Unity 5.x Game Development Blueprints

A project-based guide to help you create amazing games with Unity 5.x

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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 5. X Game Development Blueprints John P. Doran,2016-05-25 A project based guide to help you create amazing games with Unity 5 xAbout 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 ForThis 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 iTween Design character actions and expressions Customize your game and prepare it for playinIn DetailThis 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 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 Unity 5.x 2D Game Development Blueprints Francesco Sapio,2016 Explore the features of Unity 5 for 2D game development by building three amazing game projects About This Book Explore the 2D architecture of Unity 5 and the tools and techniques for developing 2D games Discover how to use Unity s 2D tools including Sprites physics and maps to create different genres of games Practical tutorial on the intermediate and advanced development concepts in Unity 5 to create three interesting and fully functional games Who This Book Is For If you ve got the basics of 2D development down push your skills with the projects in this hands on guide Diversify your portfolio and learn the skills needed to build a range of awesome 2D game genres What You Will Learn Explore and understand the vital role of sprites in 2D games Move animate and integrate sprites into a 2D platform game Set up User Interfaces UIs to keep track of the progress through the games Apply 2D Physics to improve gameplay believability Learn the foundation of Level Design and how to quickly create 2D Maps

Discover NPC design event triggers and AI programming Create an epic strategy game challenging all the skills acquired in the book In Detail 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 leverage these new options into awesome 2D games by building three complete game projects with the Unity game tutorials in this hands on book Get started with a quick overview of the principle concepts and techniques needed for making 2D games with Unity then dive straight in to practical development Build your own version of Super Mario Brothers as you learn how to animate sprites work with physics and construct brilliant UIs in order to create a platformer game Go on a quest to create a RPG game discovering NPC design event triggers and AI programming Finally put your skills to the test against a real challenge designing and constructing a complex strategy game that will draw on and develop all your previously learned skills Style and approach This is a practical and easy to follow guide that starts with the basics and gradually delves into the process of creating 2D games With step by step instructions on how to build three games followed by a detailed explanation of each example you will understand the concepts not just in theory bu **Unity 5.x 2D Game Development Blueprints** Francesco Sapio,Abdelrahman Saher,2016-09-30 Explore the features of Unity 5 for 2D game development by building three amazing game projects About This Book Explore the 2D architecture of Unity 5 and the tools and techniques for developing 2D games Discover how to use Unity s 2D tools including Sprites physics and maps to create different genres of games Practical tutorial on the intermediate and advanced development concepts in Unity 5 to create three interesting and fully functional games Who This Book Is For If you ve got the basics of 2D development down push your skills with the projects in this hands on guide Diversify your portfolio and learn the skills needed to build a range of awesome 2D game genres What You Will Learn Explore and understand the vital role of sprites in 2D games Move animate and integrate sprites into a 2D platform game Set up User Interfaces UIs to keep track of the progress through the games Apply 2D Physics to improve gameplay believability Learn the foundation of Level Design and how to quickly create 2D Maps Discover NPC design event triggers and AI programming Create an epic strategy game challenging all the skills acquired in the book In Detail 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 leverage these new options into awesome 2D games by building three complete game projects with the Unity game tutorials in this hands on book Get started with a quick overview of the principle concepts and techniques needed for making 2D games with Unity then dive straight in to practical development Build your own version of Super Mario Brothers as you learn how to animate sprites work with physics and construct brilliant UIs in order to create a platformer game Go on a quest to create a RPG game discovering NPC design event triggers and AI programming Finally put your skills to the test against a real challenge designing and constructing a complex strategy game that will draw on and

