

# How To Develop Games With Unity 2017 English Edit

Game Development with Unity for .NET Developers Jiadong Chen,Ed Price.2022-05-27 Get up and running with Unity with the help of expert guidance for addressing the performance issues encountered in Unity development Key Features • Discover solutions to common problems faced by .NET developers while creating games in Unity • Explore tips, tricks, best practices, and advanced Unity coding techniques for creating impressive games • Understand how to program with C# code using Unity's built-in modules and add engaging effects Book Description Understand what makes Unity the world's most widely used real-time 3D development platform and explore its powerful features for creating 3D and 2D games, as well as the Unity game engine and the Microsoft Game Dev, including the Microsoft Azure Cloud and Microsoft Azure PlayFab services, to create games. You will start by getting acquainted with the Unity editor and the basic concepts of Unity script programming with C#. You'll then learn how to use C# code to work with Unity's built-in modules, such as UI, animation, physics, video, and audio, and understand how to develop a game with Unity and C#. As you progress through the chapters, you'll cover advanced topics such as the math involved in computer graphics and how to create a custom render pipeline in Unity with the new Scriptable Render Pipeline, all while optimizing performance in Unity. Along the way, you'll be introduced to Microsoft Game Dev, Azure services, and Azure PlayFab, and using the Unity3D PlayFab SDK to access the PlayFab API. By the end of this Unity book, you'll have become familiar with the Unity engine and be ready to develop your own games while also addressing the performance issues that you could encounter in the development process. What you will learn • Get to grips with using the Unity Editor • Use C# scripts to work with Unity's built-in modules such as UI, animation, physics, video, and audio • Create a custom render pipeline in Unity Engine with the latest Scriptable Render Pipeline • Write high-performance multithreaded code with the latest DOTs in Unity • Discover the Azure PlayFab Client library for C# in Unity • Understand how the asset management and serialization system within Unity really works • Explore some of the most commonly used profiler tools in Unity development Who this book is for The book is for developers with intermediate .NET and C# programming experience who are interested in learning game development with Unity. Basic experience in C# programming is assumed.

**Unity Game Development Essentials** Will Goldstone.2009-10-01 Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Unity Game Programming Mem Lnc,Mohammed,Alexander Aronowitz.2020-07-28 Unity game programming Learning C# and coding in Unity for beginners we'll discuss the major foundations of scripting with C# in Unity and apply what we've learned into a mini project. To start out, we'll look at the core workflow for creating and executing scripts in the Unity Editor. Then we'll learn about the core fundamentals that are used when scripting in Unity such as creating and manipulating variables, understanding the different types of operators, and how we can create instructions for our game objects using functions. We'll also jump into creating logic with conditional statements, loops, and basic arrays. Finally, we'll take what we've learned and apply it to creating a simple physics based rolling ball game. Who this book is for? If you don't know anything about programming in general, writing code, writing scripts, or have no idea where to even begin, then this book is perfect for you. If you want to make games and need to learn how to write C# scripts or code, then this book is ideal for you. Unity is a cross-platform development platform initially created for developing games but is now used for a wide range of things such as: architecture, art, children's apps, information management, education, entertainment, marketing, medical, military, physical installations, simulations, training, and many more. Unity takes a lot of the complexities of developing games and similar interactive experiences and looks after them behind the scenes so people can get on with designing and developing their games. These complexities include graphics rendering, world physics and compiling. More advanced users can interact and adapt them as needed but for beginners they need not worry about it. Games in Unity are developed in two halves; the first half -within the Unity editor, and the second half -using code, specifically C#. Unity is bundled with MonoDevelop or Visual Studio 2015 Community for writing C#.

**Unity 5** Chris Dickinson,Greg Lukosek,John P. Doran.2017-07-14 Explore every nook and cranny of Unity 5 to turn your imaginations into reality About This Book\* Demystify the C# programming language in Unity 5.x.\* Unleash the power of Unity to create a wide variety of projects in numerous genres and formats.\* Master the art of optimization for Unity 5.x applications with tips and techniques that will further enhance your game. Who This Book Is For Beginner level Unity developers who do not have much programming experience. What You Will Learn\* Master the art of applying C# in Unity. 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.\* Create and code a good-looking functional UI system for your game.\* Find out how to create exciting and interactive games using GUIs.\* Work with different animation assets and components to enhance your game further.\* Personalize your game by learning how to use Unity's advanced animation system.\* Create, visualize, and edit animated creatures to add to your already amazing game.\* Familiarize yourself with the tools and practices of game development Discover how to create the Game Manager class to, generate game levels, and develop UI for the game.\* Use the Unity Profiler to find bottlenecks anywhere in your application, and discover how to resolve them.\* Implement best practices for C# scripting to avoid common mistakes 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, and adds a real-time global illumination to the games; and its powerful new features help to improve a game's efficiency. If you love games and want to learn how to make them but have no idea where to begin, then this course is built just for you. This learning path is divided into three modules which will take you in this incredible journey of creating games. The course begins with getting you started with programming behaviors in C# so that you can create 2D games in Unity. You will begin by installing Unity and learning about its features. You will learn how to perform object-oriented programming and discover how to manage the game play loop, generate game levels, and develop a simple UI for the game. By the time this module comes to a close, you will have mastered the art of applying C# in Unity. It is now time we put into use what we learned in the previous module into reality as we move onto the second module. Here, we will be building 7-8 action-packed games of different difficulty levels. Each project will focus on key Unity features as well as game strategy development. This module will mark your transformation from an application developer to a full-fledged Unity game developer. Who wouldn't love a game that is fully perfect, functional, and without any glitches? The third module deals with just that by teaching how to enhance your game by learning game optimization skills. Here, you'll gain an understanding of possible solutions to any problem and how to implement them. You will then learn everything you need to know about where performance bottlenecks can be found, why they happen, and how to work around them. With this massive wealth of knowledge, at the end of this learning path, you will be able to leverage an array of game development techniques to create your own basic games while resolving any issues that you encounter. Style and approach This learning path should be treated as the complete package necessary for building games. It is a step-by-step guide to develop a game from scratch by applying the fundamentals of C# and Unity scripting, with a reference guide in the end to solve all your gaming problems.

