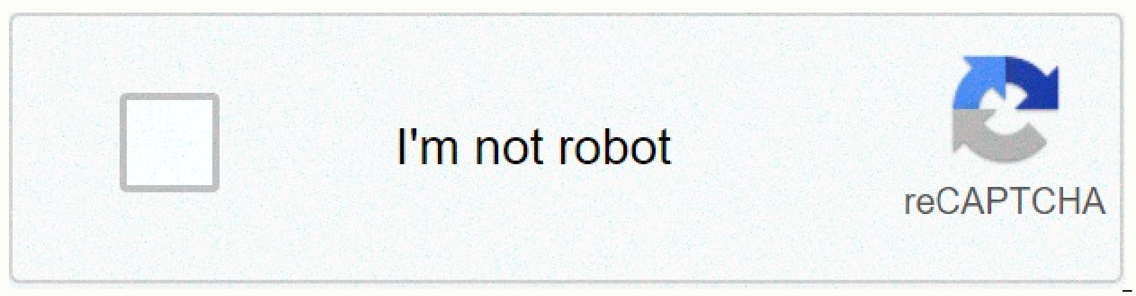

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on the line! Unity is a game engine and integrated development environment used by millions of developers to bring games to Android, iOS, Windows, consoles, and many more platforms. It is currently the most popular game engine on the Android platform, thanks to its streamlined interface and workflow, as well as its rich range of features and excellent versatility. Read also: Start building Unity games in under 3 hoursIt's Unity mainly targeted at game development, it's not limited to games only. In fact, there's no reason you can't use Unity to build a variety of other tools, tools, business apps and the like. And there are some compelling reasons to do so! In this post, I'll explain why you might want to build a non-gaming app in Unity, and how you can set about doing it. Reasons to build non-game apps in UnityWhy would you like to develop non-games with Unity, when you have a perfectly good IDE in Android Studio? There are some compelling reasons. Rapid developmentThe first use case is that Unity makes Android app development faster and easier in many situations. For example, Unity lets you use C# rather than Java or Kotlin. While C# is not to everyone's taste, it is widely considered a little easier to come to terms with versus Java. Not only that, but if you are already familiar with C#, then you will find this is a much easier transition. IDE also keeps the file structure of your Android app hidden, without having to worry about things like AndroidManifest or the resource folder. Building an app in Unity requires much less coding than most traditional options. On top of this, Unity uses a particularly intuitive and fast user interface. Much of this is a case of drag and drop, and building UIs doesn't require a background in XML. You need to do much less actual coding when building apps that aren't games in Unity, and many things, like adding an image to a button or using a custom font, are extremely simple. It's the way it should be, but if you try any of these things with Android Studio, you'll find it's headache-inducing! Testing and deploying apps is also extremely effective. Adding assets built by other users couldn't be easier. Installation and setup are also made quick and easy! Cross platform development Unity is a cross-platform tool, which means you can easily create apps for Android, iOS and Windows with very few changes needed. If you are a developer and you want to reach the widest audience possible, then this is a significant advantage (although it is fair to point out that other tools like Xamarin will also allow you to do this). Read also: How to make an Android app with XamarinPowerful featuresAlthough most of its features are designed with game development in mind, there are also a number of features that may be useful for developing non-game apps in Unity. These are are graphical features, so if you want to include 3D elements in your app, Unity can be a very good choice. Reasons not to build non-game apps in UnityWhile you can build a variety of powerful non-game apps with Unity, you will find that it has its limitations. As with everything, it's a case of choosing the right tool for the job. Here are some reasons why Unity might not be the best choice for your app. Larger app sizesUnity is a game engine and it contains a lot of code to support the different features it provides to the developer. This means that you instantly increase the size of your app by relying on it. This will put some developers off of using Unity unless absolutely necessary. But in reality, the difference in size is quite small, and it is very unlikely to affect the subjective user experience in a meaningful way. Lack of native support for certain featuresThe cross platform character of Unity means it can't possibly keep up with every single new development on every operating system or piece of hardware. Similarly, the game-centric nature of the tool means that supporting things like fingerprint sensors is not a priority. Do you want to create an app using the material design language, which includes a standard set of buttons and text fields, and allows users to do things like turn off their WiFi or send text? You have a much easier time with android Studio.Om it's not important to you, then Unity should still be under consideration. How to build a non-gaming app in Unity: A quick tutorialNow you know why Unity is a valuable tool for building non-game apps, the next step is just to get started. How can you use Unity to build quizzes, calculators, business apps, and the like? Here's a quick tutorial using a simple workout app as an example. Using the canvasFirst create a new 2D Unity project. From here we will primarily use the canvas, so you need to add one to your scene. To do that, head over to GameObject &gt; UI &gt; Canvas.The canvas is a large invisible layer that covers the screen. This is usually used to display controls, high scores, etc. However, it can also be used as a primary view when building menus and the like. You can also change the background color of your app by finding the main camera in your hierarchy window, double-clicking it, and then selecting Background in the inspector. This is the default color the game camera sees when there are no elements in the scene, and it will serve as the background for your text and buttons. Now let's add our first bit of text by going to GameObject &gt; UI &gt; Text. This will be our title, and since I'm building a workout app, I'm going to title my Dynamic Workout. You can change the color of this text in the inspector, with the font. If you want to change the font, just find .ttf file you want to use, and drop it to a new new you should