

Read Online Unity
In Action Second
Edition

***Unity In
Action
Second
Edition Mu
ltiplatform
Game Deve
lopment In
C***

Read Online Unity In Action Second Edition

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.

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to

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

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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

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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.

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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

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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#

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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

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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

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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

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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

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developing his own VR
games and experiments
with Unity.

Introduction to Unity C

3D with C# - The
Exodus Adventure is a
step-by-step self-study
tutorial for beginners. It
teaches, with detailed
screenshots, how to
build a high quality,
Third Person view, 3D
Puzzle Adventure game
based on the Book of

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Exodus. Students are provided with high quality 3D character models and a large 3D Environment to work with. We also include a complete game soundtrack with stingers and combat music for the students to use in their projects. This tutorial details in step-by-step process (with screenshots) how to

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design, program and
develop a 3D Bible

Adventure Game using

Unity 3D and C# using

the following puzzle

game mechanics: - 3rd

person controller using

Unity's Mecanim

animation system -

Walk, run, jump, turn,

crouch, and interact

with objects - Interact

with actors and objects -

Display Dialogue to the

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player - Item

Management - Main

Quests to advance the

plot - Side Quests to

immerse the player in

the times - Explore the

environment - Full

screen map and mini-

map showing key

locations - Quest

Journal to manage

quests - Create a variety

of puzzles for players to

solve - In-Game Cut-

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Scenes for dialogue
without player

intervention - 2 In-game

Cinematics for Game C

Opening and Ending -

Unity Multipurpose

Avatar (UMA)

Introduction to Unity

3D with C# is presented

using a combination of

over 400 color pages of

course notes and actual

C# coding examples. No

prior programming

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experience is necessary,
but familiarity with

doing common tasks

using Microsoft

Windows is expected.

Introduction to Unity

3D with C# requires

either Microsoft

Windows 10 or macOS,

ability to view and print

documents saved in

Microsoft Word format

or Adobe Acrobat,

Microsoft Visual Studio

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2019 Community
Edition and the Unity
2018.3 or Unity 2019.1
3D Game Engine. All
C# Source Code, 3D
models, multimedia
download files and a
full soundtrack are from
the publisher's website
(BibleByteBooks.com)
after textbook
registration.

Essentials for Every
Game

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Independent Game

Multiplatform
Programming with C#

Learn about game and

virtual reality
Development In C

development by creating

five engaging projects,

2nd Edition

The Rise of Disaster

Capitalism

Mastering Unity 2D

Game Development

Explore practical game

development using

software design patterns

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and best practices in
Unity and C#

Over 90 recipes to build
and customize AI

entities for your games
with Unity, 2nd Edition

Unity in

ActionMultiplatform
game development

in C#Simon and

Schuster

Beginning 3D Game

Development with

Unity 4 is perfect for

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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

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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

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independent game
Multiplatform
artist, can create
Games
interactive games,
Development in C
ideal in scope for
today's casual and
mobile markets,
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

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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,

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dialogue trees for
character interaction,
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
evaluate and deal

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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

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assets. You will also have an assortment of reusable scripts and art assets with which to build future games. What you ' ll learn How to build interactive games that work on a variety of platforms Take the tour around Unity user interface fundamentals, scripting and more

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Create a test environment and gain control over functionality, cursor control, action objects, state management, object metadata, message text and more What is inventory logic and how to manage it How to handle 3D object visibility, effects and other

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special cases How to
handle variety of

menus and levels in

your games

development How to

handle characters,

scrollers, and more

How to create or

integrate a

story/walkthrough

How to use the new

Mecanim animation

Who this book is for

Students or artists

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familiar with tools such as 3ds Max or Maya who want to create games for mobile platforms, computers, or consoles, but with little or no experience in scripting or the logic behind games development. Table of Contents 01. Introduction to Game Development 02.

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- Unity UI basics 03.
- Introduction to
Scripting 04.
- Terrain
Generation and
Environment 05.
- Exploring Navigation
06.
- Cursor Control
and Interaction 07.
- Importing Assets 08.
- Action Objects 09.
- Managing State 10.
- Exploring Transitions
11.
- Physics and
Special Effects 12.

