

Learning Unity 2d Game Development By Example Pereira Venita

Get a thorough and practical introduction to Unity development for Android devices with no previous experience with game development needed. In this book, you'll go through every step from downloading and installing Unity and the Android SDK, to creating fully functional games. The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications. It also provides some guidance on publishing and marketing, as well as thinking about game design and mechanics. Resources including sprites and scripts are provided in the code download. What You Will Learn Install Unity with the Android SDK Understand and use scripts, prefabs and Android Studio Design a great game Build a game app Add a bit of polish Deploy for various Android devices Build and deploy for 3D games, virtual reality and more Promote your game and make money Who This Book Is For This book requires no previous experience with programming or game development of any kind. Prior experience with the Android ecosystem recommended.

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A fun, easy-to-follow experience that takes you from an empty project in Unity 4.3+ all the way to a finished, functional 2D platformer, while giving you challenges and ideas to take what you learn in this book and expand upon it. This book is ideal for anyone who wants to learn how to build 2D video games or who just wants to expand their knowledge of the Unity game engine. It would be helpful to know how to navigate your way around Unity and some basic C# before getting started with this book; however, if you don't, no worries – we will point you in the right direction!

Build a tower defense game and earn delectable C# treats by baking cupcakes and fighting fearsome sweet-toothed pandas

About This Book Build a complete and exciting 2D Tower Defense game from scratch. Understand and learn to perform each phase of the game development pipeline

Homework and exercises to improve your skills and take them to the next level

Who This Book Is For If you are looking forward to get started with 2D game development, either if you are a newcomer to this world, or you came from 3D games or other game engines, this book is for you. Although there are many references to other resources throughout the book, it is assumed that you have a general understanding of C# and its syntax and structure.

What You Will Learn Import and set up assets for 2D game development

Design and implement dynamic and responsive User Interfaces

Create and handle complex animation systems

Unlock all the potentiality of the physics engine

Implement Artificial Intelligence algorithms to give intelligence to your NPCs

Script gameplay and overall bring your ideas to life

In Detail

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Want to get started in the world of 2D game development with Unity? This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build, without sacrificing quality. You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas. Each chapter in this book is structured to give you a full understanding on a specific aspect of the workflow pipeline. Each of these aspects are essential for developing games in Unity. In a step-by-step approach, you will learn about each of the following phases: Game Design, Asset Importing, Scripting, User Interfaces, Animations, Physics, Artificial Intelligence, Gameplay Programming, Polishing and Improving, Marketing, Publishing and much more. This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer. In addition, each of these parts are centered on a common point of discussion with other learners just like you. Therefore, by sharing your ideas with other people you will not only develop your skills but you will also build a network. Style and approach This is a fun step-by-step approach in the whole pipeline of 2D game development in Unity, which is explained in a conversational and easy-to-follow style. Each topic is explained sequentially, allowing you to experience both basics and advanced features of Unity. By doing this, the book

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is able to provide you with a solid grasp on each of the topics. In this way, by engaging with the book's content, exploring the additional references to further readings and completing the homework sections, you are able to challenge yourself and apply what you know in a variety of ways. Once you have finished reading this book, you will be well on your way to developing games from start to finish!

Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from "Hello, World" to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical

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items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2.

Build classic arcade, shooter and platform games with Unity 2D toolset Key Features Leverage the amazing new functionalities of the latest Unity 2017 2D toolkit. Learn to create 2D characters, animations, fast and efficient game play experiences while keeping your games very lightweight Create engaging games that enable you to perform intergalactic warfare and also fun games similar to temple run and so on. Book Description 2D games are everywhere! Timeless and popular, 2D games represent a substantial segment of the games market. The Unity engine has revolutionized the gaming industry, by making it easier for game developers to create quality games on a budget. If you are looking for a guide to create 2D games using Unity 2017, look no further. With this book, you will learn all the essentials of 2D game development by creating three epic games in a step-by-step manner throughout the course of this book. The first game will have you collecting as many cakes as possible. The second will transport you to outer space to traverse as far as possible while avoiding enemy spaceships. The last game will have you running and jumping across platforms to collect coins and other exotic items. Throughout all these three games, you will create characters, make them move, and create some enemies. And then, of course, write