call fonts in your Assets. Now you can simply drag and drop that file into the correct box to start using it. Again, this is so much easier than doing the same thing in Android Studio! Scaling to different device sizesYou must also ensure that text remains in the same position on devices of all sizes. The way you're going to do this is by opening the text in the inspector and then clicking on the picture of the boxes in the upper left where it says Anchor below. This allows you to anchor the position of all UI elements to the screen, so that all values will be relative to that position. For example, if you anchor the text to the center of the screen, then the X and Y coordinates will read 0 as long as it is just in the middle. Now the text will always be in the middle, no matter how large the device. You can also anchor to the upper left or lower right, and then build your other elements around it. For additional scaling options, click the GameObject canvas in your Hierarchy to open it up in the inspector. Here you will be able to choose UI Scale Mode. By default, it is set to Constant Pixel Size, which refers to how the size of the actual elements on the canvas changes in shape and size. Play around and test the app on some devices to create something that works for you. Build InteractivityNext, you will need to manage clicks and let people actually interact with the UI you have created. To do this, you should add some pictures to the screen. Go to GameObject &gt; UI &gt; Image and a white object will appear in your scene. This is where you can add a picture to represent a button that will do something in your app. Use the Inspector and drop any image in the Source Image box, to change the look of the white box accordingly. I'm adding a Play button, which I'll anchor to the bottom center of the screen. Maybe for now, the best option would simply be to have this button take us to the next scene, which can play our workouts, for example. To do that, we have to write a script. Create a new C# script (and a new script folder if you like to be organized) and call it MenuControl. All you need to add is a single method called Play(). This will look like:Public Void Play() { SceneManager.LoadScene(Level 1); } You must also add the following line at the top:Using UnityEngine.SceneManagement; This says unity that we want to access the features related to byte levels and screens. In the future, Level 1 will be the file name for the next scene. Scenes are often levels in Unity, but they include a copy of everything in your project at the given time – which includes not only the level layout itself, but also the instance of the player character, the menus, the UI elements, etc. In other words, a scene is more than level, because it contains things we don't usually think of as part of the level. And it makes a lot of sense when you start trying to use Unity as more than just a tool to make games: because one scene can also be a menu, or another screen of a tool app. The elements used from one scene to the next may be completely different! Scenes in Unity are usually game levels, but they can be used for different screens by a utility app. Take the opportunity to save your current scene and call it Title Page or something similar. Now we have a situation where calling the method MenuControl.Play() will launch the next screen (where we would theoretically start training). All we have to do now is link that method to the button. To do this, you want to add the Event &gt; Event Trigger component to the button in the hierarchy, and then select Pointer Down to identify the presses of the button. Then create an empty GameObject that will house your script, and then add it to the box that says None (Object). Unfortunately, you can't just drag the script here because you need an instance of the class to refer to. Once it's in place, you can then use the drop-down menu next to this box on the right, to select the method you want to trigger. In this case will be MenuControl.Play(). Now save your scene as Level 1 and make some changes (show what you want on this screen), so you can tell when it's loaded. Remember that you'll need to add all the scenes to your Build settings before you'll be able to refer to them — even during testing. As you can see, this is a fairly straightforward process and it is as easy to add as many other methods here as you want. Now you have the option to add buttons and text, and then add interactions to these elements, you can do pretty much anything! More tricks of tradeButtons in different scenes can do a whole variety of things. You can get them to view or move a 3D object for example, or maybe you're playing a short video. You can also manipulate variables and values and display them as part of a string through a text label. Saving files works exactly the same as it does when building a game, as well as playing audio. If you want to access domestic features and still want to use Unity, then just do a quick search around Google or the asset store. Here's a quick solution to send messages via SMSManager for example. Remember that you need to change these aspects if you are going to build for multiple platforms. If you know how to use Unity for game development, you can apply all these skills here. You'll also find a variety of useful UI components that you can add to the workspace, such as check boxes, which are useful if you're doing an online form or survey. In other words, if you know how to use Unity for you can apply all these skills here as well. Hopefully this tutorial has given you a quick overview of how to think about Unity in this context, so you can come out and build your own non-game app in Unity today! Today!

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