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Message Text and
HUD 13. Inventory
Logic 14. Managing
Inventory 15. In C
Dialogue Trees 16.
Mecanim 17. Game
Environment 18.
Setting up the Game
19. Menus and Levels
Hailed as a "must-
have textbook"
(CHOICE, January
2010), the first
edition of Game

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Engine Architecture
provided readers
with a complete
guide to the theory
and practice of game
engine software
development.

Updating the content
to match today ' s
landscape of game
engine architecture,
this second edition
continues to
thoroughly cover the

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major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox

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One and PlayStation
4 New chapter on

audio technology

Development In C

fundamentals of the
physics,

mathematics, and

technology that go

into creating an AAA

game audio engine

Updated sections on

multicore

programming,

pipelined CPU

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architecture and
optimization,
localization,
pseudovectors and
Grassman algebra,
dual quaternions,
SIMD vector math,
memory alignment,
and anti-aliasing
Insight into the
making of Naughty
Dog ' s latest hit, The
Last of Us The book
presents the theory

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underlying various
subsystems that
comprise a

commercial game
engine as well as the
data structures,
algorithms, and
software interfaces
that are typically
used to implement
them. It primarily
focuses on the
engine itself,
including a host of

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low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game ' s object model, world editor, event system, and

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scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers

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a solid understanding
of both the theory
and common

practices employed
within each of the
engineering
disciplines covered.

The book will help
readers on their
journey through this
fascinating and
multifaceted field.

A practical guide on
how to use Unity for

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building cross-
platform mobile
games and

Augmented Reality C

apps using the latest
Unity 2020 toolset

Key Features Create,
deploy, and monetize
captivating and

immersive games on
Android and iOS

platforms Take your
games into the real
world by adding

Read Online Unity In Action Second Edition

augmented reality
features to your
mobile projects Kick-
start your mobile
game development
journey with step-by-
step instructions and
a demo game
project Book

Description Unity
2020 brings a lot of
new features that can
be harnessed for
building powerful

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games for popular
mobile platforms.

This updated second
edition delves into C

Unity development,
covering the new
features of Unity,
modern

development
practices, and
augmented reality
(AR) for creating an
immersive mobile
experience. The book

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takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the

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new mobile
notification package
and helps you add
notifications for your
games. You ' ll learn
how to add touch
gestures and design
UI elements that can
be used in both
landscape and
portrait modes at
different resolutions.
The book then covers
the best ways to

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monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity ' s analytics tools, you ' ll enhance your game by gaining insights into how players like and use your game. Finally,

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you 'll take your
games into the real
world by
implementing AR
capabilities and
publishing them on
both Android and iOS
app stores. By the
end of this book, you
will have learned
Unity tools and
techniques and be
able to use them to
build robust cross-

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platform mobile
games. What you will
learnDesign
responsive user
interfaces for your
mobile gamesDetect
collisions, receive
user input, and create
player movements
for your mobile
gamesCreate
interesting gameplay
elements using
inputs from your

Read Online Unity In Action Second Edition

mobile deviceExplore
the mobile

notification package

in Unity game engine

to keep players

engagedCreate

interactive and

visually appealing

content for Android

and iOS

devicesMonetize

your game projects

using Unity Ads and

in-app purchasesWho

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this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory.

Petrarch and

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In Action Second
Edition

Boccaccio

With Modifications

from the Editio

Typical Development In C

Learning C# by

Developing Games

with Unity 3D

The Art of Unit

Testing

Second Edition

Game Development

Patterns with Unity

2021

All-in-one, Multi-

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platform Game
Development

Add Blender to
your Unity game
development
projects to unlock
new possibilities
and decrease
your dependency
on third-party
creators Key
Features Discover
how you can

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enhance your
games with
BlenderLearn
how to implement
Blender in real-
world

scenariosCreate
new or modify
existing assets in
Blender and
import them into
your Unity
gameBook

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Description

Blender is an

incredibly

powerful, free

computer

graphics program

that provides a

world-class, open-

source graphics

toolset for

creating amazing

assets in 3D.