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code to destroy them!. After showing you the necessities of creating a game, this book will then help you to porting the game to a mobile platform, and provide a path to publish it on the stores. By the end of this book, you will not only have created three complete great games, but be able to apply your knowledge to create and deploy your own games. What you will learn

- Work with Unity 2017's new 2D workflow and create a 2D scene
- Set the scene with different types of backgrounds, either static or dynamically using a tileset
- Bring your character to life through simple animations
- Understand the core concepts of programming by creating basic code that controls a character and destroys an enemy
- Create buttons and game controls by using code snippets for input detection
- Develop three 2D games from genres such as classic arcade, space shooter, and platformer games
- Add audio and feedback and deploy your games

Who this book is for If you are interested in creating your very own 2D games from scratch, then this book will give you all the tools you need to succeed. No C# knowledge is required, all you need is basic coding and scripting knowledge. Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity, this book is for you.

If you want to build enticing projects with Unity, this book is for you. Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time.

This second edition of C# Game Programming Cookbook for Unity 3D expounds upon

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the first with more details and techniques. With a fresh array of chapters, updated C# code and examples, Jeff W. Murray's book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 2D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in C# suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game's sound in a dedicated audio chapter covering topics such as audio mixers, fading, and audio ducking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, C#-based framework Extensive breakdowns of all the important classes Example projects illustrate and break down common and important Unity C# programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, target chasing and line-of-sight patrolling behaviors), user

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interface Canvas management and fading, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced C# programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering C# and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world's largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

The Unity Engine Tutorial for Any Game Creator ¿ Unity is now the world's #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. ¿ With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other

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engines or are new to game development. ¿ This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. ¿ Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. ¿ Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play ¿

Build exciting games with Unity on iOS and publish them on the App Store About This Book Take advantage of Unity 5's new tools to create a fully interactive mobile game Learn how to connect your iTunes developer account and use Unity 5 to communicate with it Use your Macintosh computer to publish your game to the App Store Who This Book Is For This book is for iOS developers who want to learn how to build games with Unity for the iOS platform. Some prior experience in game development would be useful. What You Will Learn Create your own

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iTunes Connect Developer account and create an app within it Set up iTunes Game Center features in iTunes Connect so you can use them within Unity 5 Construct a game using C# that allows users to interactively control the game character Use Unity 5's editor window to create a custom editor tool specific for the game made in the book Store and keep track of data so the player is able to collect in-game pick-ups that can be used to purchase in-game goods Use all game features so the player is able to fully navigate menus between the front menu and in the game state Make, test, and finally release builds so you can play on your device and then submit the game to Apple for review In Detail Over recent years, the market for mobile game development using Unity has grown multi-fold with an overwhelming 600 million gamers playing games developed using Unity engine. The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store. From beginners, to those who are experienced making video games, this book goes through the steps of using Unity 5 to make a game from the ground up and setting the game up with iTunes Game Center features. The book begins with an introduction to setting up an iTunes Connect developer account, this will allow you to use Unity to its full potential with iOS. You will create a new app in iTunes Connect with the settings for Apple approval. You will learn, in detail, how to use Unity 5 and the programming language C# to make a fully interactive game that keeps track of player progress, Game Center Leaderboards, and Achievements, as well as displaying iAds and offering In-App purchases. Moving on, you'll discover how to create development and release builds, enabling you to test the game on your device before finally submitting the game for Apple's approval. By the end of the book, you will

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have a complete understanding of how iTunes and Unity can be used in combination to build and publish a fully interactive and reliable game to the App Store. Style and approach This is a step-by-step guide that covers the fundamentals of gaming and reveals the secrets of building and monetizing games for the iOS platform.

