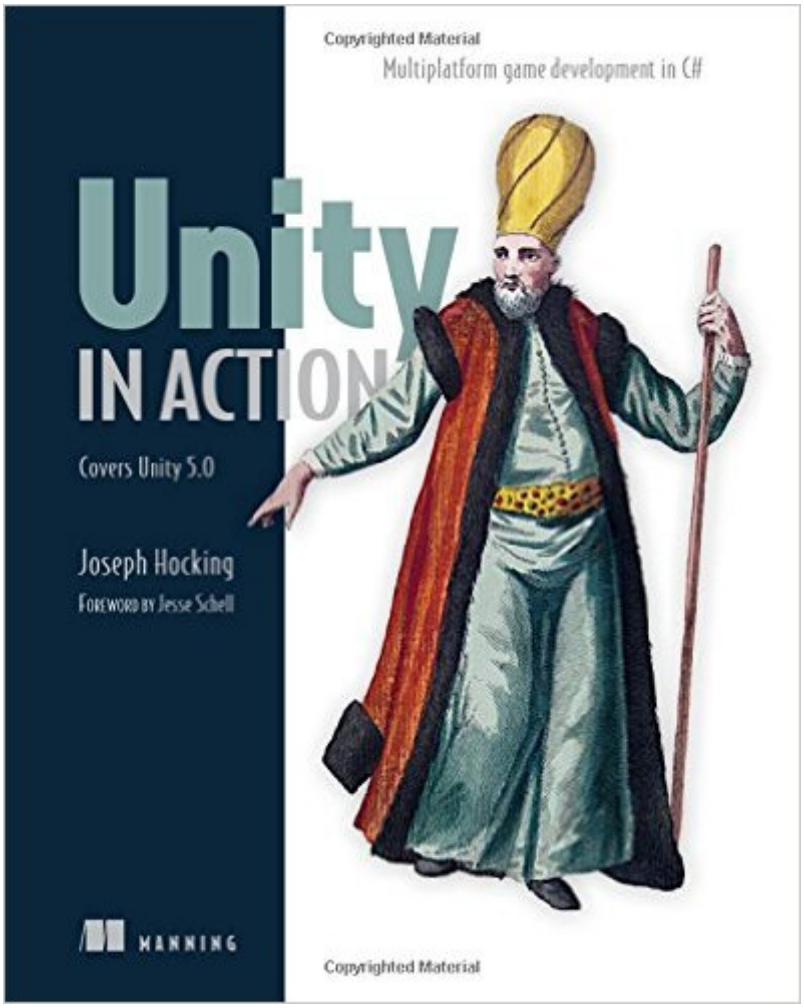
Unity In Action: Multiplatform Game Development In C# With Unity 5



Synopsis

Summary Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on Unity version 5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book This book helps readers build successful games with the Unity game development platform. You will use the powerful C# language, Unity's intuitive workflow tools, and a state-of-the-art rendering engine to build and deploy mobile, desktop, and console games. Unity's single codebase approach minimizes inefficient switching among development tools and concentrates your attention on making great interactive experiences. Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Each sample project illuminates specific Unity features and game development strategies. As you read and practice, you'll build up a well-rounded skill set for creating graphically driven 2D and 3D game applications. You'll need to know how to program, in C# or a similar OO language. No previous Unity experience or game development knowledge is assumed. What's InsideProgram characters that run, jump, and interactBuild code architectures that manage the game's stateConnect your games to the internet to download live dataDeploy games to platforms including web and mobileCovers Unity 5About the AuthorJoe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.Table of ContentsPART 1 FIRST STEPSGetting to know UnityBuilding a demo that puts you in 3D spaceAdding enemies and projectiles to the 3D gameDeveloping graphics for your gamePART 2 GETTING COMFORTABLEBuilding a Memory game using Unity's new 2D functionalityPutting a 2D GUI in a 3D gameCreating a third-person 3D game: player movement and animationAdding interactive devices and items within the gamePART 3 STRONG FINISHConnecting your game to the internetPlaying audio: sound effects and musicPutting the parts together into a complete gameDeploying your game to players' devices

Book Information

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Customer Reviews

This is an excellent resource for someone who wants to learn how to build and distribute computer games. It walks through the entire process, end-to-end, using real-world examples. While it will not turn a programmer into an artist, level designer, or animator, it will show the programmer how to interact with those people, to consume the assets they produce, and to incorporate those assets into the game.When I first began using computers in the 1980s, I was fascinated with computer graphics. Not being very artistic, though, I was never able to do much more than simple images and line drawings. Additionally, despite the fact that I have been programming computers for over 20 years, the process of creating computer games seemed extremely complicated because of the need to handle partical physics, collision detection, lighting and shadows, and a whole host of other concerns that do not involve code. I recently became aware of Unity, an environment for creating both 2D and 3D computer games, and I was anxious to learn more about how to use it.This book assumes the reader knows almost nothing about how to build computer games and only slightly more about programming. The author provides excellent examples, starting in the very first chapter, for how to use the Unity editor (including the use of MonoDevelop for developing scripts to control various game objects). While the example in Chapter 1 is a traditional "Hello, World" application, Chapter 2 walks the reader through the process of building a complete 3D world akin to first-person shooter games like Doom and including collision detection to prevent the player from walking through walls.

As it stands this is the best programming book on Unity that I have found.This book covers Unity 5 programming from using the Unity interface to programming a 3d model to move around a 3d space to linking web API’s into your game, if there is some core utility in Unity that you need to know about it’s probably in here. I picked up this book to get my feet wet in programming as I had never

programmed a game before. What's great is the code is clear the explanations are clearer and everything builds on itself. The only problem was my inability to retain all the information due to a lack of exercises (or any other memory aid).This book reads like a long series of tutorials and that is both its strength and its weakness. For someone just starting out like me it makes you very familiar with all the tools at your disposal. You'll learn all about programming character movement, how to overlay a GUI, how to import assets and program them into your game, and even build a small third-person playground to study gameplay mechanics. However, all I got was familiarity. What I was hoping for was something that taught me how to program certain game patterns in unity and provided exercises to solidify a programming topic. There are some exercises interspersed in some chapters, but nothing to write home about. Even though I "programmed" (really I just typed in what I saw after making sure I understood what the code was doing) how to make a camera for a FPS game I could not recreate that code without looking at it again. Some may say that I'm doing it wrong and that I should learn how to code the examples without copying. That's fair but the book doesn't really lend itself to that easily. What I would like to see is more of a lesson plan on how to think about the code.