*Introduction to Game Design, Prototyping, and Development* Jeremy Bond Gibson.2017

*Unity Game Development in 24 Hours, Sams Teach Yourself* Mike Geig.2021-10-08 In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside, Kerbal Space Program, Subnautica, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device 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 Unity game development tasks. \* Four sample game projects illustrate the topics. \* 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 Tips point out shortcuts and solutions. Learn how to... \* Get up and running fast with the Unity 2021 game engine and editor \* Work efficiently with Unity's graphical asset pipeline \* Make the most of lights and cameras \* Sculpt stunning worlds with Unity's terrain and environmental tools \* Script tasks ranging from capturing input to building complex behaviors \* Quickly create repeatable, reusable game objects with prefabs \* Implement easy, intuitive game user interfaces \* Control players through built-in and custom character controllers \* Build realistic physical and trigger collisions \* Leverage the full power of Unity's Animation and Timeline systems \* Integrate complex audio into your games \* Use mobile device accelerometers and multi-touch displays \* Build engaging 2D games with Unity's 2D tools and Tilemap \* Apply the finishing touches and deploy your games

2D Game Development with Unity Franz Lanzinger.2020-12-08 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 development, step by step. The theory behind each step is fully explained. This book contains numerous color illustrations and access to all source code and companion videos. Key Features: Fully detailed game projects from scratch. Beginners can do the steps and create games right away. No coding experience is necessary. Numerous examples take a raw beginner toward professional coding proficiency in C# and Unity. Includes a thorough introduction to Unity 2020, including 2D game development, prefabs, cameras, animation, character controllers, lighting, and sound. Includes a step-by-step introduction to Unity 2019.3. Extensive coverage of GIMP, Audacity, and MuseScore for the 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, an independent game development and music studio in Sunnyvale, 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 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 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 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 developer, accompanist, and piano teacher. He is currently working on remaking the original Gubble game in Unity and Blender.

Unity From Zero to Proficiency (Foundations) Patrick Felicia.2017-11-01 Newly Edited and Updated Version (Fourth Edition) for Unity 2019. Get started with Unity and game programming fast without the headaches Unity is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. This book is the first book in the series Unity from Zero to Proficiency where you will learn to code fast and be able to create your own video games with Unity in no time. What you will learn - After completing this book, you will be able to: - Know and master the features that you need to create 2D and 3D environments for your games. - Quickly create (and navigate through) realistic 3D indoors and outdoors environments. - Create a 3D Maze with lights, walls, and textures. - Use ProBuilder to create a house. - Create an island with trees, sandy beaches, mountains, and water. - Include and control a car and a plane. - Create a 2D platform game (with no scripting needed). - Export your games to the web. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Unity and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Unity fast and to enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unity's interface, use its core features, and create and navigate through realistic 2D and 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers This book includes all the features that you need to get started with Unity and game development: Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. Progress and feel confident in your skills: You will have the opportunity to learn and to use Unity at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. Create your own games and feel awesome: With this book, you will build your own 2D and 3D environments and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight-away. If you want to get started with Unity today, then buy this book now.

Mastering Unity 2017 Game Development with C# Alan Thorn.2017-10-30 Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017 Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows. Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed. What You Will Learn Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform-agnostic Get started with VR development Use navigation meshes, occlusion culling, and Profiler tools Work confidently with GameObjects, rotations, and transformations Understand specific gameplay features such as AI enemies, inventory systems, and level design In Detail Do you want to make the leap from being an everyday Unity developer to being a pro game developer? Then look no further! This book is your one-stop solution to creating mesmerizing games with lifelike features and amazing gameplay. This book focuses in some detail on a practical project with Unity, building a first-person game with many features. You'll delve into the architecture of a Unity game, creating expansive worlds, interesting render effects, and other features to make your games special. You will create individual game components, use efficient animation techniques, and implement collision and physics effectively. Specifically, we'll explore optimal techniques for importing game assets, such as meshes and textures; tips and tricks for effective level design; how to animate and script NPCs; how to configure and deploy to mobile devices; how to prepare for VR development; how to work with version control; and more. By the end of this book, you'll have developed sufficient competency in Unity development to produce fun games with confidence. Style and approach This book takes an easy-to-follow, step-by-step tutorial approach. You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety.