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to

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evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In *Learn Unity for 2D Game Development*, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, *Learn Unity for 2D Game Development* will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices. What you'll learn

- How to create a 2D workflow in Unity
- Customizing the Unity Editor
- How to generate atlas textures and textured quads
- Animation effects and camera configuration
- Handling user input
- Creating a game from start to finish
- Optimizing for mobile devices

Who this book is for Game development students and professionals, indie developers, game artists and designers, and Unity developers looking to improve their workflow and effectiveness.

Table of Contents

1. Unity Basics for 2D Games
2. Materials and Textures
3. Quick 2D Workflow
4. Customizing the Editor with Editor Classes
5. Procedural

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Geometry and Textured Quads 6. Generating Atlas Textures 7. UVs and Animation 8. Cameras and Pixel Perfection 9. Input for 2D Games 10. Getting Started with a 2D Game 11. Completing the 2D Card Game 12. Optimization 13. Wrapping Things Up

Create a game for the Windows Phone market with a heavy emphasis placed on optimization and good design decisions. While doing so, you will be introduced to key Unity concepts and functionality, weigh the pros and cons of various possibilities, and gain a good working knowledge of scripting in the Unity environment using both JavaScript and C#. Learn Unity for Windows 10 Game Development starts by exploring the Unity editor and experimenting with staple game functionality. If you are new to scripting or just new to C#, you will be able to investigate syntax, commonly used functions, and communication required to bring your ideas to life. With the book's included art assets, you will learn the ins and outs of asset choices and management while making use of Unity's 2D physics, Shuriken particle systems and Mecanim's character and state management tools. Finally, you will bring it all together to create a multi-level game as you learn how to incorporate mobile specific functionality, test on a Windows Phone device, and others for Windows 10 and ultimately, publish your game to the Windows App Store.

What You Will Learn

- Learn C# basics for Unity
- Work with the Unity Editor
- Manage assets
- Use the Mecanim animation system
- 2D features and physics

Who This Book Is For

Game developers, hobbyists and game dev students who are new to Unity or Windows Mobile game development or both. JavaScript and C# experience are helpful, but C# experience is not required.

This book is intended for both professionals game developers and hobbyist who are interested in making games with Unity. Users are expected to have knowledge of basics / fundamentals

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of unity 2D game development and should have a working knowledge of C#.

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software. Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race. Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

Do you want to build mobile games, but lack game development experience? No problem. This practical guide shows you how to create beautiful, interactive content for iOS and Android devices with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison (iOS Swift Game Development Cookbook) provide a top-to-bottom overview of Unity's features with specific, project-oriented guidance on how to use them in real game situations. Over the course of this book, you'll learn hands-on how to build 2D and 3D games from scratch that

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will hook and delight players. If you have basic programming skills, you're ready to get started. Explore the basics of Unity, and learn how to structure games, graphics, scripting, sounds, physics, and particle systems Use 2D graphics and physics features to build a side-scrolling action game Create a 3D space combat simulator with projectile shooting and respawning objects, and learn how to manage the appearance of 3D models Dive into Unity's advanced features, such as precomputed lighting, shading, customizing the editor, and deployment If you don't know anything about programming in general, writing code, writing scripts, or have no idea where to even begin, then this book is perfect for you. If you want to make games and need to learn how to write C# scripts or code, then this book is ideal for you Unity has become one of the most popular game engines for developers, from the amateur hobbyist to the professional working in a large studio. Unity used to be considered a 3D tool, but with the release of Unity 4.3, it now has dedicated 2D tools. This will expand Unity's use even more. Developers love its object-oriented drag-and-drop user interface which makes creating a game or interactive product so easy. Despite the visual ease of working in Unity, there is a need to understand some basic programming to be able to write scripts for GameObjects. For game developers that have any programming knowledge, learning how to write scripts is quite easy. For the the

