

Dear Mr. DeBerry,

For my Passion Project, I would like to research Unity, a video game programming language. I would like to research this because I've always liked playing video games, but I also wondered how they were made. Based on my research so far, Unity is a very interesting coding language, and a lot of my favorite games are made with it.

My guiding research questions will be: Who created Unity, what was it created for, what is it mainly used for, what else can it be used for, which major corporations use it, how does it compare to other languages, were other languages based on it, how does it actually work, and will a sixth grader be able to make something on it.

My visual documentation will probably be videos of me coding or analyzing code from other games made with Unity, and pictures of the actual coding part. I will also include videos of me coding my game for the final product.

My written documentation will be in blog format, like a virtual journal where I state my frustrations and what is coming easy, what are some new things I have learned, and updates on how my game that I will build is coming out. I may use my blog, but if I find an easier software to use, I will do that.

My book resource will be a book called Unity Game Development Cookbook. I chose this book because I haven't really had experience using Unity, and this was the best beginners book I could find. My video resources will be a YouTube video called How To Make a Video Game in Unity (E01), and How To Make Your First Game TODAY! - (Unity 3D). My website resources will be Unity.com, because they have some good tutorials there, and the second will be raywenderlich.com.

The materials I will need are: a computer, the coding software, and a platform to run the game on. I have a computer already, but I will need to download the Unity software. This may seem pretty straightforward, but I am not sure if I will need to download other parts to run alongside it for it to work. I will see how it goes and if I have to do that, I will post it on my blog as a frustration.

I may need help with the coding of the video game I will make, because research can only take you so far before you need a human to help you out. I am also fearing the making of the diagram, because I know enough about video game programming to know that there are a LOT of parts of the software, and it will be super hard to label each and every one, but I will try my best.

To show what I've learned, I will probably take a video of myself playing the video game I'll make, or if I find a way, I might even be able to share the video game with the class. I am very excited to share what I will learn with the class!