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Getting Started

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- ▶ 2. Interface 9:33
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- ▶ 4. Custom Layouts 2:42
- ▶ 5. Creating your first Project and Scene 4:03
- ▶ 6. Asset Store 2:48
- ▶ 7. Creating Game Objects 2:42
- ▶ 8. Using Prefabs 2:15
- ▶ 9. Key Input configuration 4:12

UNITY: Game Development Tool

<https://www.udemy.com/unity3d-concepts/learn/v4/lecture/306933?start=0> Sat Dec 31 2016 15:34:14 GMT+0530 (India Standard Time)

Section which shows list of videos. It also indicates videos that are viewed

Video

Display duration of each video

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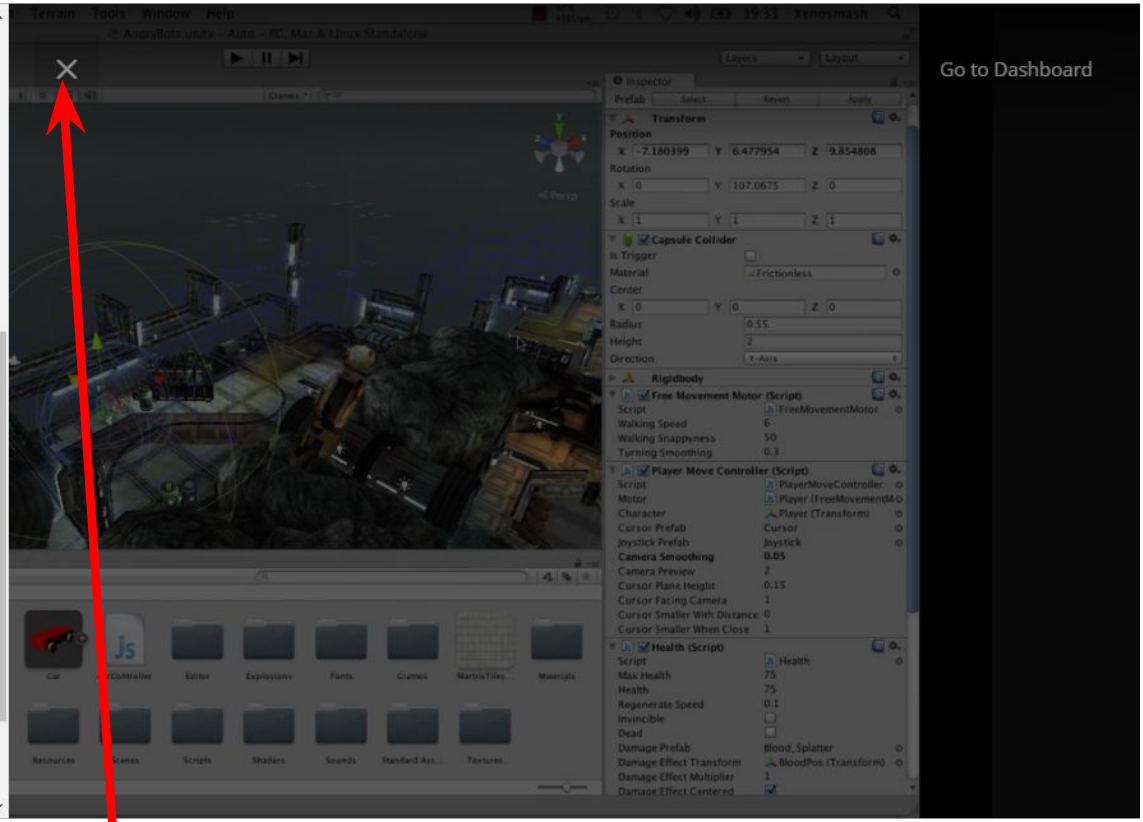
▶ 7. Creating Game Objects	2:15	○
▶ 8. Using Prefabs	2:15	○
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▶ 10. Building your Game for Multiple Platforms	5:00	○

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Interactivity	

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Graphics and Visuals	

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Closed Section

Close button to hide the side drawer

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Click this button to open the side drawer

When side drawer is closed, the video is shown full screen in the application window

Requirements

- Videos files will be added manually in the project.
- There will be no streaming videos to play.
- Each Section of the side drawers should be expandable and will contain list of videos
- Videos that are viewed are marked as complete (green check mark)