**Unity 2017 2D Game Development Projects** Lauren S. Ferro,Francesco Sapio.2018-01-19 Build classic arcade, shooter and platform games with Unity 2D toolset Key Features Leverage the amazing new functionalities of the latest Unity 2017 2D toolkit. Learn to create 2D characters, animations, fast and efficient game play experiences while keeping your games very lightweight Create engaging games that enable you to perform intergalactic warfare and also fun games similar to temple run and so on. Book Description 2D games are everywhere! Timeless and popular, 2D games represent a substantial segment of the games market. The Unity engine has revolutionized the gaming industry, by making it easier for game developers to create quality games on a budget. If you are looking for a guide to create 2D games using Unity 2017, look no further. With this book, you will learn all the essentials of 2D game development by creating three epic games in a step-by-step manner throughout the course of this book. The first game will have you collecting as

many cakes as possible. The second will transport you to outer space to traverse as far as possible while avoiding enemy spaceships. The last game will have you running and jumping across platforms to collect coins and other exotic items. Throughout all these three games, you will create characters, make them move, and create some enemies. And then, of course, write code to destroy them!. After showing you the necessities of creating a game, this book will then help you to porting the game to a mobile platform, and provide a path to publish it on the stores. By the end of this book, you will not only have created three complete great games, but be able to apply your knowledge to create and deploy your own games. What you will learn Work with Unity 2017's new 2D workflow and create a 2D scene Set the scene with different types of backgrounds, either static or dynamically using a tileset Bring your character to life through simple animations Understand the core concepts of programming by creating basic code that controls a character and destroys an enemy Create buttons and game controls by using code snippets for input detection Develop three 2D games from genres such as classic arcade, space shooter, and platformer games Add audio and feedback and deploy your games Who this book is for If you are interested in creating your very own 2D games from scratch, then this book will give you all the tools you need to succeed. No C# knowledge is required, all you need is basic coding and scripting knowledge. Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity, this book is for you.

**Developing 2D Games with Unity** Jared Halpern.2018-11-28 Follow a walkthrough of the Unity Engine 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 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 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 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 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 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 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 in learning to make games independent of a major studio.

**Unity 2017 Mobile Game Development** John P. Doran.2017-11-30 Learn to create, publish and monetize your mobile games with the latest Unity 2017 tool-set easily for Android and iOS About This Book One-stop solution to becoming proficient in mobile game development using Unity 2017 Port your Unity games to popular platforms such as iOS and Android Unleash the power of C# scripting to create realistic gameplay and animations in Unity 2017. Who This Book Is For If you are a game developer and want to build mobile games for iOS and Android, then this is the book for you. Previous knowledge of C# and Unity is helpful, but not required. What You Will Learn Use Unity to build an endless runner game Set up and deploy a project to a mobile device Create interesting gameplay elements using inputs from your mobile device Monetize your game projects with Unity ads and in-app purchases Design UI elements that can be used well in Landscape and Portrait mode at different resolutions, supporting phones, tablets, and PCs. How to submit your game to the iOS and Android app stores In Detail Unity has established itself as an overpowering force for developing mobile games. If you love mobile games and want to learn how to make them but have no idea where to begin, then this book is just what you need. This book takes a clear, step-by-step approach to building an endless runner game using Unity with plenty of examples on how to create a game that is uniquely your own. Starting from scratch, you will build, set up, and deploy a simple game to a mobile device. You will learn to add touch gestures and design UI elements that can be used in both landscape and portrait mode at different resolutions. You will explore the best ways to monetize your game projects using Unity Ads and in-app purchases before you share your game information on social networks. Next, using Unity's analytics tools you will be able to make your game better by gaining insights into how players like and use your game. Finally, you'll learn how to publish your game on the iOS and Android App Stores for the world to see and play along. Style and approach This book takes a clear, step-by-step approach for Unity game developers to explore everything needed to develop mobile games with Unity.

**No-Code Video Game Development Using Unity and Playmaker** Michael Kelley.2016-07-06 In the past, not being able to program meant not being able to make video games. Now if you can draw a flow-chart you can use powerful State Machine technology to create your dream game! No-Code Video Game Development using Unity and Playmaker will teach you how to substitute flow-charts for code. As a complete course, it uses a project-based approach

**Unity 2017 Game Optimization** Chris Dickinson.2017-11-22 Master a series of performance-enhancing coding techniques and methods that help them improve the performance of their Unity3D applications About This Book Discover features and techniques to optimize Unity Engine's CPU cycles, memory usage, and the GPU throughput of any application Explore multiple techniques to solve performance issues with your VR projects Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in your application, and discover how to resolve them Implement best practices for C# scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline, and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks Keep your scenes as dynamic as possible by making the most of the Physics engine Organize, filter, and compress your art assets to maximize performance while maintaining high quality Discover different kinds of performance problems that are critical for VR projects and how to tackle them Use the Mono Framework and C# to implement low-level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Unity is an awesome game development engine. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings. The book also introduces you to the critical performance problems for VR projects and how to tackle them. By the end of the book, you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste-free as possible via object pooling. Style and approach This practical book will help readers understand the essentials of the Unity3D engine and how to build games while improving the performance of their applications.