develop all your previously learned skills Style and approach This is a practical and easy to follow guide that starts with the basics and gradually delves into the process of creating 2D games With step by step instructions on how to build three games followed by a detailed explanation of each example you will understand the concepts not just in theory but also by applying the knowledge you gain in practice **Unity 3 Blueprints** Craig Stevenson,Simon Quig,2011 Unity3 is an amazing game development tool being used around the world by professional indie and bedroom game developers This hands on blueprints book is designed to get to the heart of Unity 3 development by showing you how to create 4 classic games with a Unity twist All the code and the high quality game art assets are available from the Deep Pixel website so you can build the games yourself or customize your own projects This book is aimed at indie game developers and artists who want to develop winning video games This book will assume no prior knowledge of Unity or game creation in general but you should be comfortable in development environments and have some knowledge of scripting a refresher will be provided This book uses JavaScript as the example language Games Match the Pairs Top Down Shooter Tower Defense Marble Madness Play all the games and download all the code now from the Deep Pixel website **Game Development Patterns and Best Practices** John P. Doran,Matt Casanova,2017-04-27 Utilize proven solutions to solve common problems in game development About This Book Untangle your game development workflow make cleaner code and create structurally solid games Implement key programming patterns that will enable you to make efficient AI and remove duplication Optimize your game using memory management techniques Who This Book Is For If you are a game developer who wants to solve commonly encountered issues or have some way to communicate to other developers in a standardized format then this book is for you Knowledge of basic game programming principles and C programming is assumed What You Will Learn Learn what design patterns are and why you would want to use them Reduce the maintenance burden with well tested cleaner code Employ the singleton pattern effectively to reduce your compiler workload Use the factory pattern to help you create different objects with the same creation logic and reduce coding time Improve game performance with Object Pools Allow game play to interact with physics or graphics in an abstract way Refractor your code to remove common code smells In Detail You ve learned how to program and you ve probably created some simple games at some point but now you want to build larger projects and find out how to resolve your problems So instead of a coder you might now want to think like a game developer or software engineer To organize your code well you need certain tools to do so and that s what this book is all about You will learn techniques to code quickly and correctly while ensuring your code is modular and easily understandable To begin we will start with the core game programming patterns but not the usual way We will take the use case strategy with this book We will take an AAA standard game and show you the hurdles at multiple stages of development Similarly various use cases are used to showcase other patterns such as the adapter pattern prototype pattern flyweight pattern and observer pattern Lastly we ll go over some tips and tricks on how to refactor your code to remove common code smells and make it easier for others to work

with you By the end of the book you will be proficient in using the most popular and frequently used patterns with the best practices Style and approach This book takes a step by step real life case studies approach Every pattern is first explained using a bottleneck We will show you a problem in your everyday workflow and then introduce you to the pattern and show you how the pattern will resolve the situation *Learning LibGDX Game Development - Second Edition* Suryakumar Balakrishnan Nair,Andreas Oehlke,2015-01-28 This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX Basic knowledge of Java programming and game development is required *Unreal Engine Game Development Cookbook* John P. Doran,2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C is required What You Will Learn Discover editor functionalities for an in depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal s visual scripting system Set up a development environment and develop custom functionality with C for your games Create healthbars and main menus with animations using Slate Unreal s UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more *Unreal Engine 4 Scripting with C++ Cookbook* William Sherif,Stephen Whittle,2016-10-24 Get the best out of your games by scripting them

using UE4 About This Book A straightforward and easy to follow format A selection of the most important tasks and problems Carefully organized instructions to solve problems efficiently Clear explanations of what you did Solutions that can be applied to solve real world problems Who This Book Is For This book is intended for game developers who understand the fundamentals of game design and C and would like to incorporate native code into the games they make with Unreal They will be programmers who want to extend the engine or implement systems and Actors that allow designers control and flexibility when building levels What You Will Learn Build function libraries Blueprints containing reusable code to reduce upkeep Move low level functions from Blueprint into C to improve performance Abstract away complex implementation details to simplify designer workflows Incorporate existing libraries into your game to add extra functionality such as hardware integration Implement AI tasks and behaviors in Blueprints and C Generate data to control the appearance and content of UI elements In Detail Unreal Engine 4 UE4 is a complete suite of game development tools made by game developers for game developers With more than 100 practical recipes this book is a guide showcasing techniques to use the power of C scripting while developing games with UE4 It will start with adding and editing C classes from within the Unreal Editor It will delve into one of Unreal s primary strengths the ability for designers to customize programmer developed actors and components It will help you understand the benefits of when and how to use C as the scripting tool With a blend of task oriented recipes this book will provide actionable information about scripting games with UE4 and manipulating the game and the development environment using C Towards the end of the book you will be empowered to become a top notch developer with Unreal Engine 4 using C as the scripting language Style and approach A recipe based practical guide to show you how you can leverage C to manipulate and change your game behavior and game design using Unreal Engine 4