With Mind-

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Edition

Melding Unity
and Blender for
3D Game

Development, In C

you'll discover
how adding
Blender to Unity
can help you
unlock unlimited
new possibilities
and reduce your
reliance on third
parties for

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creating your
game assets. This
game
development In C
book will broaden
your knowledge
of Unity and help
you to get to
grips with
Blender's core
capabilities for
enhancing your
games. You'll

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become familiar
with creating
new assets and
modifying
existing assets in
Blender as the
book shows you
how to use the
Asset Store and
Package Manager
to download
assets in Unity
and then export

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them to Blender
Multiplatform
Game
Development In C
for modification.
You'll also learn
how to modify
existing and
create new sci-fi-
themed assets for
a minigame
project. As you
advance, the
book will guide
you through
creating 3D

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model props,
scenery, and
characters and
demonstrate UV
mapping and
texturing.

Additionally,
you'll get hands-
on with rigging,
animation, and
C# scripting. By
the end of this
Unity book, you'll

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have developed a simple yet exciting mini game with audio and visual effects, and a GUI. More importantly, you'll be ready to apply everything you've learned to your Unity game projects. What

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you will
learn Transform
your imagination
into 3D scenery,
props, and
characters using
Blender Get to
grips with UV
unwrapping and
texture models in
Blender Understa
nd how to rig and
animate models

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in

Blender Animate

and script models

in Unity for top-

down, FPS, and

other types of

games Find out

how you can

roundtrip custom

assets from

Blender to Unity

and back Become

familiar with the

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basics of
Multiplatform
Game
Development in C
UnityWho this
book is for This
book is for game
developers
looking to add
more skills to
their arsenal by
learning Blender
from the ground

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up. Beginner-level Unity scene and scripting skills are necessary to get started.

Designed for beginners with no knowledge or experience in game development or programming,

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this book teaches
the essentials of
the Unity game
engine, the C#
programming
language, and the
art of object-
oriented
programming.

New concepts are
not only
explained, but
thoroughly

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demonstrated.

Starting with an introduction to Unity, you'll learn about scenes, GameObjects, prefabs, components, and how to use the various windows to interact with the engine. You'll then dive into the

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Edition

Multiplatform
Game
Development In C#

fundamentals of
programming by
reviewing syntax
rules, formatting,
methods,
variables, objects
and types,
classes, and
inheritance, all
while getting
your hands dirty
writing and
testing code

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yourself. Later, the book explains how to expose script data in the Inspector and the basics of Unity's serialization system. This carefully crafted work guides you through the planning and development of

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bare bones,
simple game
projects designed
to exercise
programming
concepts while
keeping less
relevant
interruptions out
of the way,
allowing you to
focus on the
implementation

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of game
mechanics first
and foremost.

Through these
example projects,
the book teaches
input handling,
rigidbodies,
colliders,
cameras, prefab
instantiation,
scene loading,
user interface

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design and coding, and more. By the end, you'll have built a solid foundation in programming that will pave your way forward in understanding core C# syntax and fundamentals of object-oriented programming—n

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not just what to
type but why it's
typed and what
it's really doing.

Game

Programming
with Unity and
C# will send you
on your way to
becoming
comfortable with
the Unity game
engine and its

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documentation

and how to

independently

seek further

information on

yet-untouched

concepts and

challenges. What

You'll

Learn Understand

the fundamentals

of object-oriented

computer

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programming,
including topics
specifically
relevant for
games. Leverage
beginner-to-inter
mediate-level
skills of the C#
programming
language and its
syntax. Review all
major component
types of the Unity

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game engine:
colliders and
rigidbodies,
lights, cameras,
scripts, etc. Use
essential
knowledge of the
Unity game
engine and its
features to
balance
gameplay
mechanics for

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making
interesting
experiences. Who
This Book Is For
Beginners who
have no prior
experience in
programming or
game
development who
would like to
learn with a solid
foundation that

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Edition

prepares them to
further develop
their skills.

In Pro Unity In C

Game

Development

with C#, Alan

Thorn, author of

Learn Unity for

2D Game

Development and

experienced

game developer,

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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

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Unity 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,

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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

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Edition

and GUIs,
Multiplatform
Game
Development I/C
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

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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

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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.

