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Unity 5.X Game Development Complete Self-Assessment Guide ...

4.0 out of 5 stars Unity 5.x Game Development Blueprints. Reviewed in the United Kingdom on 16 May 2019. The book is a great introduction to Unity because it takes you through

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a great range of games that give you experience in using several aspects of Unity. It contains the following: Twin-stick shooter, UI Clicker, Flappy-bird style game, shooting gallery, platforming game, a horror FPS style ...

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Flexible, powerful, and full of rich features, Unity 5 is the engine of choice for AAA 2D and 3D game development. With comprehensive support for over 20 different platforms, Unity boasts a host of great new functions for making 2D games. Learn how to leveragethese new options into awesome 2D games by building three complete game projects with the Unity game tutorials in this hands-on video

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Unity 5.x Game Development Projects [Video]

Unity 5.x Game Development Blueprints by John P. Doran.

Author. John P. Doran. Condition. Used - Very Good. Binding

type. Paperback. Publisher. Packt Publishing Limited. Year

published. 2016-01-06. Number of pages. 428. ISBN 10.

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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.

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Getting Started with Unity 5.x 2D Game Development

We will build 7-8 action-packed games of different difficulty levels, and we ' ll show you how to leverage the intuitive workflow tools and state of the art Unity rendering engine to build and deploy mobile desktop as well as console games. Through this book, you ' ll develop a complete skillset with the Unity toolset.

Unity 5.x Game Development Blueprints - Packt

Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.

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Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.

Unity Real-Time Development Platform | 3D, 2D VR & AR Engine

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Ethan Casner creates both single-player and Massively-Multiplayer Online Role-Playing Games (MMORPGs) with the Unity Engine. He has created games written in the industry

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standard C# programming language and runs an independent consultation and development studio called Stained Glass Llama, which is officially sponsored by Microsoft.

2D Game Development with Unity 5.x [Video]

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An example-based practical guide to get you up and running with Unity 5.x About This Book The most updated resource on Unity 5.x with comprehensive discussion on all the new features of Unity 5.x Understand the core concepts surrounding Unity5 game development with this power-packed hands-on guide Brush up your existing game development skills and create games that have a brilliant gameplay using the excellent examples from this book Who This Book Is For The ideal target audience for this book

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would be game developers. They need not have previous experience with Unity since this book will cover all the basics about game development with unity. This would also be a very good resource for Unity developers who want to brush up their basic Unity skills and also get up and running with creating interesting games with Unity 5.x. What You Will Learn Understand core Unity concepts, such as game objects, components, and scenes Learn level design techniques for building immersive and interesting worlds Learn to make functional games with C# scripting Use the toolset creatively to build games of different themes and styles Learn to handle player controls and input functionality Dive into the process of working with terrains and world-creation tools Import custom content into Unity from third-party tools,

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such as Maya and Blender Get to grips with making both 2D and 3D games In Detail Unity is an exciting and popular engine in the game industry. Throughout this book, you'll learn how to use Unity by making four fun game projects, from shooters and platformers to exploration and adventure games. Unity 5 By Example is an easy-to-follow guide for quickly learning how to use Unity in practical context, step by step, by making real-world game projects. Even if you have no previous experience of Unity, this book will help you understand the toolset in depth. You'll learn how to create a time-critical collection game, a twin-stick space shooter, a platformer, and an action-fest game with intelligent enemies. In clear and accessible prose, this book will present you with step-by-step tutorials for making four interesting games in

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Unity 5 and explain all the fundamental concepts along the way. Starting from the ground up and moving toward an intermediate level, this book will help you establish a strong foundation in making games with Unity 5. Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity. The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level.

Build and customize a wide range of powerful Unity AI systems with over 70 hands-on recipes and techniques About This Book Empower your agent with decision making capabilities using advanced minimaxing and Negamaxing

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techniques Discover how AI can be applied to a wide range of games to make them more interactive. Instigate vision and hearing abilities in your agent through collider based and graph based systems Who This Book Is For This book is intended for those who already have a basic knowledge of Unity and are eager to get more tools under their belt to solve AI and gameplay-related problems. What You Will Learn Use techniques such as A* and A*mbush to empower your agents with path finding capabilities. Create a representation of the world and make agents navigate it Construct decision-making systems to make the agents take different actions Make different agents coordinate actions and create the illusion of technical behavior Simulate senses and apply them in an awareness system Design and

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implement AI in board games such as Tic-Tac-Toe and Checkers Implement efficient prediction mechanism in your agents with algorithms such as N-Gram predictor and naive Bayes classifier Understand and analyze how the influence maps work. In Detail Unity 5 comes fully packaged with a toolbox of powerful features to help game and app developers create and implement powerful game AI. Leveraging these tools via Unity's API or built-in features allows limitless possibilities when it comes to creating your game's worlds and characters. This practical Cookbook covers both essential and niche techniques to help you be able to do that and more. This Cookbook is engineered as your one-stop reference to take your game AI programming to the next level. Get to grips with the essential building