    Game Physics Cookbook Gabor Szauer,2017-03-24 Collision Detection and Rigid body physics for Game Development Key Features Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands on experience of building a rigid body physics engine Book DescriptionPhysics is really important for game programmers who want to add realism and functionality to their games Collision detection in particular is a problem that affects all game developers regardless of the platform engine or toolkit they use This book will teach you the concepts and formulas behind collision detection You will also be taught how to build a simple physics engine where Rigid Body physics is the main focus and learn about intersection algorithms for primitive shapes You ll begin by building a strong foundation in mathematics that will be used throughout the book We ll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them We then pivot to one of the harder areas of game development collision detection and resolution Further on you will learn what a Physics engine is how to set up a game window and how to implement rendering We ll explore advanced physics topics such as constraint solving You ll also find out how to implement a rudimentary physics

engine which you can use to build an Angry Birds type of game or a more advanced game By the end of the book you will have implemented all primitive and some advanced collision tests and you will be able to read on geometry and linear Algebra formulas to take forward to your own games What you will learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes Who this book is for This book is for beginner to intermediate game developers You don t need to have a formal education in games you can be a hobbyist or indie developer who started making games with Unity 3D **Unreal Engine: Game Development from A to Z** Joanna Lee,John P. Doran,Nitish Misra,2016-08-31 Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine computer graphics rendering and Material editor to implement in your games Construct a top notch game by using the assets offered by Unreal Engine thereby reducing the time to download create assets on your own Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game Blockmania for Android Who This Book Is For This path is ideal for those who have a strong interest in game development and some development experience An intermediate understanding of C is recommended What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate Unreal s UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms The first module Learning Unreal Engine Game Development starts with small simple game ideas and playable projects It starts by showing you the basics in the context of an individual game level Then you ll learn how to add details such as actors animation effects and so on to the game This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4 By the end of this module you will be able to put into practise your own content After getting familiar with Unreal Engine s core concepts it s time that you dive into the field of game development In this second module Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine which you can work through as you build your own unique project Every recipe provides step by step instructions with explanations of how these features

work and alternative approaches and research materials so you can learn even more You will start by building out levels for your game followed by recipes to help you create environments place meshes and implement your characters By the end of this module you will see how to create a health bar and main menu and then get your game ready to be deployed and published The final step is to create your very own game that will keep mobile users hooked This is what you ll be learning in our third module Learning Unreal Engine Android Game Development Once you get the hang of things you will start developing our game wherein you will graduate from movement and character control to AI and spawning Once you ve created your application you will learn how to port and publish your game to the Google Play Store With this course you will be inspired to come up with your own great ideas for your future game development projects Style and approach A practical collection of bestselling Packt titles this Learning Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential sequential collection **Unity 2D Game Development Blueprints** Abdelrahman Saher,2016-08-31 Explore the full features of Unity 5 for 2D game development by building three amazing complete game projectsAbout This Book Explore the 2D architecture of Unity 5 and the tools and techniques for developing 2D games Discover how to use Unity s 2D tools including Sprites physics and maps to create different genres of games Practical tutorial on the intermediate and advanced development concepts in Unity 5 to create three interesting and fully functional gamesWho This Book Is ForIf you ve got the basics of 2D development down push your skills with the projects in this hands on guide Diversify your portfolio and learn the skills to build a range of awesome 2D game genres What You Will Learn Explore sprites and their vital role in 2D games Move and animate your sprites and apply them to a 2D platformer game Set up a user interface that allows navigation through the 2D games Apply 2D physics to game objects and finish off the platformer game Set up game events to trigger and NPCs and create a role playing game Add artificial intelligence to game characters to add some life to game NPCs Create 2D maps and add them to the strategy gameIn DetailFlexible 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 leverage these new options into awesome 2D games by building three complete game projects with the Unity game tutorials in this hands on book Get started with a quick overview of the principle concepts and techniques needed for making 2D games with Unity then dive straight in to practical development Build your own version of Super Mario Brothers as you learn how to animate sprites work with physics and construct brilliant UIs in order to create a platformer game Go on a quest to create a complete RPG game discovering NPC design event triggers and AI programming Finally put your skills to the test against a real challenge designing and constructing a complex strategy game that will draw on and develop all your previously learned skills **Unity 6 Shaders and Effects Cookbook** John P. Doran,2025-07-28 Overcome challenges head on in Unity 6 shader creation with the help of expert tips practical solutions and cutting edge techniques from best selling author John