In just 24 lessons of one hour or less, Sams Teach

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Edition

Yourself Unity
Multiplatform
Game

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

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sizzling-hot
Multiplatform
Game
Development In C
games! This
book's
straightforward,
step-by-step
approach teaches
you everything
from the absolute
basics through
sophisticated
game physics,
animation, and
mobile device

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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

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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

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Edition

tips point out
shortcuts and
solutions.

Sams Teach
Yourself Unity
Game

Development in
24 Hours

A Complete
Beginner's Guide
Unity Game

Optimization
Automate the

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In Action Second

Edition
Boring Stuff with
Python, 2nd
Edition

Multiplatform
Game
Development In C
game
development in
C#

Catechism of the
Catholic Church
Kafka on the
Shore

*Follow a walkthrough
of the Unity Engine*

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*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*

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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

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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

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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

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*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

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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

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*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*

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*in learning to make
games independent of a
major studio.*

*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

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*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 Unity
Who This Book Is For
The book is targeted at*

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Edition

*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*

Read Online Unity
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Edition

*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*

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*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*

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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

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*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.*

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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 to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you

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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 hands-on guide covers both game development and design, and both Unity and C#. This guide

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*developers, Bruce
Snyder, the book starts
with the anatomy of a
core Java message,
then moves quickly
through fundamentals
including data
persistence,
authentication and
authorization. Later
chapters cover
advanced features such
as configuration and
performance tuning,*

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*illustrating each
concept with a running
real-world stock*

portfolio application.

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with Apache Geronimo
and JBoss, and tie into
both Java and non-
Java technologies
including AJAX, .NET,
C++, Ruby, and the
Spring framework.*

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incorporates all
the final

modifications

made in the

complete,

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text,

accompanied by

line-by-line

explanations of

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Catholicism,

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summaries of
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helpful
footnotes.

The bestselling
author of No
Logo shows how
the global "free
market" has
exploited crises
and shock for

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three decades,
from Chile to

Iraq In her

groundbreaking

reporting, Naomi

Klein introduced

the term

"disaster

capitalism."

Whether covering

Baghdad after

the U.S.

occupation, Sri

Lanka in the

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wake of the
tsunami, or New
Orleans post-
Katrina, she
witnessed
something
remarkably
similar. People
still reeling
from catastrophe
were being hit
again, this time
with economic
"shock

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treatment,"
losing their
land and homes
to rapid-fire
corporate
makeovers. The
Shock Doctrine
retells the
story of the
most dominant
ideology of our
time, Milton
Friedman's free
market economic

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revolution. In contrast to the popular myth of this movement's peaceful global victory, Klein shows how it has exploited moments of shock and extreme violence in order to implement its economic

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policies in so many parts of the world from Latin America and Eastern Europe to South Africa, Russia, and Iraq. At the core of disaster capitalism is the use of cataclysmic events to advance radical

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privatization
combined with
the
privatization of
the disaster
response itself.

Klein argues
that by
capitalizing on
crises, created
by nature or
war, the
disaster
capitalism

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complex now
exists as a
booming new
economy, and is
the violent
culmination of a
radical economic
project that has
been incubating
for fifty years.
Unity is a
powerful game
engine. However,
producing a

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performant
product requires
additional

knowledge. This
book is a

comprehensive
introduction to
optimization
techniques and
best practices.

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the book you
will be able to
apply all the

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major
multipatform
optimization
techniques and
be able to
produce faster
and high
performant
games.

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Second Edition
guides you step
by step from
writing your

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first simple
tests to
developing
robust test sets
that are
maintainable,
readable, and
trustworthy.
You'll master
the foundational
ideas and
quickly move to
high-value
subjects like

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mocks, stubs,
and isolation,
including
frameworks such
as Moq,
FakeItEasy, and
Typemock
Isolator. You'll
explore test
patterns and
organization,
working with
legacy code, and
even

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"untestable"
code. Along the
way, you'll
learn about
integration
testing and
techniques and
tools for
testing
databases and
other
technologies.

About this Book

You know you

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should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading.

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The Art of Unit
Testing, Second

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you step by step
from writing

your first

simple unit

tests to

building

complete test

sets that are

maintainable,

readable, and

trustworthy.

