



Quick answers to common problems

Unity 2D Game Development Cookbook

Over 50 hands-on recipes that leverage the features of Unity to help you create 2D games and game prototypes

Claudio Scolastici

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Unity 2d Game Development Cookbook Scolastici Claudio

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Unity 2D Game Development Cookbook Claudio Scolastici,2015-02-18 This book is intended for both professionals game developers and hobbist who are interested in making games with Unity Users are expected to have knowledge of basics fundamentals of unity 2D game development and should have a working knowledge of C **Building an RPG with Unreal** Steve Santello,Alan R. Stagner,2016-01-28 Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C Blueprints and UMG to create a role playing game RPG efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective step by step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG you are this book s target reader The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level What You Will Learn Program gameplay elements in C in Unreal Create custom game data for entities such as players and enemies Create a turn based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world developers are looking for the best ways of creating games of any genre in the engine This book will lay out the foundation of creating a turn based RPG in Unreal Engine 4 The book starts by walking you through creating a turn based battle system that can hold commands for party members and enemies You ll get your hands dirty by creating NPCs such as shop owners and important mechanics that make up every RPG such as a currency system inventory dialogue and character statistics Although this book specifically focuses on the creation of a turn based RPG there are a variety of topics that can be utilized when creating many other types of genres By the end of the book you will be able to build upon core RPG framework elements to create your own game experience Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG By the end of the book you will have considerably leveled up your ability to make your own game

Unity Game Development Cookbook Paris Butterfield-Addison,Jon Manning,Tim Nugent,2019 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 **C# Game Programming Cookbook for Unity 3D** Jeff W. Murray,2021-03-24 This second edition of C Game Programming Cookbook for Unity 3D expounds upon 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 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 *2D Unity* Jeff W. Murray,2016-07-30 An introduction to making 2D games using the development platform Unity Each chapter features hands on projects and step by step instructions for core processes like importing images organizing project files and using the visual Scene editor Topics include drawing pixel art designing tile based levels and introductory game programming in C Covers Unity 5 Unity Development Cookbook Paris Buttfield-Addison,Jon Manning,Tim Nugent,2023-08-03 Learn everything you need to know to use the powerful Unity engine to its full potential for 3D and 2D game development simulation artificial intelligence and beyond From the basics of scripting to techniques for interactivity AI and behavior animation narrative and networking this flexible mind bogglingly popular engine is useful for anything that needs visuals and real time simulation With this thoroughly updated problem solving cookbook beginner and intermediate Unity developers will learn about the Unity engine through brief recipes that

teach specific features of the software and scripting systems You'll apply a collection of snippets of code to address common scenarios such as properly keeping score accepting input and sharing state over the network This cookbook pinpoints the problem sets out the solution and discusses how to solve your problem in the best and most straightforward way possible You'll find solutions for 2D and 3D graphics Math physics and character control Animation and movement Behavior and AI Sound and music Narrative and dialogue Input and gameplay Scripting and user interface Simulation and synthetic data creation Networking and accessing web content Analytics and telemetry

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 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 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 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 Unity 2D Game Development by Example Beginner's Guide Venita Pereira,2014-08-14 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 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 **Unity 5.x Cookbook** Matt Smith,Chico Queiroz,2015-10-05 Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book Built on the solid foundation of the popular Unity 4 x Cookbook the recipes in this edition have been completely updated for Unity 5 Features recipes for both 2D and 3D games Provides you with techniques for the new features of Unity 5 including the new UI system 2D game development new Standard Shaders and the new Audio Mixer Who This Book Is For From beginners to advanced users from artists to coders this book is for you and everyone in your team Programmers can explore multimedia features and multimedia developers can try their hand at scripting Basic knowledge and understanding of the Unity platform game design principles and programming knowledge in C is essential What You Will Learn Immerse players with great audio utilizing Unity 5 s audio features including the new Audio Mixer ambient sound with Reverb Zones dynamic soundtracks with Snapshots and balanced audio via Ducking Create better materials with Unity s new physically based Standard Shader Measure and control time including pausing the game displaying clocks and countdown timers and even implementing bullet time effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system including power bars clock displays and an extensible inventory system Save and load text and media assets from local or remote sources publish your game via Unity Cloud and communicate with websites and their databases to create online scoreboards Discover advanced techniques including the publisher subscriber and state patterns performance bottleneck identification and methods to maximize game performance and frame rates Control 2D and 3D character movement and use NavMeshAgents to write NPC and enemy behaviors such as seek flee flock and waypoint path following In Detail Unity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry s de facto standard Learn to craft your own 2D and 3D computer games by working through core concepts such as animation audio shaders GUI lights cameras and scripting to create your own games with Unity 5 Completely re written to cover the new features of Unity 5 this book is a great resource for all Unity game developers from those who have recently started using Unity right up to Unity professionals The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills In the first half you will discover the new GUI system the new Audio Mixer external files and animating 2D characters in 2D game development As you progress further you will familiarize yourself with the new Standard Shaders the Mecanim system Cameras and the new Lighting features to hone your skills

towards building 3D games to perfection Finally you will learn non player character control and explore Unity 5 s extra features to enhance your 3D game development skills Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games Every recipe provides step by step instructions followed by an explanation of how it all works and useful additional refinements or alternative approaches Every required resource and C script fully commented is available to download enabling you to follow each recipe yourself Unity 2018 Cookbook Matt Smith,2018-08-31 Develop quality game components and solve common gameplay problems with various game design patterns Key Features Become proficient at traditional 2D and 3D game development Build amazing interactive interfaces with Unity s UI system Develop professional games with realistic animation and graphics materials and cameras and AI with Unity 2018 Book Description With the help of the Unity 2018 Cookbook you ll discover how to make the most of the UI system and understand how to animate both 2D and 3D characters and game scene objects using Unity s Mecanim animation toolsets Once you ve got to grips with the basics you will familiarize yourself with shaders and Shader Graphs followed by understanding the animation features to enhance your skills in building fantastic games In addition to this you will discover AI and navigation techniques for nonplayer character control and later explore Unity 2018 s newly added features to improve your 2D and 3D game development skills This book provides many Unity C gameplay scripting techniques By the end of this book you ll have gained comprehensive knowledge in game development with Unity 2018 What you will learn Get creative with Unity s shaders and learn to build your own shaders with the new Shader Graph tool Create a text and image character dialog with the free Fungus Unity plugin Explore new features integrated into Unity 2018 including TextMesh Pro and ProBuilder Master Unity audio including ducking reverbing and matching pitch to animation speeds Work with the new Cinemachine and timeline to intelligently control camera movements Improve ambiance through the use of lights and effects including reflection and light probes Create stylish user interfaces with the UI system including power bars and clock displays Who this book is for Unity 2018 Cookbook is for you if you want to explore a wide range of Unity scripting and multimedia features and find ready to use solutions for many game features This book also helps programmers explore multimedia features It is assumed that you already know basics of Unity and have some programming knowledge of C

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