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artist coming to Unity, creating the visual aspects of a game is a breeze, but writing scripts may appear to be a giant roadblock. This book is for those with no concept of programming. I introduce the building blocks, that is, basic concepts of programming using everyday examples you are familiar with. Also, my approach to teaching is not what you will find in the typical programming book. In the end, you will learn the basics of C#, but I will spoon-feed you the details as they are needed. I will take you through the steps needed to create a simple game, with the focus not being the game itself but on how the many separate sections of code come together to make a working game. I will also introduce the concept of a State Machine to organize code into simple, game controlling blocks. At the end, you will be saying "Wow! I can't believe how easy that was!"

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and

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breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games

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independent of a major studio.

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player mechanics -- Environmental mechanics -- Mechanics for external forces.

A seat-of-your-pants manual for building fun, groovy little games quickly with Unity 3.x.

If you are interested in creating your very own 2D games from scratch, then this

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book will give you all the tools you need to succeed. Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity, this book is for you.

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

Explore the features of Unity 5 for 2D game development by building three amazing game projects About This Book Explore the 2D architecture of Unity 5, and the tools and techniques for developing 2D games Discover how to use Unity's 2D tools, including Sprites, physics, and maps, to create different genres of games Practical tutorial on the intermediate and advanced development concepts in Unity 5 to create

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three interesting and fully functional games Who This Book Is For If you've got the basics of 2D development down, push your skills with the projects in this hands-on guide. Diversify your portfolio and learn the skills needed to build a range of awesome 2D game genres. What You Will Learn Explore and understand the vital role of sprites in 2D games Move, animate, and integrate sprites into a 2D platform game Set up User Interfaces (UIs) to keep track of the progress through the games Apply 2D Physics to improve gameplay believability Learn the foundation of Level Design and how to quickly create 2D Maps Discover NPC design, event triggers, and AI programming Create an epic strategy game, challenging all the skills acquired in the book In Detail Flexible, powerful, and full of rich features, Unity 5 is the engine of choice for AAA 2D and 3D game development. With comprehensive support for over 20 different platforms, Unity boasts a host of great new functions for making 2D games. Learn how to leverage these new options into awesome 2D games by building three complete game projects with the Unity game tutorials in this hands-on book. Get started with a quick overview of the principle concepts and techniques needed for making 2D games with Unity, then dive straight in to practical development. Build your own version of Super Mario Brothers as you learn how to animate sprites, work with physics, and construct brilliant UIs in order to create a platformer game. Go on a quest to create a RPG game discovering NPC design, event triggers, and AI programming. Finally, put your skills to the test against a real challenge - designing and constructing a complex strategy game

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that will draw on and develop all your previously learned skills. Style and approach This is a practical and easy-to-follow guide that starts with the basics and gradually delves into the process of creating 2D games. With step-by-step instructions on how to build three games, followed by a detailed explanation of each example, you will understand the concepts not just in theory, but also by applying the knowledge you gain in practice. Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI

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scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

Develop your first interactive 2D platformer game by learning the fundamentals of C# About This Book Get to grips with the fundamentals of scripting in C# with Unity Create an awesome, 2D platformer game from scratch using the principles of object-oriented programming and coding in C# This is a step-by-step guide to learn the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in

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Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code by creating games, then this book is for you. What You Will Learn Understand the fundamentals of variables, methods, and code syntax in C# Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object-oriented programming principles Generate infinite levels for your game Create and code a good-looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, released in March 2015, and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency. This book will get you started with programming behaviors in C# so you can create 2D games in Unity. You will begin by installing Unity and learning about its features, followed by creating a C# script. We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C# variables and methods. Moving forward, you will find out how to create, store, and retrieve data from collection of objects. You will also develop an understanding of loops and their use, and you'll perform object-oriented programming. This will help you to turn your idea into a ready-to-code project and set up a Unity project for production. Finally, you will discover how to create the GameManager class

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to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you will have mastered the art of applying C# in Unity. Style and approach This is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.

