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Patrick Felicia



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[A Quick Guide to c# with Unity](#) Patrick Felicia, 2017-08-02 Why this book can help you to get started fast with C in Unity It can be intimidating to start with Unity and while several books can provide comprehensive information you may like many other readers just want to focus on a particular topic and get started fast This book is part of a series entitled Quick Guides and does just this In this book series you have the opportunity to get started on a particular topic in less than 60 minutes delving right into the information that you really need Of course you can after reading this book move on to more comprehensive books however quite often you may have little time to complete a project or to get comfortable with a topic fast In this book entitled A Quick Guide to C in Unity you will discover how to program in C and you will learn most of the foundation blocks that you need to get started with C e g variables methods events or Object Oriented concepts using a hands on approach where you learn and practice as you go By following the techniques and suggestions described in this short book I can promise you that you will get started very fast and create your own C scripts Along the way you will also learn about best coding practices as well as common errors and how to avoid them easily Content and structure of this book In this book you will learn about using C with Unity

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this You will also know how to handle collisions between the various elements of the game You will learn from this book
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Getting Started with Unity 2018 - Third Edition Dr Edward Lavieri,2018-03-21 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 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

Getting Started with Unity Patrick Felicia,2013 Getting Started with Unity is written in an easy to follow tutorial format Getting Started with Unity is for 3D game developers color who would like to learn how to use Unity3D and become familiar with its core features This book is also suitable for intermediate users who would like to improve their skills No prior knowledge of Unity3D is required Getting Started with Unity 5. X 2D Game Development Francesco Sapio,2017-02-10 Build a tower defense game and earn delectable C treats by baking cupcakes and fighting fearsome sweet toothed pandasAbout 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 levelWho This Book Is ForIf 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 lifeIn DetailWant 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 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

Microsoft Unity Jump Start Bryan Chamlee, 2017-08-27 Learn how Microsoft Unity can help improve the speed with which you develop enterprise applications Author Ricardo Peres will guide you from a conceptual understanding of Microsoft Unity to fully incorporating it into your development process With Microsoft Unity you ll be on your way to better practices This updated and expanded second edition of Book provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject s core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for all those interested in the subject We hope you find this book useful in shaping your future career Business

NGUI for Unity Charles Bernardoff, 2014-01-24 An easy to follow step by step tutorial focusing on practical situations and manipulations guiding you to create a concrete Graphical User Interface and a simple 2D game If you are a Unity 3D developer looking forward to learn NGUI for Unity then this book is for you Prior knowlege of C scripting is expected Additional knowledge of Unity 3D Editor GameObject and creating adding scripts to GameObject would be beneficial however no prior knowledge of NGUI is required

A Beginner's Guide to 2d Shooter Games With Unity Patrick Felicia, 2017-02-02 In this book the second in the Beginner s Guide series you will create a simple 2D shooter game create challenging gameplay and learn techniques to code more in less time This book can be read as a standalone you don t need to have read the previous books in the series although it may help and focuses on scoring system and lives e g keeping track of the score user interface menus and in game information for 2D games movement of the spaceship e g left right up and down missiles and explosions i e fire missiles or create animated explosions upon collision Artificial intelligence e g moving independently or attacking the player and improving your C programing and Unity skills e g important and useful functions and principles that you can reuse in your own games The main idea behind this book is to save you some headaches when you need to create your 2D shooter and to help you to find the time to actually code your game by explaining simple and effective ways and best coding practices that you can use easily to create more code and games in less time with less stress and more fun The content of each chapter is as follows Chapter 1 Creating a Simple Level shows you how to create a simple level for a shooter game including a spaceship that you can move in all directions missiles

that you can fire and meteorites that appear in random locations and that can be destroyed or avoided by the player Chapter 2 Adding Special Effects explains how it is possible to create simple yet effective visual effects to improve your game Along the way you will learn how to use sprite sheets and slice them to create your own animations Chapter 3 Improving our Game explains how you can add some interesting Artificial Intelligence to the NPCs i e enemies so that they can detect and shoot at the player you will also learn how to keep track of the health of the player and the NPCs Chapter 4 Polishing up the game shows and explains how to make the game even more challenging by progressively increasing the difficulty levels of the game to add a temporary shield to the player along with sound effects Chapter 5 provides answers to Frequently Asked Questions FAQs related to the topics covered in this book Chapter 6 summarizes the topics covered in the book and provides you with more information on the next steps The method explained in this book has been tried and tested and I can guarantee that after reading this book you will be able to create your own 2D shooter games this is because the book includes step by step instructions plenty of screenshots and explanations and a format that is easy to read just like a friend or a friendly instructor would explain coding to you in a casual way yet concise accurate and informative After buying the book you also get access to the author if you have any question and to plenty of free add ons worth over 100 exclusively made available to you including a member area with weekly updates a private Facebook group where you can post your questions over 25 tutorials video and text cheat sheets discounted paperback copies and much more

Unity 4.x Game

Development by Example Beginner's Guide Ryan Henson Creighton,2013-12-26 This is a practical and light hearted guide to get to grips with creating your first games with easy to follow step by step tutorials using the award winning Unity engine If you ve ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development then this is the book for you Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine as will anyone who has never handled the Unity engine before

Unity 3D Game Development by Example Ryan Henson Creighton,2010

Unity Games by Tutorials Raywenderlich Com Team,Brian Moakley,Mike Berg,2016-12-27 Learn How to Make Games with the Unity game engine Unity is a popular game engine used by both by AAA studios and indie game developers alike This book will introduce you how to create games with Unity whether you have some game development experience or you are a complete beginner By the time you re finished reading this book you will have made 4 complete mini games modeled your own game assets and even played with virtual reality These games include a twin stick shooter a first person shooter a 2D platformer and tower defense game Topics Covered in Unity Games by Tutorials GameObjects Learn about basic building blocks used to create your game Components Customize your GameObjects by the way of components Physics Unleash the power of the built in physics engine Animation Learn how to bring your models to life through Unity s animation system Sound Add depth to your games through Unity s powerful audio tools Pathfinding Learn about the pathfinding system to give

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