Character

AutoBackToTitle.cs

ClickToStart.cs

Explosion.cs

Explosive.cs

Fire.cs

FloorSection.cs

GameControl.cs

GameGUI.cs

Hose.cs

MapIcons.cs

MessageGUI.cs

MoveBetweenPoints

Player.cs

Priority Particle Add.

PriorityAlphaParticle

SceneChanger.cs

SmokeParticles.cs

WaterHoseParticles

WaterSplash.cs

World.cs

```
        vignette.blur = (1-health) *
        vignette.blurDistance = (1-health) *
        vignette.chromaticAberration = heatEffect *

}


void OnTriggerStay(Collider c)
{
        var fire = c.GetComponent<Fire>();
        if (fire && fire.alive)
        {
                float dist = 1-((transform.position - fire.
                NearHeat(dist);
        }

        var smoke = c.GetComponent<
        if (smoke && smoke.GetComponent<
        {
                float dist = 1-((
                NearSmoke(dist);
        }
}

void OnCollisionEnter(
{
        var healthBox = c.
        if (healthBox)
        {
```

# Unity Scripting Javascript Manual

**Ryan Henson Creighton**

**Unity Scripting Javascript Manual:**

**Learning C# by Developing Games with Unity 5.x** Greg Lukosek,2016-03-31 Develop your first interactive 2D platformer game by learning the fundamentals of C About This Book Get to grips with the fundamentals of scripting in C with Unity Create an awesome 2D platformer game from scratch using the principles of object oriented programming and coding in C This is a step by step guide to learn the fundamentals of C scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience If you are a Unity developer and you wish to learn how to write C scripts and code by creating games then this book is for you What You Will Learn Understand the fundamentals of variables methods and code syntax in C Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object oriented programming principles Generate infinite levels for your game Create and code a good looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version released in March 2015 and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency This book will get you started with programming behaviors in C so you can create 2D games in Unity You will begin by installing Unity and learning about its features followed by creating a C script We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C variables and methods Moving forward you will find out how to create store and retrieve data from collection of objects You will also develop an understanding of loops and their use and you ll perform object oriented programming This will help you to turn your idea into a ready to code project and set up a Unity project for production Finally you will discover how to create the GameManager class to manage the game play loop generate game levels and develop a simple UI for the game By the end of this book you will have mastered the art of applying C in Unity Style and approach This is a step by step guide to developing a game from scratch by applying the fundamentals of C and Unity scripting *Learn Unity 2017 for iOS Game Development* Allan Fowler,Philip Chu,2017-11-24 Discover how to use Unity with Xcode to create fun imaginative 3D games for iPhone and iPad This book shows you how to optimize your game for both speed and quality how to test and profile your game and how to get the most out of your iOS device features including the gyroscope and accelerometer You ll also learn how to incorporate the latest Game Center improvements in iOS into your game how to make sure your game gets into the App Store and even how to promote your app and track revenue Unity is an incredibly powerful and popular game creation tool and Unity 5 brings even more great features including Mecanim animation If you have a great 3D game idea and you want to make it a reality in the App Store then Learn Unity 5 for iOS Game Development has exactly what you need What You ll Learn How to include iAds How to integrate Game Center leaderboards and achievements How to profile and optimize performance Who This Book

Is For iOS developers interested in using Unity and Unity developers who want to customize their games for iOS devices

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 4.x Game Development by Example Beginner's Guide Ryan Henson Creighton,2013-12-26 This is a practical and light hearted guide to get to grips with creating your first games with easy to follow step by step tutorials using the award winning Unity engine If you ve ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development then this is the book for you Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine as will anyone who has never handled the Unity engine before

*Unity 3D Game Development by Example* Ryan Henson Creighton,2010-09-24 Beginner game developers are wonderfully optimistic passionate and ambitious But that ambition is often dangerous Too often budding indie developers and hobbyists bite off more than they can chew Some of the most popular games in recent memory Doodle Jump Paper Toss and Canabalt to name a few have been fun simple games that have delighted players and delivered big profits to their creators This is the perfect climate for new game developers to succeed by creating simple games with Unity 3D starting today This book starts you off on the right foot emphasizing small simple game ideas and playable projects that you can actually finish The complexity of the games increases gradually as we progress through the chapters The chosen examples help you learn a wide variety of game development techniques With this understanding of Unity 3D and bite sized bits of programming you can make your own mark on the game industry by finishing fun simple games This book shows you how to build crucial game elements that you can reuse and re skin in many different games using the phenomenal and free Unity 3D game engine It initiates you into indie game culture by teaching you how to make your own small simple games using Unity3D and some gentle easy to understand code It will help you turn a rudimentary keep up game into a madcap race through hospital hallways to rush a still beating heart to the transplant ward program a complete 2D game using Unity s User Interface controls put a dramatic love story spin on a simple catch game and turn that around into a classic space shooter with spectacular explosions and pew sounds By the time you re finished you ll have learned to develop a number of important pieces to create your own games that focus in on that small singular piece of joy that makes games fun This book shoots straight for the heart of fun simple game design and keeps shooting until you have all the pieces you need to assemble your own great games

