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Unity Android Game Development by Example

Learn how to create exciting games using Unity 3D for
Android with the help of hands-on examples

Beginner's Guide

Thomas Finnegan

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mark on the game industry by finishing fun simple games This book shows you how to build crucial game elements that you can reuse and re skin in many different games using the phenomenal and free Unity 3D game engine It initiates you into indie game culture by teaching you how to make your own small simple games using Unity3D and some gentle easy to understand code It will help you turn a rudimentary keep up game into a madcap race through hospital hallways to rush a still beating heart to the transplant ward program a complete 2D game using Unity s User Interface controls put a dramatic love story spin on a simple catch game and turn that around into a classic space shooter with spectacular explosions and pew sounds By the time you re finished you ll have learned to develop a number of important pieces to create your own games that focus in on that small singular piece of joy that makes games fun This book shoots straight for the heart of fun simple game design and keeps shooting until you have all the pieces you need to assemble your own great games

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Basic Math for Game Development with Unity 3D Kelvin Sung, Gregory Smith, 2019-12-05 Use Unity based examples to understand fundamental mathematical concepts and see how they are applied when building modern video game functionality You will gain the theoretical foundation you need and you will know how to examine and modify an implementation This book covers points in a 3D Cartesian coordinate system and then discusses vectors and the details of dot and cross products Basic mathematical foundations are illustrated through Unity based example implementations Also provided are examples showing how the concepts are applied when implementing video game functionality such as collision support motion simulations autonomous behaviors shadow approximations and reflection off arbitrary walls Throughout this book you learn and examine the concepts and their applications in a game engine What You Will Learn Understand the basic concepts of points and vectors and their applications in game development Apply mathematical concepts to modern video game functionality such as spherical and box colliders Implement autonomous behaviors including following way points facing a target chasing an object etc Who This Book is For Beginners and those interested in the implementation of interactive games who need a basic mathematical background or a refresher with modern examples

Unity 3 Ryan Henson Creighton, 2011

[Unity 5 for Android Essentials](#) Valera Cogut, 2015-08-05 A fast paced guide to building impressive games and applications for Android devices with Unity 5 About This Book Design beautiful effects animations physical behaviors and other different real world features for your Android games and applications Optimize your project and any other real world projects for Android devices Follows a tutorial based approach to learning the best practices for accessing Android functionality rendering high end graphics and expanding your project using Asset Bundles In Detail Unity is a very popular and effective technology for creating 2D and 3D games and applications The Unity rendering engine provides great real time rendering of high quality graphics without too much cost and effort It boasts industry leading multi platform support and world class monetization and retention services for mobile games making it the first choice for many game developers across the world Unity 5 is a great starting point for game developers looking to develop stunning and robust games Starting with a refresher on the basics of Unity 5 this book will take you all the way

through to creating your first custom game By the end of the book you will understand how to work with all the aspects of Unity 5 You will quickly explore all the major key features of the Unity 5 engine and learn to implement real world Android game and application features in practice We begin by introducing how to set up the Android SDK on Windows and Mac OS X and configure Unity 5 settings for the Android platform As you progress through the chapters you will learn to implement innovative and user friendly features with the aid of real world examples You will explore how to render high quality graphics with physically based shaders and global illumination to enhance your project s performance Building on this you will then learn to transform your native C and JavaScript code into Unity scripts Best practices to improve your Android games will also be discussed to help you create games fast and efficiently Finally putting together all these concepts you will learn to create your own Android game from scratch This book will teach you how to harness the benefits of different tools to become proficient at game design and development processes What You Will Learn Discover tips and tricks to optimize Unity scripts Create Java and native C plugins for the Android platform Access Android features and sensors inside the Unity 5 engine Render high quality graphics and optimize Cg shaders Play Legacy and Mecanim animations in Unity 5 Download new assets and code behavior while your game is running on an Android device in order to expand your game in real time Debug your games and applications on Android devices using the Unity Profiler toolWho This Book Is ForThis book is perfect for competent Unity developers who want to learn how to develop optimize and publish games for Android devices in a quick and easy manner This book assumes basic knowledge of game design concepts and or some experience with other game technologies such as Unreal Engine 4 CryEngine or GameMaker Style and approachThis book is a simple and fast paced guide that helps you through the process of creating real world Android games and applications with the Unity engine using step by step and practical examples that progressively build upon each other

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