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organization,
refactor code

applications,

and learn how to
test

"untestable"

code. Along the

way, you'll

learn about

integration

testing and

techniques for

testing with

databases. The

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examples in the
book use C#, but
will benefit

anyone using a
statically typed
language such as
Java or C++.

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What's Inside

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maintainable,

trustworthy

tests Fakes,

stubs, mock

objects, and

isolation

(mocking)

frameworks

Simple

dependency

injection

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techniques

Refactoring

legacy code

About the Author

Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His

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blog is at ArtOf
UnitTesting.com.

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C#

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multi-platform
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***Build immersive
game***

experiences

using the new

Unity 2020

features with

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augmented
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the years, the
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engine has**

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scope from just
being about
creating video
games to
building AR/VR
experiences,
complex
simulations, real-
time realistic
rendering, films,
and serious
games for
training and***

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graphics, and
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using C#
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make Unity a
comprehensive
platform for
developing professional-level,
rich experiences.**

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Unity projects in
a step-by-step
manner and
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Unity concepts to
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easy-to-follow
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you how to
develop your
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game using a
variety of Unity
tools. As you
make progress,
you'll learn how
to make the
most of the Unity
Editor and create***

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C# programming
language. This
Unity game
development
book will then
take you through
integrating
graphics, sound,
and animations
and manipulating
physics to create
impressive
mechanics for***

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how to code a
simple AI agent
to challenge the
user and use
profiling tools to
ensure that the
code runs in a
performant way.
Finally, you'll get
to grips with
Unity's AR
Foundation for**

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experiences for
3D apps and
games. By the
end of this book,
you'll have
developed a
complete game
and will have
built a solid
foundation using
Unity's tooling
ecosystem to
develop game***

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will learn Write
scripts for
customizing
various aspects
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UI Program rich
shaders and
effects using
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using VFX Graph
and Shuriken Add**

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your game using
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Cinemachine,
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artificial
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to control
character
behavior
Detect
and fix
optimization
issues using**

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**profilers and
batchingWho
this book is for
This book is for
game developers
looking to
migrate to the
Unity game
engine. If you
are a developer
with some
exposure to
Unity, this book
will help you**

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explore its latest features. Prior experience with C# programming is required to get the most out of the book.

This book uses the learning-by-example approach. It takes simple examples from games to

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***introduce all the
main concepts of
programming in
an easy-to-digest
and immediately
recognizable
way. This book is
for the total
beginner to any
type of
programming,
focusing on the
writing of C#
code and scripts***

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only. There are many parts that make up the Unity game engine. It is assumed that the reader already knows their way around Unity's user interface. The code editor used in this book is the MonoDevelop

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**editor supplied
by Unity.**

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

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***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,***

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prebuilt assets,
and a strong dev
community,
Unity can get
your next great
game idea off
the drawing
board and onto
the screen!**

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Second Edition
teaches you to**

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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***

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aspect of the
game dev
process, from
the initial
groundwork to
creating custom
AI scripts and
building easy-to-
read UIs. And
because you
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***What's Inside
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***Characters that
run, jump, and***

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bump into things

Connect your

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need to know C#

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Hocking is a

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**software
engineer and
Unity expert
specializing in C
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Aleister Crowley

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Lies is an

important and

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**complex work of
occultism.**

**Deciphering its
many layers of
hidden meaning
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more than a
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Thelema. For
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in passing
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***initiate stage,
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world mechanics --
Animation mechanics
-- Game rules and
mechanics --
Character mechanics
-- Player mechanics --

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Environmental
mechanics --

Mechanics for external
forces.

The early modern and
modern cultural world
in the West would be
unthinkable without
Petrarch and
Boccaccio. Despite
this fact, there is still
no scholarly
contribution entirely
devoted to analysing

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revolution.

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renowned scholars
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and rethink the
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and literary roles of
Petrarch and
Boccaccio between
the great model of
Dante's encyclopedia
and the ideas of a
double or multifaceted

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culture in the era of
Italian Renaissance

Humanism. In his

lyrical poems and

Latin treatises,

Petrarch created a

cultural pattern that

was both Christian

and Classical,

exercising immense

influence on the

Western World in the

centuries to come.