Unity 3.x Game Development by Example Ryan Henson Creighton,2011-09-01 A seat of your pants manual for building fun groovy little games quickly with Unity 3 x

Holistic Mobile Game Development with Unity Penny de Byl,2014-07-11 Holistic Mobile Game Development with Unity An All In One Guide to Implementing Mechanics Art Design and Programming for iOS and Android Games Master mobile game design and development in this all in one guide to creating iOS and Android games in the cutting edge game engine Unity By using Penny de Byl s holistic method you will learn about the principles of art design and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry In addition hands on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store Over 70 practical step by step exercises recreating the game mechanics of contemporary mobile games including Angry Birds Temple Run Year Walk Minecraft Curiosity Cube Fruit Ninja and more Design principles art and programming in unison the one stop shop for indie developers requiring interdisciplinary skills in 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shooters and platformers to exploration and adventure games Unity 5 By Example is an easy to follow guide for quickly learning how to use Unity in practical context step by step by making real world game projects Even if you have no previous experience of Unity this book will help you understand the toolset in depth You ll learn how to create a time critical collection game a twin stick space shooter a platformer and an action fest game with intelligent enemies In clear and accessible prose this book will present you with step by step tutorials for making four interesting games in Unity 5 and explain all the fundamental concepts along the way Starting from the ground up and moving toward an intermediate level this book will help you establish a strong foundation in making games with Unity 5 Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level **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 mecahnics Environmental mechanics Mechanics for externl forces Learn Unity3D Programming with UnityScript Janine Suvak,2014-08-18 Learn Unity Programming with UnityScript is your step by step guide to learning to make your first Unity games using UnityScript You will move from point and click components to fully customized features You need no prior programming knowledge or any experience with other design tools such as PhotoShop or Illustrator you can start from scratch making Unity games with what you ll learn in this book Through hands on examples of common game patterns you ll learn and apply the basics of game logic and design You will gradually become comfortable with UnityScript syntax at each point having everything explained to you clearly and concisely Many beginner programming books refer to documentation that is too technically abstract for a beginner to use Learn Unity Programming with UnityScript will teach you how to read and utilize those resources to hone your skills and rapidly increase your knowledge in Unity game development You ll learn about animation sound physics how to handle user interaction and so much more Janine Suvak has won awards for her game development and is ready to show you how to start your journey as a game developer The Unity3D game engine is flexible cross platform and a great place to start your game development adventure and UnityScript was made for it so get started game programming with this book today 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 *A Quick Guide to c# with Unity* Patrick Felicia,2017-08-02 Why this book can help you to get started fast with C in Unity It can be intimidating to start with Unity and while several books can provide comprehensive information you may like many other readers just want to focus on a particular topic and get started fast This book is part of a series entitled Quick Guides and does just this In this book series you have the opportunity to get started on a particular topic in less than 60 minutes delving right into the information that you really need Of course you can after reading this book move on to more comprehensive books however quite often you may have little time to complete a project or to get comfortable with a topic fast In this book entitled A Quick Guide to C in Unity you will discover how to program in C and you will learn most of the foundation blocks that you need to get started with C e g variables methods events or Object Oriented concepts using a hands on approach where you learn and practice as you go By following the 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**Learning 2D Game Development with Unity** Matthew Johnson (Computer programmer),James A. Henley,2014 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 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

**Unity 3.x Game Development Essentials** Will Goldstone,2011 Annotation Game Engines such as Unity are the power tools behind the games we know and love Unity is one of the most widely used and best loved packages for game development and is used by everyone from hobbyists to large studios to create games and interactive experiences for the web desktop mobile and console With Unitys intuitive easy to learn toolset and this book its never been easier to become a game developer Taking a practical approach this book will introduce you to the concepts of developing 3D games before getting to grips with development in Unity itself prototyping a simple scenario and then creating a larger game From creating 3D worlds to scripting and creating game mechanics you will learn everything youll need to get started with game development This book is designed to cover a set of easy to follow examples which culminate in the production of a First Person 3D game complete with an interactive island environment All of the concepts taught in this book are applicable to other types of game however by introducing common concepts of game and 3D production you ll explore Unity to make a character interact with the game world and build puzzles for the player to solve in order to complete the game At the end of the book you will have a fully working 3D game and all the skills required to extend the game further giving your end user the player the best experience possible Soon you will be creating your own 3D games with ease *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 *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 **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

