top of the list.

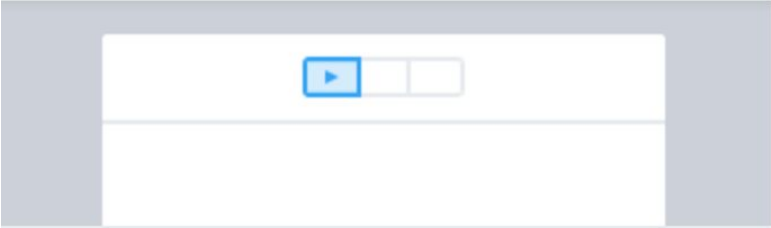






Walkthrough

< Play Testing > X



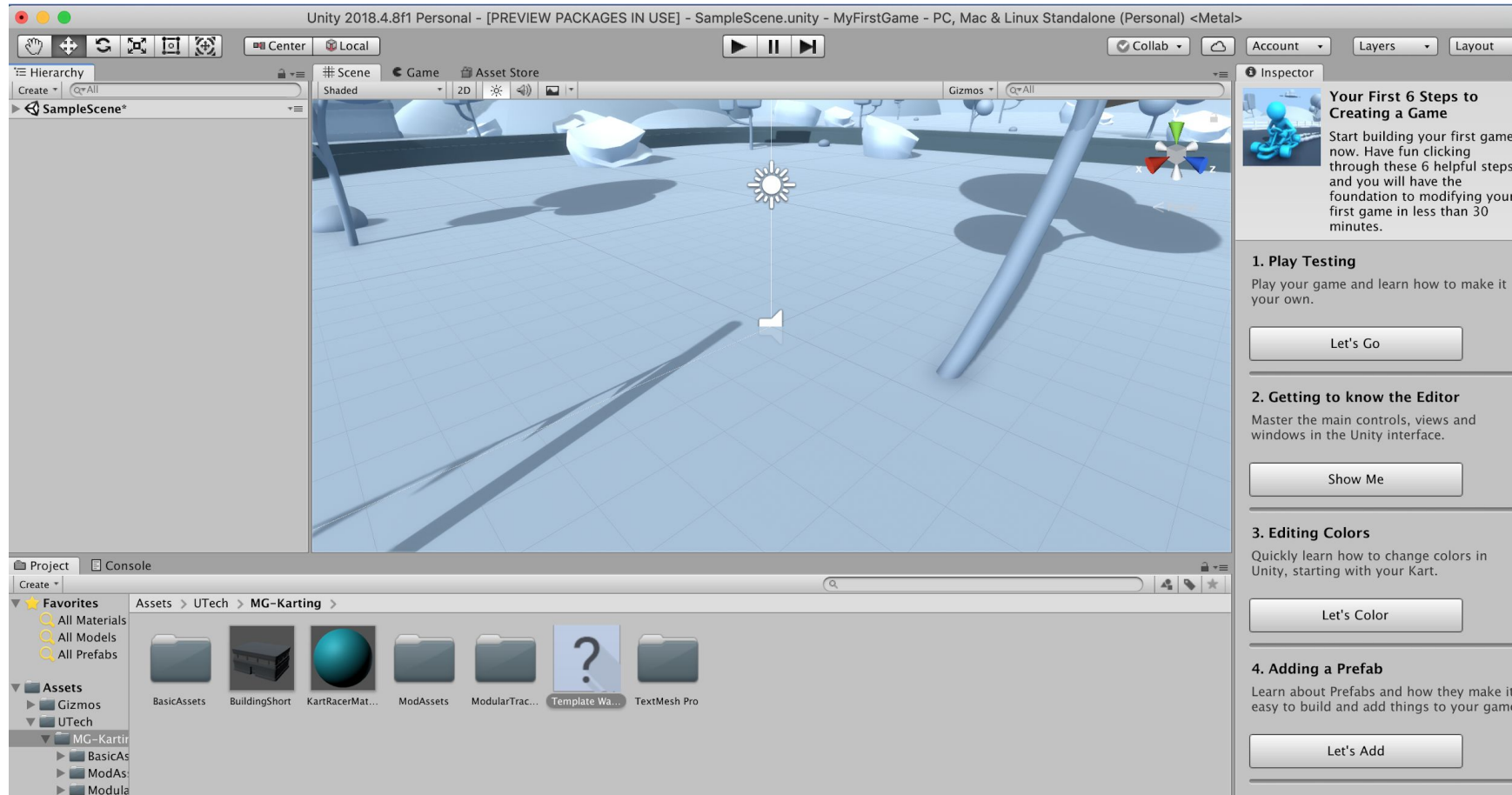
Now try your game with the new speed. Click **Play** at the top of the editor to enter Play Mode.

➔ **Enter Play Mode**

Click the Play button to enter Play Mode.

8 of 10 [Next](#)

The image shows a walkthrough window titled "Walkthrough" with a sub-header "Play Testing". It features a back arrow, a refresh icon, and a close button. The main content area displays a screenshot of a game editor with a play button highlighted. Below the screenshot, there is instructional text: "Now try your game with the new speed. Click **Play** at the top of the editor to enter Play Mode." This is followed by a task card with a right-pointing arrow icon, the title "Enter Play Mode", and the instruction "Click the Play button to enter Play Mode." At the bottom, it shows "8 of 10" and a "Next" button.



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