Boccaccio translated

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this pattern into his own vernacular narratives and erudite works, ultimately claiming as his own achievement the reconstructed unity of the Ancient Greek and Latin world in his contemporary age.

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from different
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paleography,
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investigates how
these heritages
shaped the cultural
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Ages and the early
modern era, as well
as European identity.

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behaviour in your
game characters
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are non-predictable
and dynamic and
have a high
replayability factor
Book Description
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come with intelligent enemies, and this intellectual behavior is combined with a variety of techniques collectively referred to as Artificial Intelligence. Exploring Unity's API, or its built-in features, allows limitless possibilities when it comes to creating your game's worlds and

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environment, followed
by improving your
agent's decision-

making and
coordination

mechanisms – all
through hands-on
examples using easily
customizable

techniques. You'll
then discover how to
emulate the vision
and hearing

capabilities of your

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agent for natural and
humanlike AI

behavior, and later

improve the agents C

with the help of

graphs. This book

also covers the new

navigational mesh

with improved AI and

pathfinding tools

introduced in the

Unity 2018 update.

You'll empower your

AI with decision-

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making functions by programming simple board games, such as tic-tac-toe and checkers, and orchestrate agent coordination to get your AIs working together as one. By the end of this book, you'll have gained expertise in AI programming and developed creative

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and interactive
games. What you will
learn Create
intelligent pathfinding
agents with popular AI
techniques such as A*
and A*mbush
Implement different
algorithms for adding
coordination between
agents and tactical
algorithms for
different purposes
Simulate senses so

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agents can make better decisions, taking account of the environment Explore different algorithms for creating decision-making agents that go beyond simple behaviors and movement Create coordination between agents and orchestrate tactics when dealing with a

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graph or terrain

Implement waypoints
by making a manual

selector Who this

book is for The Unity
2018 Artificial

Intelligence Cookbook

is for you if you are
eager to get more

tools under your belt
to solve AI- and

gameplay-related
problems. Basic

knowledge of Unity

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and prior knowledge
of C# is an
advantage.

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how to write programs
that do in minutes
what would take
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you'll learn how to use
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programs that do in
minutes what would
take you hours to do
by hand--no prior
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by-step instructions
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each program, and
updated practice
projects at the end of
each chapter
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programs and use
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to automate similar
tasks. Don't spend
your time doing work

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a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work.

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displays one of the
world's great
storytellers at the
peak of his powers.*

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*a world where cats
talk, fish fall from
the sky, and spirits
slip out of their
bodies to make
love or commit
murder, in what is
a truly remarkable
journey.*

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programming woes
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*complete prototype
demonstrating
each of the
software patterns
used*Book

*Description This
book is written for
every game
developer ready to
tackle the bigger
picture and start
working with
advanced
programming*

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techniques and design patterns in Unity. Game Development In C Patterns with Unity 2021 is an introduction to the core principles of reusable software patterns and how to employ them to build components efficiently. In this second edition,

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you'll tackle design patterns with the help of a practical example; a playable racing game prototype where you'll get to apply all your newfound knowledge.

Notable updates also include a game design document (GDD), a

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*Unity
programming
primer, and the
downloadable
source code of a
complete
prototype. Your
journey will start
by learning about
overall design of
the core game
mechanics and
systems. You'll
discover tried-and-*

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*tested software
patterns to code
essential*

*components of a C
game in a
structured manner,
and start using
classic design
patterns to utilize
Unity's unique API
features. As you
progress, you'll
also identify the
negative impacts*

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of bad architectural decisions and understand how to overcome them with simple but effective practices. By the end of this Unity book, the way you develop Unity games will change - you'll adapt a more structured,

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*scalable, and
optimized process
that will help you
take the next step
in your career.*

*What you will
learnStructure
professional Unity
code using
industry-standard
development
patternsIdentify
the right patterns
for implementing*

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*specific game
mechanics or
featuresDevelop
configurable core
game mechanics
and ingredients
that can be
modified without
writing a single
line of codeReview
practical object-
oriented
programming
(OOP) techniques*