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blocks of working with an agent, programming movement and navigation in a game environment, and improving your agent's decision making and coordination mechanisms - all through hands-on examples using easily customizable techniques. Discover how to emulate vision and hearing capabilities for your agent, for natural and humanlike AI behaviour, and improve them with the help of graphs. Empower your AI with decision-making functions through programming simple board games such as Tic-Tac-Toe and Checkers, and orchestrate agent coordination to get your AIs working together as one. Style and approach This recipe-based guide will take you through implementing various AI algorithms. Each topic is explained and placed among other related techniques, sometimes building on the knowledge

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from previous chapters. There are also references to more technical books and papers, so you can dig deeper if you want to.

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video

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games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

Create 'AAA' quality game audio with new features and tools built for Unity About This Book Explore the basics of audio development in Unity to create spatial sound, mixing, effects, composition, adaptive audio and more. Leverage the Audio Mixer of Unity 5.x to create blockbuster sound and music for your game. Learn about developing professional audio for games with FMOD Studio and composing original music with Reaper. Build amazing audio synchronized graphic visualizations with Unity. Understand how real-time

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character lip syncing can be implemented. Who This Book Is For The ideal target audience for this book will be game developers, both Indie as well as semi pro. No prior knowledge of Unity and audio development is assumed, What You Will Learn Develop game audio and other audio effects with Unity Getting familiar with the new Audio Mixer introduced in Unity 5 Implement dynamic and adaptive audio using various tools and strategies Explore interesting ways to incorporate audio into a game with sound visualization Use 3rd party professional audio development tools like FMOD Compose original music and record vocals Understand and troubleshoot audio performance issues In Detail Game Audio is one of the key components in making a game successful and it is quite popular in the gaming

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industry. So if you are a game developer with an eye on capturing the gamer market then this book is the right solution for you. In this book, we will take you through a step by step journey which will teach you to implement original and engaging soundtracks and SFX with Unity 5.x. You will be firstly introduced to the basics of game audio and sound development in Unity. After going through the core topics of audio development: audio sources, spatial sound, mixing, effects, and more; you will then have the option of delving deeper into more advanced topics like dynamic and adaptive audio. You will also learn to develop dynamic and adaptive audio using the Unity Audio Mixer. Further, you will learn how professional third party tools like FMOD are used for audio development in Unity. You will then go through the

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creation of sound visualization techniques and creating your own original music using the simple yet powerful audio workstation Reaper. Lastly, you will go through tips, techniques and strategies to help you optimize game audio performance or troubleshoot issues. At the end of the book, you'll have gained the skills to implement professional sound and music. Along with a good base knowledge audio and music principles you can apply across a range of other game development tools. Style and approach This book will have a step by step practical approach where downloadable free games will be given with the book and readers will be free to work with them.

If you want to build enticing projects with Unity, this book is

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for you. Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time.

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

A project-based guide to help you create amazing games with Unity 5.x About This Book- Unleash the power of C# coding in Unity and the state of the art Unity rendering engine.- Through this unique project-based approach, you will create 7-8 action-packed games from scratch.- This assortment of games will take you on a fun-filled journey of becoming a full-fledged Unity game developer. Who This Book Is For This

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book is best suited for C# developers who have some basic knowledge of the Unity Game development platform. If you are looking to create exciting and interactive games with Unity and get a practical understanding of how to leverage key Unity features and then optimize the Unity rendering engine, then this book is your one-stop solution. What You Will Learn- Find out how to create exciting and interactive games using GUIs- Prepare animations to be imported and exported- Personalize your animation game with Unity's advanced animation system- Work with different animation assets and components- Customize the game by modifying the player properties and creating exterior environments- Create, visualize, and edit animated creatures- Familiarize yourself with best practices for Unity 5.x animation using

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iTween- Design character actions and expressions-
Customize your game and prepare it for play
In Detail
This book will help you to create exciting and interactive games from scratch with the Unity game development platform. We will build 7-8 action-packed games of different difficulty levels, and we'll show you how to leverage the intuitive workflow tools and state of the art Unity rendering engine to build and deploy mobile desktop as well as console games. Through this book, you'll develop a complete skillset with the Unity toolset. Using the powerful C# language, we'll create game-specific characters and game environments. Each project will focus on key Unity features as well as game strategy development. This book is the ideal guide to help your transition from an application developer to a full-

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fledged Unity game developerStyle and approach A step by step approach to develop a strong Unity skillset by creating a few action-packed games from scratch.

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Beginning 3D Game Development with Unity is perfect for 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 familiarize yourself with programming games and the latest ideas in game production. This book

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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 independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, 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 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, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and

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mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal 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 assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

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 platformer game from scratch using the principles of object-oriented programming and coding in

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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 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 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 functional UI system for your game

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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 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 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

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their use, and you'll perform object-oriented programming. 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 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.

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