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Mike Geig



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mesmerizing game experiences using the latest Unity 2021 features by following a practical approach to building professional games

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and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C knowledge in practice and build a working first person shooter game prototype in Unity

Book Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine

What you will learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior

Who this book is for If you re a developer programmer hobbyist or anyone who wants to get started with Unity and C programming in a fun and engaging manner this book is for you You ll still be able to follow along if you don t have programming experience but knowing the basics will help you get the most out of this book

[El-Hi textbooks in print](#) R. R. Bowker LLC, 1983 *Unity Game Development Scripting* Kyle D'Aoust, 2014-12-22 If you are new to Unity scripting and want to learn simple and modular code and advance your knowledge to the next level this is the book for you

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Table of Contents Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition

1. Understanding the eBook Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - The Rise of Digital Reading Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Advantages of eBooks Over Traditional Books
2. Identifying Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - User-Friendly Interface
4. Exploring eBook Recommendations from Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Personalized Recommendations
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition User Reviews and Ratings
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition and Bestseller Lists

5. Accessing Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition Free and Paid eBooks
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition Public Domain eBooks
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition eBook Subscription Services
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition Budget-Friendly Options
6. Navigating Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition eBook Formats
 - ePub, PDF, MOBI, and More
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition Compatibility with Devices
 - Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Highlighting and Note-Taking Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Interactive Elements Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
8. Staying Engaged with Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
9. Balancing eBooks and Physical Books Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Setting Reading Goals Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Fact-Checking eBook Content of Unity Game Development In 24 Hours Sams Teach Yourself 2nd Edition
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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