**Mastering Unity** Sufyan Bin Uzayr,2022 Mastering Unity A Beginner s Guide introduces developers of all ages to the beautiful and valuable world of Unity Unity is a popular cross platform game engine It was initially unveiled and distributed as a Mac OS X exclusive game engine in June 2005 at Apple Inc s Worldwide Developers Conference Unity is used to produce nearly 50% of all games in the world Its real time platform driven by tools and services provides fantastic opportunities for game developers and innovators across sectors and applications Mastering Unity covers the creation of both three dimensional 3D and two dimensional 2D games as well as interactive simulations and other experiences Since Unity is an engine used in sectors other than video games including film automotive architectural engineering manufacturing and is even used by the armed forces Mastering Unity focuses on a broader usage for Unity This book starts with the setup and installation of Unity which is followed by additional info related to its usage Mastering Unity covers such topics as scene management debugging 2D and 3D physics and Unity Hub setup Considering that C is often the primary programming language used in Unity this book covers object oriented principles as well as C coding at great length That said you can use any other language in Unity including JavaScript Rust or Mono For the most part Mastering Unity strives to be programming language neutral to help you fully understand the Unity concepts If you are an absolute beginner Mastering Unity will help you understand the basics about Unity its features technical requirements architecture and the scripting language used in Unity This book also focuses on setting up Unity which encompasses installation project creation and launches of a project scene Mastering Unity also addresses dealing with scenes and game objects prefabs storing scenes animations in Unity and performance optimization Mastering Unity will also help you learn how to test and release a game in Unity to various platforms Learn more about our other Mastering titles at https www routledge com Mastering Computer Science book series MCS Beginning Unity Editor Scripting Benny Kok,2021-07-21 Learn about editor scripting in Unity including different possible methods of editor customization to fit your custom game workflow or even to create assets that could be published on the Asset Store to earn a passive income The knowledge of editor scripting although rarely covered in books gives a game developer insight into how things work in Unity under the hood which you can leverage to create custom tools that empower your unique game idea This book starts with the very basics of editor scripting in Unity such as using built in attributes to customize your component s editor and creating custom editors and windows with IMGUI and UI Toolkit Next we move to a general use case example by creating an object spawner EditorTool for the scene view Later we dive straight to in depth stats and detailed case studies of two Unity assets ProArray and Rhythm Game Starter Here you ll get more context on how editor scripting is used in published assets You will also learn how to set up a better workflow for editor scripting asset publishing maintenance and iterative updates You will leverage the power of modern web technology to build a documentation site with GitBook and DocFX Finally you will see some tips and tricks for automating asset versioning and changelogs What You Will Learn Get started with Editor scripting in Unity Work with advanced editor topics such as custom EditorWindows and EditorTool Structure your C code with namespaces and asmdef Use IMGUI and UI Toolkit for creating editor GUIs Master packaging and selling your own editor tools Set up a better workflow for asset publishing maintenance and iterative updates Who This Book Is For Readers who want to learn about editor scripting to improve their game development process and create tools for themselves Moderate experience with C and a fundamental knowledge of Unity is expected C# in Unity Moaml Mohmmed,2019-10-17 C in UnityProgramming C in Unity Engine a guide book for beginners Explain programming concepts simple explanation Many examples Summaries When I first started looking into iOS game development Xcode before SpriteKit made game development look very challenging Unity on the other hand had a powerful visual editor and was also capable of publishing to mobile Looking further its asset store and fantastic developer community made Unity a very compelling option indeed Today it is able to boast more games being made with Unity than any other game technology And with support for almost 30 platforms including mobile VR desktop and console it s no longer a great place to start but the perfect place to start The role of the Game Designer is how the game works correctly during its design process It sets goals rules and procedures sets the story and gives life and is also responsible for planning everything that makes the game acceptable Level Design Whether it is based on architecture or sketching on blueprint it also coordinates the story the overall scenario of the game Anyone who has dreamed of a distinguished Hollywood job can now do what he wants by writing the story script and releasing it completely The previous disciplines are now fully divided each person responsible for one of them but the successful game developer must be familiar with the details of each specialty Door Learn something about everything but what are things needed to become a game designer What talents and abilities are required What is the best way to design a game This is all we will discover through this book

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