**Learning C# by Developing Games with Unity 2021** Harrison Ferrone.2021-10-29 Learn C# programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series. Includes invitation to join the online Unity Game Development community to read the book alongside peers, Unity developers/C# programmers and Harrison Ferrone. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Learn C# programming basics, terminology, and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C# knowledge in practice and build a working first-person shooter game prototype in Unity Book Description The Learning C# by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C#, a powerful and versatile programming language with a wide array of applications in various domains. This bestselling franchise presents a clear path for learning C# programming from the ground up through the world of Unity game development. This sixth edition has been updated to introduce modern C# features with Unity 2021. A new chapter has also been added that covers reading and writing binary data from files, which will help you become proficient in handling errors and asynchronous operations. The book acquaints you with the core concepts of programming in C#, including variables, classes, and object-oriented programming. You will explore the fundamentals of Unity game development, including game design, lighting basics, player movement, camera controls, and collisions. You will write C# scripts for simple game mechanics, perform procedural programming, and add complexity to your games by introducing smart enemies and damage-causing projectiles. By the end of the book, you will have developed the skills to become proficient in C# programming and built a playable game prototype with the Unity game engine. What you will learn Follow simple steps and examples to create and implement C# scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C# Divide your code into pluggable building blocks using interfaces, abstract classes, and class extensions Become familiar with stacks, queues, exceptions, error handling, and other core C# concepts Learn how to handle text, XML, and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you're a developer, programmer, hobbyist, or anyone who wants to get started with Unity and C# programming in a fun and engaging manner, this book is for you. You'll still be able to follow along if you don't have programming experience, but knowing the basics will help you get the most out of this book.

**Extending Unity with Editor Scripting** Angelo Tadres.2015-09-21 Put Unity to use for your video games by creating your own custom tools with editor scripting About This Book Acquire a good understanding of extending Unity's editor capabilities for a platformer game by using Gizmos, custom inspectors, editor windows, scriptable objects, and more Learn to configure and get control over your asset import pipeline using asset preprocessors A step-by-step, comprehensible guide to creating and customizing a build pipeline that fits the necessities of your video game development team Who This Book Is For This book is for anyone who has a basic knowledge of Unity programming using C# and wants to learn how to extend and create custom tools using Unity editor scripting to improve the development workflow and make video game development easier. What You Will Learn Use Gizmos to create visual aids for debugging Extend the editor capabilities using custom inspectors, property and decorator drawers, editor windows, and handles Save your video game data in a persistent way using scriptable objects Improve the look and feel of your custom tools using GUIStyles and GUIskins Configure and control the asset import pipeline Improve the build creation pipeline Distribute the custom tools in your team or publish them in the Asset Store In Detail One of Unity's most powerful features is the extensible editor it has. With editor scripting, it is possible to extend or create functionalities to make video game development easier. For a Unity developer, this is an important topic to know and understand because adapting Unity editor scripting to video games saves a great deal of time and resources. This book is designed to cover all the basic concepts of Unity editor scripting using a functional platformer video game that requires workflow improvement. You will commence with the basics of editor scripting, exploring its implementation with the help of an example project, a level editor, before moving on to the usage of visual cues for debugging with Gizmos in the scene view. Next, you will learn how to create custom inspectors and editor windows and implement custom GUI. Furthermore, you will discover how to change the look and feel of the editor using editor GUIStyles and editor GUIskins. You will then explore the usage of editor scripting in order to improve the development pipeline of a video game in Unity by designing ad hoc editor tools, customizing the way the editor imports assets, and getting control over the build creation process. Step by step, you will use and learn all the key concepts while creating and developing a pipeline for a simple platform video game. As a bonus, the final chapter will help you to understand how to share content in the Asset Store that shows the creation of custom tools as a possible new business. By the end of the book, you will easily be able to extend all the concepts to other projects. Style and approach This book uses a step-by-step approach that will help you finish with a level editor tool, a custom configuration for the asset import pipeline, and a build pipeline totally adjusted to the video game.

**Learn Unity for Android Game Development** Adam Sinicki.2017-07-21 Get a thorough and practical introduction to Unity development for Android devices with no previous experience with game development needed. In this book, you'll go through every step from downloading and installing Unity and the Android SDK, to creating fully functional games. The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications. It also provides some guidance on publishing and marketing, as well as thinking about game design and mechanics. Resources including sprites and scripts are provided in the code download. What You Will Learn Install Unity with the Android SDK Understand and use scripts, prefabs and Android Studio Design a great game Build a game app Add a bit of polish Deploy for various Android devices Build and deploy for 3D games, virtual reality and more Promote your game and make money Who This Book Is For This book requires no previous experience with programming or game development of any kind. Prior experience with the Android ecosystem recommended.