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*and learn how
they're used in the
context of a Unity
projectBuild
unique game
development
systems such as a
level editorExplore
ways to adapt
traditional design
patterns for use
with the Unity
APIWho this book
is for This book is*

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*for Unity game
developers who
want to learn
industry standards
for building Unity
games. Knowledge
of the Unity game
engine and
programming in
the C# language is
a must, so if you're
a beginner, try our
Learning C# by
Developing Games*

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*with Unity 2021
handbook instead.*

*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*

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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

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*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*

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*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*

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*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*

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*complete dungeon
crawl game. Run*

game systems

concurrently for C

high-performance

and fast game-

play, while

retaining the

ability to debug

your program.

Unleash your

creativity with

magical items,

tougher monsters,

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*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*

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*drivers capable of
running OpenGL*

3.2.

*Mathematics of
Computing --
General.*

*Unity Game
Development
Cookbook*

*Enhance and
extend the
performance of all
aspects of your
Unity games, 3rd*

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*with examples in
C#*

*An enjoyable and
intuitive approach
to getting started
with C#*

*programming and
Unity, 5th Edition
Unity 2018*

*Artificial
Intelligence
Cookbook*

Hands-On Unity

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2020 Game

Development

Mind-Melding

Unity and Blender

for 3D Game

Development

Find out how to

use the Unity

Game Engine to

its fullest for

both 3D and 2D

game developmen

t—from the

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basics to the
hottest new
tricks in

virtual **Development In C**

reality. With
this unique
cookbook,
you'll get
started in two
ways: First,
you'll learn
about the Unity
game engine by

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following very
brief exercises
that teach

specific
features of the
software

Second, this tu
torial-oriented
guide provides
a collection of
snippets that
solve common
gameplay

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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

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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

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intermediate
Multiplatform
Unity
Game
developers.

Beginners will
get a broad
immersion into
the Unity
development
environment,
while
intermediate
developers will
learn how to

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apply the
foundational
Unity skills
they have to
solve real game
development
problems.

Build exciting
2D/3D games and
virtual reality
applications
with the help
of hands-on

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examples Key
Multiplatform
Game
Development In C
Features Create
five different
types of games
from scratch
with Unity 2018
Import custom
content into
Unity from
third-party
tools such as
Maya and
Blender Learn

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to build NPCs
with artificial
intelligent
behavior. Book

Description

Unity is the most exciting and popular engine used for developing games. With its 2018 release, Unity has

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become the primary source of both game development and virtual reality content. In Unity 2018 By Example, you'll learn how to use Unity in order to make amazing games from popular

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genres - from
action shooters
to mind-bending
puzzle games to
adventure and
Virtual Reality
(VR) games.

Even if you
have no
previous
experience of
using Unity,
this book will

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help you understand the toolsets it provides in depth. In addition to this, you'll understand how to create time-critical collection games, twin-stick space

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shooters,
platformers,
and action-fest
games with
intelligent
enemies.

Finally, you'll
get to grips
with creating
VR games with
the new
toolsets
introduced by

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Unity to help
you develop
amazing VR
experiences. To
make things
easier, you
will be
provided with
step-by-step
tutorials for
making five
great games in
Unity 2018,

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along with a
detailed
explanation of
all the
fundamental
concepts. By
the end of this
book, you'll
have
established a
strong
foundation in
making games

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with Unity
Multiplatform
Game
Development In C
2018. What you
will learn

Understand core C
Unity concepts,
such as game
objects,
components, and
scenes Study
level-design
techniques for
building
immersive and

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interesting
worlds Make
functional
games with C#
scripting Use
the toolset
creatively to
build games
with different
themes and
styles Handle
player controls
and input

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functionality

Work with

terrains and

world-creation In C

tools Get to

grips with

making both 2D

and 3D games

Who this book

is for You

don't need to

have any

previous

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experience with

Unity to enjoy

Unity 2018 By

Example, **Development In C**

although you

need to have

basic knowledge

of C#.

Summary Oculus

Rift in Action

introduces the

powerful Oculus

Rift headset

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and teaches you
how to

integrate its
many features

into 3D games
and other

virtual reality
experiences.

