unity

Getting Started Strategies

Paper prototype	Visualize	Create a checklist
Get crafty, explore possibilities, explain your idea, and get feedback.	What steps do I need to get my end product?	Write a plan, break it into small steps, and make a checklist. It's as easy as 1, 2, 3!
Team up for accountability	**Remix an existing project**	**Be inspired by others**
"Here's what I want to get done today…" Schedule check-ins with a partner and keep each other motivated.	Can you find something to mod or trick-out?	Look for projects that bring you joy, delight, and wonder. What do you like about it? How might it inspire your work?

Getting Unstuck Strategies

Ask an expert

Who looks like they know what they're doing?

Break it down

If the problem seems overwhelming, break it down into simpler steps. Solve the simpler problem.

Look it up

Distill the problem to 5 words or less e.g. "Unity move object", "unity platformer jump"

Still can't find what you're looking for? Post to a forum.

Compromise

What I'm doing might be a little beyond me. Is there a simpler solution?

Talk it out

Walk someone through what you're trying to do step by step.

Take a break

Have a stretch, move around, and come back to it.

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Going Further Strategies

Alpha test Have a friend test your project to find issues and bugs.	**Seek feedback** Find someone to give you feedback on what worked, what didn't and ideas for features.	**Reflect** How closely does your project resemble your original plan? What did you learn in the process? What is unique and creative about your project? What might you add with more time?
Polish Does the project run without errors? Is all functionality present and operating as expected? Are the code and hierarchy neat & commented, using correct conventions?	**Pitch your project** Create a one-minute 'elevator pitch' for your project. Why did you make it? What makes your project unique? Why should someone experience it?	**Help a friend** Who looks like they could do with some support?