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further develop their skills **A Beginner's Guide to Web and Mobile Games with Unity** Patrick Felicia,2017-05-07 In this book you will get started with exporting a simple infinite runner to the web and Android The book provides an introduction to how to export and share your game with friends on the Web and on Android Play It provides step by step instructions and explains how to easily share a simple game with your friends so that they can play it on your site or an Android device including processing taps exporting the game to a web page debugging your app signing your app and much more After completing this book you will be able to write code in C create a simple infinite runner implement interesting game mechanics i e generate objects randomly or jump over objects complete and export the game from start to finish test your game on a mobile device and publish your game and share it with friends If you would like to start publishing your game to the web or Android Play but do not know how then this book should be very helpful This is a perfect introduction to 2D Android game publishing and it will provide you with solid foundations to understand the process of creating a simple infinite runner and exporting it to the web or Android Play **Unity Ios Game Development Beginners Guide** Gregory Pierce,2012 This step by step book guides you through the process of using Unity to create monetized iOS games It will get you through all the major learning points in a smooth logical order Youwill also learn how to avoid some common pitfalls This book is for developers and designers who want to learn the process of building commercial game applications using Unity It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7 With each chapter you add new features and content until your social network is ready to be released to the Internet where it can grow By the end of this book you will have a powerful social network which you can either choose to model on the case study or create to your own unique design This book is aimed at anyone looking to create their own social networking website including Businesses building a social network around a product or service can improve your company profile and increase customer loyalty while an internal social network gives you employees a place to keep resources discuss ideas raise concerns and keep up to date on company policies Hobbyists create a community around your hobbies and interests create a local or distributed user group Organizations and charities raise your profile promote your events services and fundraisers and get help from the community in organizing them Families for large families based across the country or across the globe keep up to date with everyone and let everyone know what you are up to You don t need any experience of Drupal or PHP to use this book If you are a Drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website *Game Programming with Unity and C#* Casey Hardman,2020-09-14 Designed for beginners with no knowledge or experience in game development or programming this book teaches the essentials of the Unity game engine the C programming language and the art of object oriented programming Aiming to be prolific with examples new concepts are not only explained but thoroughly demonstrated Starting with an introduction to Unity you ll learn about scenes

GameObjects prefabs components and how to use the various windows to interact with the engine You ll then dive into the fundamentals of programming by reviewing syntax rules formatting methods variables objects and types classes and inheritance all while getting your hands dirty writing and testing code yourself Later the book explains how to expose script data in the Inspector and the basics of Unity s serialization system This carefully crafted work guides you through the planning and development of bare bones simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way allowing you to focus on the implementation of game mechanics first and foremost Through these example projects the book teaches input handling rigidbodies colliders cameras prefab instantiation scene loading user interface design and coding and more By the end you ll have built a solid foundation in programming that will pave your way forward in understanding core C syntax and fundamentals of object oriented programming not just what to type but why it s typed and what it s really doing Game Programming with Unity and C will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to independently seek further information on yet untouched concepts and challenges What You ll Learn Understand the fundamentals of object oriented computer programming including topics specifically relevant for games Leverage beginner to intermediate level skills of the C programming language and its syntax Review all major component types of the Unity game engine colliders and rigidbodies lights cameras scripts etc Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences Who This Book Is For Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills **Unity Game Development Blueprints** John P. Doran,2014-11-11 If you want to build enticing projects with Unity this book is for you Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time Unity Android Game Development Complete Self-Assessment Guide Gerardus Blokdyk,2018-01-05 What threat is Unity Android Game Development addressing What are the compelling business reasons for embarking on Unity Android Game Development Is Unity Android Game Development linked to key business goals and objectives Have all basic functions of Unity Android Game Development been defined What are specific Unity Android Game Development Rules to follow Defining designing creating and implementing a process to solve a business challenge or meet a business objective is the most valuable role In EVERY company organization and department Unless you are talking a one time single use project within a business there should be a process Whether that process is managed and implemented by humans AI or a combination of the two it needs to be designed by someone with a complex enough perspective to ask the right questions Someone capable of asking the right questions and step back and say What are we really trying to accomplish here And is there a different way to look at it This Self Assessment empowers people to do just that whether their title is entrepreneur manager consultant Vice President CxO etc they are the people who rule the future They are the person who asks the right questions to make Unity

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