# Placing Collectibles

Hi everyone! Welcome back!

Hope you're enjoying the advanced course on game development!

In our last video, we learnt how to choose the desired lighting for our game scene, we added a character to our game and also learnt the basics of the play mode. In this video, we will continue to build our game 'Second Life' to make it more interesting by adding basic elements of nature in the form of collectibles to our scene view and then wrapping it up as our first game application.

So, to make it happen, let's search the character folder present in the project window and locate a subfolder named collectibles and open it.  After the folder opens, you will see that we have already made a list of collectible prefabs which we will use in our game. Each of these collectible prefabs represent the basic elements of nature like wind, water, fire etc. Drag and drop each of these prefabs on top of your scene view and place them at different secret locations in your newly designed terrain to make the game more challenging for the player. By now you must have understood that our game is all about finding the key elements of nature within a stipulated time. And therefore, hiding these collectibles in your terrain at safe locations is extremely important as it increases the difficulty of the game manifold.

You can watch me as I place each of these collectibles on top of the terrain. Repeat these steps to do the same in your game.

Once we have successfully placed the collectibles inside our game world, we will add a gameobject that will track the number of collectibles in our game. To do that, go to the character folder present in the project window, and locate a prefab named 'Game Canvas'. This game canvas will enable us to use the timer feature in order to make this a time based game. Drag and drop the prefab in the hierarchy window.

From the same Game Canvas, we can reuse the premade Game Start and Game Over Screen in our game as coding for these screens have already been done beforehand. At this point it is important for you to know that the Timer, Game

start or Game Over screen are created and customized for you and its coding is done in C-sharp programming language. Alternatively, you also have the liberty to create your own screens or timer, by learning to code a little and integrating it inside the Unity game development. For now, you can use the screens I have created for you in this game or any other game that you choose to make. However, it would be good if you learnt to code in C-Sharp programming language to create your own interactive screens, characters or any other interactive assets of your choice.

Bingo! Our video game is almost ready to play and we just need to complete one last step which is compilation. To do this, locate the file menu at the top bar in the editor. Select Build settings. As we build the current scene, click on the button 'Add open scenes' to add our active scene to the 'Scenes in Build' queue. For video games with multiple levels, we would need to add all the scenes while building the game itself. Always remember that we will opt for a Windows platform on a 32-bit computer to run our video game application. Click on Build. You will be asked to select a folder to save your game application. I would recommend you to add a new folder with the title of your video game. Click on Select Folder. Your game would start building now. This would take a couple of minutes. After the build is complete. Go to the folder where you saved your game application. Run the application by double clicking on the executable file.

I am pretty sure you are in awe of your ability to create a game. Play and share your experience with your friends and family!

In the video series so far, you learned the basics of the world's most popular game engine and digital content creation tool – Unity with the help of which we created a game called Second Life for rebuilding our Earth to give it a new avatar. To become a professional, all you need to do is keep developing games using the Unity engine. You would find it exciting to know that there is a huge community of professionals and students out there who are always online to help you with your doubts and questions related to Unity and professional game development.

Wish you all the best as you start sharing your stories in the form of a playable and interactive game mediums.

Till then, keep exploring and keep learning!

See you soon!