**Unity 2017 Game Optimization - Second Edition** Chris Dickinson.2017-11-22 Master a series of performance-enhancing coding techniques and methods that help them improve the performance of their Unity3D applications About This Book\* Discover features and techniques to optimize Unity Engine's CPU cycles, memory usage, and the GPU throughput of any application\* Explore multiple techniques to solve performance issues with your VR projects\* Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn\* Use the Unity Profiler to find bottlenecks anywhere in your application, and discover how to resolve them\* Implement best practices for C# scripting to avoid common pitfalls\* Develop a solid understanding of the rendering pipeline, and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks\* Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks\* Keep your scenes as dynamic as possible by making the most of the Physics engine\* Organize, filter, and compress your art assets to maximize performance while maintaining high quality\* Discover different kinds of performance problems that are critical for VR projects and how to tackle them\* Use the Mono Framework and C# to implement low-level enhancements that maximize memory usage and avoid garbage collection\* Get to know the best practices for project organization to save time through an improved workflow In Detail Unity is an awesome game development engine. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings.

The book also introduces you to the critical performance problems for VR projects and how to tackle them. By the end of the book, you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste-free as possible via object pooling. Style and approach This practical book will help readers understand the essentials of the Unity3D engine and how to build games while improving the performance of their applications.

*Learning C# 7 By Developing Games with Unity 2017* Micael DaGraça. 2017-12-26 Do you want to learn C# programming by creating fun and interactive games using the latest Unity 2017 platform? If so, look no further; this is the right book for you. Get started with programming C# so you can create 2D and 3D games in Unity. We will walk you through the basics to get you started with C# 7 and its latest features. Then, ...

*Unity from Zero to Proficiency (Beginner)* Patrick Felicia. 2019-02-13 Second Edition updated for Unity 2017, Published in February 2018 Why this book can help you to get started with Game Development Creating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and to get started. Often, these barriers seem higher than they actually are. Maybe you are a teacher trying to introduce games in your classroom or a parent trying to help your child with coding, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on your favorite games; maybe you are a student getting started with game development but you just don't know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed. You may be wondering: How can I start to create my games if I have no experience of coding, or this game engine is so complex that I just don't know where to get started. This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills. This is the approach that I have used successfully over the past years to take students from no knowledge of coding or game development to good levels of proficiency in Unity and coding. Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity and coding. Content and structure of this book In this book, the second book in the series, you will become comfortable with scripting in Unity by creating a simple survival game. The book includes: A list of the learning objectives at the start of each chapter. Step-by-step activities. Opportunities to engage in deeper learning and problem-solving skills through challenges at the end of each chapter. Quizzes to test your knowledge. Full project and code solutions (in JavaScript and C#) for each chapter. Cheat-sheets (i.e., shortcuts, best practice, etc.) that you can download. The content of each chapter is as follows: Chapter 1 gives an introduction to JavaScript and to core principles that will help you to get started with coding. You will learn key programming concepts such as variables, variable types, or functions. Chapter 2 helps you to code your first script. You will learn how to code following best coding practices, debug your code, and also avoid common errors. Chapter 3 gets you to improve your scripting skills, enhance your game and add more interaction. You will learn to implement a scoring system, to detect collisions, and to load new levels. Chapter 4 explains how you can create and update a user interface for your game (e.g., displaying images and messages onscreen) using scripting. Chapter 5 explains how you can polish-up your game. You will add a splash-screen, a simple inventory system, sound effects, as well as a mini-map. Chapter 6 explains how to add Non-Player Characters (NPCs) with Artificial Intelligence (AI). You will configure each NPC and get them to either follow the player or walk along a simple path of your choice, and also detect collision with them. Chapter 7 provides answers to Frequently Asked Questions (FAQs) (e.g., scripting, audio, AI, or user interface). If you want to start scripting with Unity, using a tried-and-tested method: download this book now

**Hands-On Unity 2020 Game Development** Nicolas Alejandro Borrromeo. 2020-07-29 Build immersive game experiences using the new Unity 2020 features with this practical guide Key Features Unleash the capabilities of C# scripting for creating immersive UI, graphics, Game AI agents and much more Explore Unity's latest tools, including Universal Render Pipeline, Shader Graph, and VFX graph, to enhance graphics and animation Get started with building augmented reality experience using Unity's AR Foundation Book Description Over the years, the Unity game engine has extended its 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 education. Its features for implementing gameplay, graphics, and customization using C# programming make Unity a comprehensive platform for developing professional-level, rich experiences. With this book, you'll be able to build impressive Unity projects in a step-by-step manner and apply your knowledge of Unity concepts to create a real-world game. Complete with hands-on tutorials and projects, this easy-to-follow guide will show you how to develop your first complete 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 scripts using the 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 your games. You'll also learn 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 creating AR 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 projects of any scale. What you will learn Write scripts for customizing various aspects of a game, such as physics, gameplay, and UI Program rich shaders and effects using Unity's new Shader Graph and Universal Render Pipeline Implement postprocessing to increase graphics quality with full-screen effects Create rich particle systems for your Unity games from scratch using VFX Graph and Shuriken Add animations to your game using the Animator, Cinemachine, and Timeline Implement game artificial intelligence (AI) to control character behavior Detect and fix optimization issues using profilers and batching Who 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 explore its latest features. Prior experience with C# programming is required to get the most out of the book.