This book is an easy-to-follow guide that incrementally develops the game framework and missions, step-by-step, with each chapter. Extensive source code is provided and explained in detail to support and explain each of the concepts in the book. This book is intended for novice game programmers with a little experience in Unity3D, who want to learn how to program eLearning games. Educators and trainers who want to use Unity in an eLearning setting will also benefit from the book. It would be helpful to have a basic understanding of the concepts such as Unity scripting and the Finite State Machine (FSM), but no prior experience in game development is required.

Unity for Absolute Beginners walks you through the fundamentals of creating a small third-person shooter game with Unity. Using the free version of Unity to begin your game development career, you'll learn how to import, evaluate and manage your game resources to create awesome third-person shooters. This book assumes that you have little or no experience with game development, scripting, or 3D assets, and that you're eager to start creating games as quickly as possible, while learning Unity in a fun and interactive environment. With Unity for Absolute Beginners you'll become familiar with the Unity editor, key concepts and functionality. You'll learn how to import, evaluate and

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manage resources. You'll explore C# scripting in Unity, and learn how to use the Unity API. Using the provided art assets, you will learn the fundamentals of good game design and iterative refinement as you take your game from a simple prototype to a quirky, but challenging variation of the ever-popular first-person shooter. As can be expected, there will be plenty of destruction, special effects and mayhem along the way. Unity for Absolute Beginners assumes that you have little or no experience with game development, scripting, or 3D assets, but are eager to get up-to-speed as quickly as possible while learning Unity in a fun and interactive environment.

Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes 15 chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games. What you will learn After completing this book, you will be able to:

- Code in C#.
- Understand and apply C# concepts.
- Create 2D games.
- Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle.
- Create and use C# variables and methods for your game.
- Include intelligent NPCs that chase the player.
- Manage collisions, key inputs, and colliders.
- Create an update a user interface.
- Load new scenes from the code, based on events in your games.

Content and structure of this book The content of each chapter is as follows:

- Chapters 1, 2, 3,

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4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous "Simon Game". - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

In just 24 sessions of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program and many other sizzling-hot games! You'll learn everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-

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by-step instructions carefully walk you through the most common Unity 5 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Create and work with game objects, Unity's fundamental building blocks Work efficiently with Unity's graphical asset pipeline Apply shaders and textures to any 3D object Sculpt stunning game worlds with Unity's terrain and environmental toolsets Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable, reusable game objects with prefabs Implement easy, intuitive game user interfaces Create amazing effects with Unity's particle system Leverage the full power of Unity's Mecanim animation system Integrate ambient 2D/3D audio into your games Use mobile device accelerometers and multi-touch displays Modify a desktop game for mobile platforms Apply the "finishing touches" and deploy your game

2D games are hugely popular across a wide range of platforms and the ideal place to start if you're new to game development. With Learn 2D Game Development with C#, you'll learn your way around the universal building blocks of game development, and how to put them together to create a real working game. C# is increasingly becoming the language of choice for new game developers. Productive and easier to learn than C++, C# lets you get your games

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working quickly and safely without worrying about tricky low-level details like memory management. This book uses MonoGame, an open source framework that's powerful, free to use and easy to handle, to further reduce low-level details, meaning you can concentrate on the most interesting and universal aspects of a game development: frame, camera, objects and particles, sprites, and the logic and simple physics that determines how they interact. In each chapter, you'll explore one of these key elements of game development in the context of a working game, learn how to implement the example for yourself, and integrate it into your own game library. At the end of the book, you'll put everything you've learned together to build your first full working game! And what's more, MonoGame is designed for maximum cross-platform support, so once you've mastered the fundamentals in this book, you'll be ready to explore and publish games on a wide range of platforms including Windows 8, MAC OSX, Windows Phone, iOS, Android, and Playstation Mobile. Whether you're starting a new hobby or considering a career in game development, *Learn 2D Game Development with C#* is the ideal place to start.

