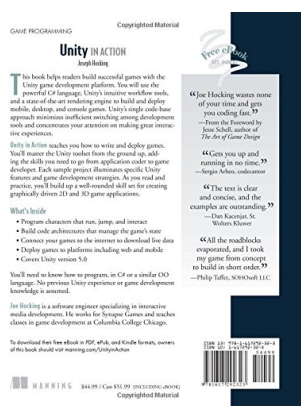


[PDF] Unity In Action: Multiplatform Game Development In C# With Unity 5

Joe Hocking - pdf download free book



Books Details:

Title: Unity in Action: Multiplatform

Author: Joe Hocking

Released:

Language:

Pages: 352

ISBN: 161729232X

ISBN13: 9781617292323

ASIN: 161729232X

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pdf, mobi, epub, azw, kindle

Description:

Summary

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on

Unity version 5.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book

This book helps readers build successful games with the Unity game development platform. You will use the powerful C# language, Unity's intuitive workflow tools, and a state-of-the-art rendering engine to build and deploy mobile, desktop, and console games. Unity's single codebase approach minimizes inefficient switching among development tools and concentrates your attention on making great interactive experiences.

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Each sample project illuminates specific Unity features and game development strategies. As you read and practice, you'll build up a well-rounded skill set for creating graphically driven 2D and 3D game applications.

You'll need to know how to program, in C# or a similar OO language. No previous Unity experience or game development knowledge is assumed.

What's Inside

- Program characters that run, jump, and interact
- Build code architectures that manage the game's state
- Connect your games to the internet to download live data
- Deploy games to platforms including web and mobile
- Covers Unity 5

About the Author

Joe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.

Table of Contents

PART 1 FIRST STEPS

1. Getting to know Unity
2. Building a demo that puts you in 3D space
3. Adding enemies and projectiles to the 3D game
4. Developing graphics for your game

PART 2 GETTING COMFORTABLE

5. Building a Memory game using Unity's new 2D functionality
6. Putting a 2D GUI in a 3D game
7. Creating a third-person 3D game: player movement and animation
8. Adding interactive devices and items within the game

PART 3 STRONG FINISH

9. Connecting your game to the internet
 10. Playing audio: sound effects and music
 11. Putting the parts together into a complete game
 12. Deploying your game to players' devices
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