**Game Development with Unity** Michelle Menard. 2012 Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

*Unity 2017 Game AI Programming, Third Edition* Ray Barrera, Aung Sithu Kyaw, Thet Naing Swe. 2018-01-11 Use Unity 2017 to create fun and unbelievable AI entities in your games with A\*, Fuzzy logic and NavMesh Key Features Explore the brand-new Unity 2017 features that makes implementing Artificial Intelligence in your game easier than ever Use fuzzy logic concepts in your AI decision-making to make your characters more engaging Build exciting and richer games by mastering advanced Artificial Intelligence concepts such as Neural Networks Book Description Unity 2017 provides game and app developers with a variety of tools to implement Artificial Intelligence. 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 third edition with Unity will help you break down Artificial Intelligence into simple concepts to give you a fundamental understanding of the topic to build upon. Using a variety of examples, the book then takes those concepts and walks you through actual implementations designed to highlight key concepts, and features related to game AI in Unity 5. Further on you will learn to distinguish the state machine pattern and implement one of your own. This is followed by learning how to implement a basic sensory system for your AI agent and coupling it with a Finite State Machine (FSM). Next you'll learn how to use Unity's built-in NavMesh feature and implement your own A\* pathfinding system. You will then learn how to implement simple flocks and crowd's dynamics, key AI concepts. Moving on, you will learn how to implement a behavior tree through a game-focused example. Lastly, you'll combine fuzzy logic concepts with state machines and apply all the concepts in the book to build a simple tank game. What you will learn Understand the basic terminology and concepts in game AI Explore advanced AI Concepts such as Neural Networks Implement a basic finite state machine using state machine behaviors in Unity 2017 Create sensory systems for your AI and couple it with a Finite State Machine Work with Unity 2017's built-in NavMesh features in your game Build believable and highly-efficient artificial flocks and crowds Create a basic behavior tree to drive a character's actions Who this book is for This book is intended for Unity developers with a basic understanding of C# and the Unity editor. Whether you're looking to build your first game or are looking to expand your knowledge as a game programmer, you will find plenty of exciting information and examples of game AI in terms of concepts and implementation.

*Procedural Content Generation for Unity Game Development* Ryan Watkins. 2016-01-30 Harness the power of procedural content generation to design unique games with Unity About This Book Learn the basics of PCG

development Develop a 2D game from start to finish Explore all the different ways PCG can be applied in games Who This Book Is For This book is for Unity game developers, especially those who work on indie games. You should be familiar with Unity and C# scripting but you'll be able to jump in and start learning PCG straightaway. What You Will Learn Understand the theory of Procedural Content Generation Learn the uses of Pseudo Random Numbers Create reusable algorithm designs for PCG Evaluate the data structures for PCG Develop smaller games with larger amounts of content Generate content instead of spending time designing every minute detail Learn when and how to add PCG to your game Learn the fundamental techniques of PCG In Detail Procedural Content Generation is a process by which game content is developed using computer algorithms, rather than through the manual efforts of game developers. This book teaches readers how to develop algorithms for procedural generation that they can use in their own games. These concepts are put into practice using C# and Unity is used as the game development engine. This book provides the fundamentals of learning and continued learning using PCG. You'll discover the theory of PCG and the mighty Pseudo Random Number Generator. Random numbers such as die rolls and card drafting provide the chance factor that makes games fun and supplies spontaneity. This book also takes you through the full development of a 2D game. Starting with level generation, you'll learn how PCG can make the game environment for you. You'll move into item generation and learn the different techniques to procedurally create game items. Thereafter, you'll be guided through the more abstract PCG areas such as scaling difficulty to the player and even generating music! The book helps you set up systems within your games where algorithms create computationally generated levels, art assets, quests, stories, characters, and weapons; these can substantially reduce the burden of manually creating every aspect of the game. Finally, you'll get to try out your new PCG skills on 3D terrain generation. Style and approach An easy-to-follow, project-based guide that will let you build a complete game by the end of the book using PCG.

**Learn Unity for 2D Game Development** Alan Thorn.2013-10-08 2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game Development, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices. What you'll learn How to create a 2D workflow in Unity Customizing the Unity Editor How to generate atlas textures and textured quads Animation effects and camera configuration Handling user input Creating a game from start to finish Optimizing for mobile devices Who this book is for Game development students and professionals, indie developers, game artists and designers, and Unity developers looking to improve their workflow and effectiveness. Table of Contents1. Unity Basics for 2D Games 2. Materials and Textures 3. Quick 2D Workflow 4. Customizing the Editor with Editor Classes 5. Procedural Geometry and Textured Quads 6. Generating Atlas Textures 7. UVs and Animation 8. Cameras and Pixel Perfection 9. Input for 2D Games 10. Getting Started with a 2D Game 11. Completing the 2D Card Game 12. Optimization 13. Wrapping Things Up

