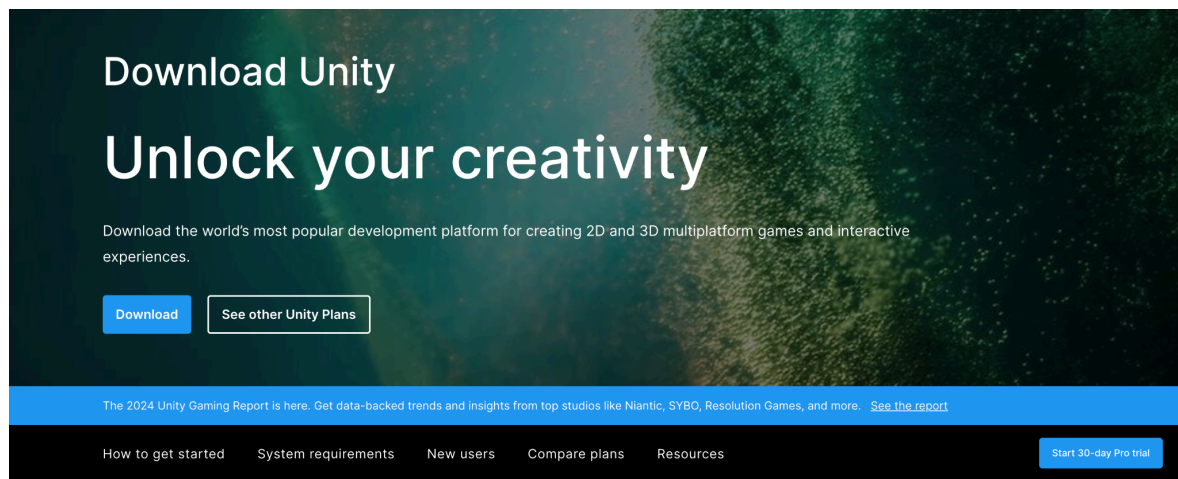


# GAME DESIGN IN UNITY

1. Before running this mission you will need to have Unity, Unity Hub and an IDE (visual studio recommended) installed on a laptop. This can be done alongside the Apprentice in their first session if preferred.

Visit: [unity.com/download](https://unity.com/download)



## Create with Unity in three steps

### 1. Download the Unity Hub

Follow the instructions onscreen for guidance through the installation process and setup.

[Download for Windows](#)  
[Download for Mac](#)  
[Instructions for Linux](#)

### 2. Choose your Unity version

Install the latest version of Unity, an older release, or a beta featuring the latest in-development features.

[Visit the download archive](#)

### 3. Start your project

Begin creating from scratch, or pick a template to get your first project up and running quickly. Access tutorial videos designed to support creators, from beginners to experts.

[Access our Pro Onboarding Guide](#)

You should select the “recommended” version when installing Unity

2. Apprentices are walked through how to create an account, claim a license and apply it to Unity. They will need an [email address](#) to be able to do this.

3. Make sure Visual Studio is installed on the laptop. If it is not, you can install it here: [visualstudio.microsoft.com](https://visualstudio.microsoft.com)



## Visual Studio |

The most comprehensive IDE for .NET and C++ developers on Windows. Fully packed with a sweet array of tools and features to elevate and enhance every stage of software development.

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4. If Apprentices are having problems using “Visual Studio” in Unity. Make sure it is set as the default code editor.

You can find the documentation to do this here:

[docs.unity3d.com/Manual/VisualStudioIntegration.html](https://docs.unity3d.com/Manual/VisualStudioIntegration.html)