The Unity game engine has revolutionized the gaming industry with its complete set of intuitive tools and rapid workflows which can be used to create interactive 3D content. With Unity you can scaffold your way from the basics and make a

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game without coding. This book will guide you through the entire process of creating a 3D VR game, from downloading the Unity game engine to publishing your game. It not only gives you a strong foundation, but puts you on the path to game development. Beginning with an overview of the Unity engine and its interface, you will walk through the process of creating a game environment and learn how to use built-in assets as well as assets created with third-party 3D modeling tools such as Blender. Moving on, you will create your very own animation clips from within Unity and learn scripting in Unity. You will master exciting concepts including mini-mapping, the game navigation system, sound effects, shadows, and light effects. Next, you'll learn how to create your first VR experience, right from setting up the project to image effects. You'll be familiarized with all the tools that Unity has to offer to create your own immersive VR experiences. Each section is a stepping-stone toward the completion of the final game. By the end of the book, you'll have learned advanced topics such as cross-platform considerations that enable your games to run on every platform. In *Pro Unity Game Development with C#*, Alan Thorn, author of *Learn Unity for 2D Game Development* and experienced game developer, takes you through the complete C# workflow for developing a cross-platform first person shooter in Unity. C# is the most popular programming language for experienced Unity

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developers, helping them get the most out of what Unity offers. If you're already using C# with Unity and you want to take the next step in becoming an experienced, professional-level game developer, this is the book you need. Whether you are a student, an indie developer, or a seasoned game dev professional, you'll find helpful C# examples of how to build intelligent enemies, create event systems and GUIs, develop save-game states, and lots more. You'll understand and apply powerful programming concepts such as singleton classes, component based design, resolution independence, delegates, and event driven programming. By the end of the book, you will have a complete first person shooter game up and running with Unity. Plus you'll be equipped with the know-how and techniques needed to deploy your own professional-grade C# games. If you already know a bit of C# and you want to improve your Unity skills, this is just the right book for you.

This book teaches beginners and aspiring game developers how to develop 2D games with Unity. Thousands of commercial games have been built with Unity. The reader will learn the complete process of 2D game development, step by step. The theory behind each step is fully explained. This book contains numerous color illustrations and access to all source code and companion videos. Key Features: Fully detailed game projects from scratch. Beginners can

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do the steps and create games right away. No coding experience is necessary. Numerous examples take a raw beginner toward professional coding proficiency in C# and Unity. Includes a thorough introduction to Unity 2020, including 2D game development, prefabs, cameras, animation, character controllers, lighting, and sound. Includes a step-by-step introduction to Unity 2019.3. Extensive coverage of GIMP, Audacity, and MuseScore for the creation of 2D graphics, sound effects, and music. All required software is free to use for any purpose including commercial applications and games. Franz Lanzinger is the owner and chief game developer of Lanzinger Studio, an independent game development and music studio in Sunnyvale, California. He started his career in game programming in 1982 at Atari Games, Inc., where he designed and programmed the classic arcade game Crystal Castles. In 1989, he joined Tengen, where he was a programmer and designer for Ms. Pac-Man and Toobin' on the NES. He co-founded Bitmasters, where he designed and coded games including Rampart and Championship Pool for the NES and SNES, and NCAA Final Four Basketball for the SNES and Sega Genesis. In 1996, he founded Actual Entertainment, publisher and developer of the Gubble video game series. He has a B.Sc. in mathematics from the University of Notre Dame and attended graduate school in mathematics at the University of California at Berkeley. He is a former world

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record holder on Centipede and Burgertime. He is a professional author, game developer, accompanist, and piano teacher. He is currently working on remaking the original Gubble game in Unity and Blender.

Learn Unity for 2D Game Development Apress

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, XBox Live Marketplace, the Playstation

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Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop and the web using WebGL. Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

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