

# What was the first experience you created with Unity?

My first solo project in Unity was a Hololens app for learning yoga in a 3D mixed reality way. So you see hand marks and foot marks in the space around you and by looking at them you will actually be able to learn by yourself, without focus on any flat screen like mobile phone or TV, to learn yoga.

It was a mobile game which was an endless driver, and I released that on the Android and Apple Store. Looking back on it now, it's something that obviously, when you look back on anything you created a long time ago, you're a bit cringed by it, but I'm also super proud because, again it takes a lot to be able to actually ship a game.

I just downloaded a lighting example on the Unity forums, and it was a just a house with light switches, that's all it was. But then I decided, "Wait, what if I dropped the first-person controller that Unity provides in the standard assets?" And I dragged it in, and then all of a sudden this top-down demo became this first-person game exploring a house. And I just thought that was the coolest thing ever, it made this game that wasn't there before and I only did a few different things using these assets that Unity provided.

The first game that I ever built in my spare time was something called Reflex Unit and it used NavMesh system and the NavMesh Agent system for the AI for the enemy characters. So I would have each enemy character move from their current position to the player position if they spotted him, kind of like a Metal Gear stealth-like mechanic. My die hard game call Runner Beats is a cross-breed between Guitar Hero-meets-Subway Surfers, and you play as the messenger of music, trying to deliver sound to the player. As you keep collecting different coins to the beat of the music, different layers of music would load.

The first Unity experience me and my business partner created for Synty Studios was called Simple Town. At the time we'd both been working full-time jobs and we just wanted to have a bit of a break, so we spent a weekend and we made our first asset pack. It got submitted and then it was approved by the next weekend, and then I woke up on Saturday and we had our first sale, and it was a pretty magical moment. And the rest is history, we now have over 70 packs and we're one of the top publishers on the Asset Store.

Originally when we started using Unity we weren't using any of the advanced Collab tools, so basically we just had a version of the project each, and we were just hacking stuff in in our own versions and then at the end we tried to merge those together and it didn't go so well, but we managed to work out the kinks and build the final project.

As you go into making your first game, everything's new, so things that I might've considered to be really simple actually turned out to be really hard, and some things I'd just never considered at all I had to learn on the fly while I was doing it. The one thing that really was the most difficult for me was that I'd never optimised a game before, even though it was running great on my PC, you'd go to export it to a mobile device and realised it runs very badly. And that was just down to bad coding practices on my side, and a lack of experience in using Unity, so going and learning how to optimise and how to make my project run better on the device, was just a great learning experience and was something that I'd just never have predicted.

Because there's so much you can build in Unity, and that's always playing in my mind, there's so many different things you can make, I was often quite distracted to stop that project and start a new one. Try and keep yourself focused and finish that one thing you're making before you've moved onto the next exciting thing.

The hardest part of making Runner Beats was creating the algorithm that allowed the game engine to spawn prefabs to the beat of the music. After I was able to get it done, I actually felt really proud of myself and it made me feel like I could do anything after that, like, "I've made an algorithm now, what else can I do? What's the next thing I can accomplish?"