*How to Cheat in Unity 5* Alan Thorn.2015-07-16 Looking to become more efficient using Unity? How to Cheat in Unity 5 takes a no-nonsense approach to help you achieve fast and effective results with Unity 5. Geared towards the intermediate user, HTC in Unity 5 provides content beyond what an introductory book offers, and allows you to work more quickly and powerfully in Unity. Packed full with easy-to-follow methods to get the most from Unity, this book explores time-saving features for interface customization and scene management, along with productivity-enhancing ways to work with rendering and optimization. In addition, this book features a companion website at [www.alanthorn.net](http://www.alanthorn.net), where you can download the book's companion files and also watch bonus tutorial video content. Learn bite-sized tips and tricks for effective Unity workflows Become a more powerful Unity user through interface customization Enhance your productivity with rendering tricks, better scene organization and more Better understand Unity asset and import workflows Learn techniques to save you time and money during development

Learning C# Programming with Unity 3D Alex Okita.2014-08-01 Designed to give you enough familiarity in a programming language to be immediately productive, Learning C# Programming with Unity 3D provides the basics of programming and brings you quickly up to speed. Organized into easy-to-follow lessons, the book covers how C# is used to make a game in Unity3D. After reading this book, you will be armed with Unity 3.x Game Development Essentials Will Goldstone.2011-12-20 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 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.

Mobile Game Development with Unity Jonathon Manning,Paris Buttfield-Addison.2017-08-02 Do you want to build mobile games, but lack game development experience? No problem. This practical guide shows you how to create beautiful, interactive content for iOS and Android devices with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison (iOS Swift Game Development Cookbook) provide a top-to-bottom overview of Unity's features with specific, project-oriented guidance on how to use them in real game situations. Over the course of this book, you'll learn hands-on how to build 2D and 3D games from scratch that will hook and delight players. If you have basic programming skills, you're ready to get started. Explore the basics of Unity, and learn how to structure games, graphics, scripting, sounds, physics, and particle systems Use 2D graphics and physics features to build a side-scrolling action game Create a 3D space combat simulator with projectile shooting and respawning objects, and learn how to manage the appearance of 3D models Dive into Unity's advanced features, such as precomputed lighting, shading, customizing the editor, and deployment

**Unity from Zero to Proficiency (Intermediate)** Patrick Felicia. Newly Edited and Updated Version (Third Edition) for Unity 2020 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent Non-Payer Characters(NPCs). - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Include advanced Artificial Intelligence for NPCs including: vision, hearing, random paths, fleeing from or ambushing the player. - Create a 2D scrolling shooter. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will create a simple 3D game where the user has to reach the end of the level by avoiding projectiles from intelligent robots. - In Chapter 2, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 3, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 4, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 5, you will add off mesh links and manage costs and areas so that NPCs can avoid sections. - In Chapter 6, you will make it possible for NPCs to follow fixed or random paths. - In Chapter 7, you will add vision and hearing to the NPCs. - In Chapter 8, you will create smarter NPCs that can flee from or ambush the player. - In Chapter 9, you will control an army of NPCs and create an AI-driven opposite team. - In Chapter 10, you will create a simple 2D scrolling shooter. - In Chapter 11, you will improve your game by adding explosions and a scrolling background. - In Chapter 12, you will add intelligent spaceships that attack the player. - In Chapter 13, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). If you want to

create FPS games, Intelligent NPCs, and 2D Shooters with Unity using a tried-and-tested method: download this book now!

Unity in Action Joseph Hocking.2018-03-27 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 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, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy 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 exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

**Unity in Embedded System Design and Robotics** Ata Jahangir Moshayedi,Amin Kolahdooz,Liefia Liao.2022-07-29 The first book of its kind, Unity in Embedded System Design and Robotics provides a step-by-step guide to Unity for embedded system design and robotics. It is an open gateway for anyone who wants to learn Unity through real projects and examples as well as a particularly useful aid for both professionals and students in the fields of embedded system design and robotics. Each chapter contains a unique project. The user is guided through the different windows and sections of Unity every step of the way. The book also includes projects that connect Unity to Arduino and Raspberry Pi, which will help readers better understand various Unity applications in the real world.

*C# Game Programming Cookbook for Unity 3D* Jeff W. Murray.2014-06-24 An Accessible, Modular Style of Game Building-Easily Start Making Games with Unity 3DC# Game Programming Cookbook for Unity 3D presents a highly flexible core framework to create just about any type of game by plugging in different script components. Most scripts function within the game framework or in your own structures. The techniques and conce