Doran Key Features Explore Shader Graph to develop expertise in post processing and advanced shading Unlock shortcuts to achieve AAA shader quality without complex algorithms Become proficient in Unity s latest tools including VFX Graph and Unity Muse Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionShaders enable game developers to craft visually stunning experiences but their complexity and mathematical and technical challenges make it hard to achieve the desired level of realism Written by a top selling author with extensive hands on expertise in game development this latest edition is your indispensable guide to mastering the art of shaders within this evolving landscape Through meticulously curated recipes this book takes a practical approach to equip you with the knowledge and tools necessary to elevate your game visuals to unmatched sophistication In this updated edition you ll gain invaluable insights into leveraging Unity s latest tools including Unity Muse for advanced AI powered texture creation From fully grasping Shader Graph to harnessing the power of vectors and textures this Unity cookbook covers all the aspects of shader development without the need for elaborate mathematical calculations You ll also discover practical techniques for achieving stunning visual effects with ease when creating 2D or 3D elements What you will learn Understand the principles of shaders along with how to work in Shader Graph Harness URP and HDRP packages for efficient shader creation Enhance game visuals with modern shader techniques Optimize shaders for performance and aesthetics Master the math and algorithms behind the commonly used lighting models Transform your game s atmosphere with the Post Processing Stack Develop sophisticated shader effects by leveraging fragment shaders and grab pass techniques Who this book is for This book is for game developers looking to elevate their shader expertise and enhance game visuals using Unity 6 Game programmers technical artists and aspiring game developers eager to master shader creation with Shader Graph will find this book very useful A solid understanding of Unity is required to get the most out of this book <u>Unity 5</u> Chris Dickinson,Greg Lukosek,John P. Doran,2017-07-14 Explore every nook and cranny of Unity 5 to turn your imaginations into realityAbout 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 ForBeginner 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 mistakesIn DetailUnity 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 approachThis 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   *Building an Fps Game with Unity* John P. Doran,2015-10-30 Create a high quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworksAbout This Book Learn how to use Unity in conjunction with UFPS and ProBuilder to create a high quality game quickly Create both interior and exterior environments A step by step guide to building a project with clear examples and instructions to create a number of interesting scenariosWho This Book Is ForThis book is for those who want to create an FPS game in Unity and gain knowledge on how to customize it to be their very own If you are familiar with the basics of Unity you will have an easier time but it should make it possible for someone with no prior experience to learn Unity at an accelerated pace What You Will Learn Use UFPS to build custom weapons with custom meshes and behaviors Explore level design as you prototype levels making use of Prototype to build levels out quickly Build environments that are realistic as possible while keeping peak performance and repetitiveness down Review tips and tricks on how to create environments using both terrain for outdoor areas and a modular workflow for interiors Develop a number of different encounters that your players can fight against from

a simple turret enemy to complex AI characters from Shooter AI Discover how to create unique objects such as exploding barrels and objects you can interact with Create a custom GUI to help your game stand out from the crowd Package your game for release create an installer and get your game out into the world In DetailUnity available in free and pro versions is one of the most popular third party game engines available It is a cross platform game engine making it easy to write your game once and then port it to PC consoles and even the web making it a great choice for both indie and AAA developers Building an FPS Game in Unity takes readers on an exploration of how to use Unity to create a 3D first person shooter FPS title leveraging the powerful UFPS framework by VisionPunk and Prototype ProBuilder 2 0 by ProCore3D After some setting up you will start by learning how to create custom weapons prototype levels create exterior and interior environments and breathe life into our levels We will then add polish to the levels Finally we will create a custom GUI and menus for our title to create a complete package Style and approachAn easy to follow guide with each project containing step by step explanations diagrams screenshots and downloadable material Concepts in Unity and C are explained as they are used and for the more inquisitive there are more details on the concepts used with additional external resources to learn from   **Unreal Engine 4 Game Development Quick Start Guide** Rachel Cordone,2019-05-31 Learn how to use Unreal Engine 4 by building 3D and multiplayer games using Blueprints Key FeaturesLearn the fundamentals of Unreal Engine such as project templates Blueprints and C Learn to design games use UMG to create menus and HUDs and replication to create multiplayer gamesBuild dynamic game elements using Animation Blueprints and Behavior TreesBook Description Unreal Engine is a popular game engine for developers to build high end 2D and 3D games This book is a practical guide starting off by quickly introducing you to the Unreal Engine 4 UE4 ecosystem You will learn how to create Blueprints and C code to define your game s functionality You will be familiarized with the core systems of UE4 such as UMG Animation Blueprints and Behavior Trees You will also learn how to use replication to create multiplayer games By the end of this book you will have a broad solid knowledge base to expand upon on your journey with UE4 What you will learnUse project templates to give your game a head startCreate custom Blueprints and C classes and extend from Epic s base classesUse UMG to create menus and HUDs for your gameCreate more dynamic characters using Animation BlueprintsLearn how to create complex AI with Behavior TreesUse replication to create multiplayer gamesOptimize test and deploy a UE4 projectWho this book is for Readers who already have some game development experience and Unity users who would like to try UE4 will all benefit from this book Knowledge of basic Object Oriented Programming topics such as variables functions and classes is assumed   **Getting Started with Unity 5. X 2D Game Development** Francesco Sapio,2017-02-10 Build a tower defense game and earn delectable C treats by baking cupcakes and fighting fearsome sweet toothed pandasAbout This Book Build a complete and exciting 2D Tower Defense game from scratch Understand and learn to perform each phase of the game development pipeline Homework and exercises to improve your skills and take them to the next levelWho This Book Is ForIf you are