You'll start by
understanding
the

capabilities of
the Rift

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hardware. Then
you'll follow

interesting and
instantly-

relevant

examples that

walk you

through

programming

real

applications

using the

Oculus SDK.

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Examples are provided for both using the Oculus C API directly and for using Unity, a popular development and 3D graphics engine, with the Oculus Unity

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integration
package.

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About the Book
Virtual reality
has long been

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the domain of researchers and developers with access to specialized hardware and proprietary tools. With the appearance of the Oculus Rift VR headset, the game has changed. Using

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standard
programming
tools and the
intuitive

Oculus SDKs,
you can deliver
powerful
immersive
games,
simulations,
and other
virtual
experiences

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that finally
Multiplatform
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Development In C
middle of the
action. Oculus
Rift in Action
teaches you how
to create 3D
games and other
virtual reality
experiences for
the Oculus

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Rift. You'll explore the Rift hardware through examples of real applications using the Oculus SDK and both the Oculus C API and the Unity 3D graphics

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engine. Along the way, you'll get practical guidance on how to use the Rift's sensors to produce fluid VR experiences. Experience with C++, C#, or another OO language is

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assumed. What's

Inside Creating

immersive VR

Integrating the C

Rift with the

Unity 3D SDK

Implementing

the mathematics

of 3D Avoiding

motion-sickness

triggers About

the Authors

Brad Davis is

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an active VR
Multiplatform
Game
Development In C
example Rift
applications on
Github. Karen
Bryla is a
freelance
developer and
writer. Alex
Benton is a
lecturer in 3D

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graphics at the
University of

Cambridge and a
software

engineer at

Google. Table

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Development

with Unity is

perfect for

those who would

like to come to

grips with

programming

Unity. You may

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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

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familiarize
yourself with
programming
games and the
latest ideas in
game
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This book
introduces key
game production
concepts in an
artist-friendly
way, and

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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

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adventure games
in the style of
Telltale's

Tales of Monkey C

Island, while
also giving you
a firm

foundation in
game logic and
design. The
first part of
the book

explains the

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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,

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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

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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 evaluate and deal with

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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

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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

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assets with
which to build
future games.

Learning C# by C

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Games with
Unity 5.x

ActiveMQ in
Action

The Unity of
Knowledge in
the Pre-modern
World

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In Action Second
Edition
The Shock
Multiplatform
Game
Unity in
Action, Second
Edition

Developing 2D
Games with
Unity
Unity in Action,
Second Edition
teaches you to write
and deploy games

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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

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the initial
groundwork to
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And because you
asked for it, this
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chapter on building
2D platformers with
Unity's expanded

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2D toolkit.

Over 100 recipes
exploring the new
and exciting

features of Unity 5
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Unity skillset About
This Book Built on
the solid foundation
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4.x Cookbook, the
recipes in this
edition have been

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completely updated
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recipes for both 2D
and 3D games

Provides you with
techniques for the
new features of
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the new UI system,
2D game
development, new
Standard Shaders,
and the new Audio

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Mixer Who This
Multiplatform
Game
Development In C
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

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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

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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,

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Standard Shader
Multiplatform
Game
Development In C#

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

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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

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Cloud, and
Multiplatform
Game
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communicate with
websites and their
databases to create
online scoreboards
Discover advanced
techniques,
including the
publisher-subscriber
and state patterns,
performance
bottleneck
identification, and

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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

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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,

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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

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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

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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,

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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

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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

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Development In C

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.

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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

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scratch. Beginners can do the steps and create games right away. No coding experience is necessary.

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introduction to Unity
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and sound. Includes
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introduction to Unity
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coverage of GIMP,
Audacity, and
MuseScore for the

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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,

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an independent
Multiplatform
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Development In C
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

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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

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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

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the University of
Notre Dame and
attended graduate
school in
mathematics at the
University of
California at
Berkeley. He is a
former world record
holder on Centipede
and Burgertime. He
is a professional
author, game

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developer,
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Development In C
accompanist, and
piano teacher. He is
currently working on
remaking the
original Gubble
game in Unity and
Blender.

A complete
beginner's guide to
game development
with the powerful
Unity game engine.

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CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and

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modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound

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