Learning C# 7 By Developing Games with Unity 2017 - Third Edition Micael DaGraca,Greg Lukosek.2017 Develop your first interactive 2D and 3D platform game by learning the fundamentals of C# About This Book Learn the fundamentals of C# 7 scripting to develop GameObjects and master the basics of the new UI system in Unity 2017 Build and develop your 2D game right from scratch and extend it to 3D while implementing the principles of object-oriented programming and coding in C# 7 Get to grips with the fundamentals of optimizing your game using the latest features of Unity 2017 Who This Book Is For This book is for game developers and enthusiasts who want to get started with game development with Unity 2017. No prior experience of C# is required. What You Will Learn Create your first 2D and 3D games in Unity Understand the fundamentals of variables, methods, and code syntax in C# Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using object-oriented programming principles Implement simple enemy characters into the game to learn point-to-point movement and Tree behaviors Avoid performance mistakes by implementing different optimization techniques Export 3D models and animations and import them inside a Unity project In Detail Do you want to learn C# programming by creating fun and interactive games using the latest Unity 2017 platform? If so, look no further; this is the right book for you. Get started with programming C# so you can create 2D and 3D games in Unity. We will walk you through the basics to get you started with C# 7 and its latest features. Then, explore the use of C# 7 and its latest functional programming capabilities to create amazing games with Unity 2017. You will create your first C# script for Unity, add objects into it, and learn how to create game elements with it. Work with the latest functional programming features of C# and leverage them for great game scripting. Throughout the book, you will learn to use the new Unity 2017 2D tool set and create an interactive 2D game with it. You will make enemies appear to challenge your player, and discover some optimization techniques for great game performance. At the end, you will learn how to transform a 2D game into 3D, and you will be able to skill up to become a pro C# programmer with Unity 2017! Style and approach The book takes a practical, step-by-step approach where you learn C# coding while developing fun and interactive games. Downloading the example code for this book You can download the example code files for all Packt books you ...

*Unity 5 Game Optimization* Chris Dickinson.2015-11-06 Master performance optimization for Unity3D applications with tips and techniques that cover every aspect of the Unity3D Engine About This Book Optimize CPU cycles, memory usage, and GPU throughput for any Unity3D application Master optimization techniques across all Unity Engine features including Scripting, Asset Management, Physics, Graphics Features, and Shaders A practical guide to exploring Unity Engine's many performance-enhancing methods Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in our application, and discover how to resolve them Implement best-practices for C# scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline, and maximize its performance through reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks Keep our scenes as dynamic as possible by making the most of the Physics engine Organize, filter, and compress our art assets to maximize performance while maintaining high quality Pull back the veil on the Mono Framework and the C# Language to implement low-level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Competition within the gaming industry has become significantly fiercer in recent years with the adoption of game development frameworks such as Unity3D. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This has led to an enormous explosion of talent, which has made it critical to ensure our games stand out from the crowd through a high level of quality. A good user experience is essential to create a solid product that our users will enjoy for many years to come. Nothing turns gamers away from a game faster than a poor user-experience. Input latency, slow rendering, broken physics, stutters, freezes, and crashes are among a gamer's worst nightmares and it's up to us as game developers to ensure this never happens. High performance does not need to be limited to games with the biggest teams and budgets. Initially, you will explore the major features of the Unity3D Engine from top to bottom, investigating a multitude of ways we can improve application performance starting with the detection and analysis of bottlenecks. You'll then gain an understanding of possible solutions and how to implement them. You will then learn everything you need to know about where performance bottlenecks can be found, why they happen, and how to work around them. This book gathers a massive wealth of knowledge together in one place, saving many hours of research and can be used as a quick reference to solve specific issues that arise during product development. Style and approach This book is organized based on the major features of Unity engine and should be treated as a reference guide. It is written as a series of investigations into both common and unusual performance pitfalls, each including a study on why the bottleneck is causing us problems, and a list of enhancements or features that can be used to work around them. Differences in effectiveness, behaviors, or feature-sets between Unity 4.x and Unity 5.x will be highlighted.

**Beginning iOS AR Game Development** Allan Fowler.2018-11-16 Create a fully featured application that's both sophisticated and engaging. This book provides a detailed guide in developing augmented reality games that can take advantage of the advanced capabilities of new iOS devices and code while also offering compatibility with still supported legacy devices. No programming experience is necessary as this book begins on the ground floor with basic programming concepts in Unity and builds to incorporating input from the real world to create interactive realities. You'll learn to program with the Unity 2017 development platform using C#. Recent announcements of increased AR capabilities on the latest iPhones and iPads show a clear dedication on Apple's part to this emerging market of immersive games and apps. Unity 2017 is the latest version of this industry leading development platform and C# is a ubiquitous programming language perfect for any programmer to begin with. Using the latest development technologies, Beginning iOS AR Game Development will show you how to program games that interact directly with the real world environment around the user for creative fantastic augmented reality experiences. What You'll Learn Download assets from the Unity store Create a scene in Unity 2017 Use physics and controls on mobile devices Who This Book Is For Beginner programmers and/or people new to developing games using Unity. It also serves as a great introduction to developing AR games and educators teaching the subject at high school or higher levels.

**Unity Game Development Scripting** Kyle D'Aoust.2014-12-22 If you are new to Unity scripting and want to learn simple and modular code and advance your knowledge to the next level, this is the book for you.

**Holistic Game Development with Unity** Penny De Byl.2012 The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player mechanics -- Environmental mechanics -- Mechanics for external forces.

**Learning 2D Game Development with Unity** Matthew Johnson,James A. Henley.2014-12-12 The Unity Engine Tutorial for Any Game Creator Unity is now the world's #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other engines or are new to game development. This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. Register your book at [informit.com/title/9780321957726](http://informit.com/title/9780321957726) to access assets, code listings, and video tutorials on the companion website. Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play

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