looking forward to get started with 2D game development either if you are a newcomer to this world or you came from 3D games or other game engines this book is for you Although there are many references to other resources throughout the book it is assumed that you have a general understanding of C and its syntax and structure What You Will Learn Import and set up assets for 2D game development Design and implement dynamic and responsive User Interfaces Create and handle complex animation systems Unlock all the potentiality of the physics engine Implement Artificial Intelligence algorithms to give intelligence to your NPCs Script gameplay and overall bring your ideas to lifeIn DetailWant to get started in the world of 2D game development with Unity This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build without sacrificing quality 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 Each chapter in this book is structured to give you a full understanding on a specific aspect of the workflow pipeline Each of these aspects are essential for developing games in Unity In a step by step approach you will learn about each of the following phases Game Design Asset Importing Scripting User Interfaces Animations Physics Artificial Intelligence Gameplay Programming Polishing and Improving Marketing Publishing and much more This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer In addition each of these parts are centered on a common point of discussion with other learners just like you Therefore by sharing your ideas with other people you will not only develop your skills but you will also build a network Style and approachThis is a fun step by step approach in the whole pipeline of 2D game development in Unity which is explained in a conversational and easy to follow style Each topic is explained sequentially allowing you to experience both basics and advanced features of Unity By doing this the book is able to provide you with a solid grasp on each of the topics In this way by engaging with the book s content exploring the additional references to further readings and completing the homework sections you are able to challenge yourself and apply what you know in a variety of ways Once you have finished reading this book you will be well on your way to developing games from start to finish   *Development Plans and Programmes* Organisation for Economic Co-operation and Development. Development Centre,1964   **Unreal Engine Game Development Cookbook** John P. Doran,2015 Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C is required What You Will Learn Discover editor functionalities for an in depth insight into game

design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal s visual scripting system Set up a development environment and develop custom functionality with C for your games Create healthbars and main menus with animations using Slate Unreal s UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more *Unity C# Developer's Blueprint* William L Younker,2025-11-20 Unity C Developer s Blueprint Create Polished Scalable Games with Clean Code Best Practices and Live Updates What separates good Unity developers from great ones Most creators struggle not because they lack ideas but because their projects become slow messy or unmanageable long before they reach the finish line If you want to build games that feel professional perform reliably and scale with confidence this book gives you the blueprint you ve been missing Unity C Developer s Blueprint delivers a practical production tested approach to modern game development Instead of scattered tips or surface level tutorials you ll find a complete structured system for writing clean C building robust gameplay architecture optimizing performance automating workflows and shipping live updates without breaking your game Every chapter focuses on real solutions used in shipped projects giving you the clarity and confidence to work like a professional developer Through clear explanations and hands on strategies you ll learn how to Structure projects for long term maintainability with clean folder layouts namespaces and assemblies Write high quality C using proven coding standards patterns and decoupled architecture Build responsive gameplay systems polished UI and cross platform input solutions Profile and optimize CPU GPU memory and asset usage with production grade tools Implement multiplayer foundations synchronization techniques and Remote Config workflows Manage live updates hotfixes analytics and player data

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