



Cool projects that will push your skills to the limit

Unity 3

Game Development

Eight projects specifically designed to exploit Unity's full potential

HOTSHOT

Jate Wittayabundit

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Unity 3 Game Development Hotshot Wittayabundit Jate

**Ray Barrera,Aung Sithu Kyaw,Clifford
Peters**

Unity 3 Game Development Hotshot Wittayabundit Jate:

Unity 4 Game Development Hotshot Jate Wittayabundit,2014-07-27

Unity 2018 Cookbook Matt Smith,2018-08-31

Develop quality game components and solve common gameplay problems with various game design patterns Key Features Become proficient at traditional 2D and 3D game development Build amazing interactive interfaces with Unity's UI system Develop professional games with realistic animation and graphics materials and cameras and AI with Unity 2018 Book Description With the help of the Unity 2018 Cookbook you'll discover how to make the most of the UI system and understand how to animate both 2D and 3D characters and game scene objects using Unity's Mecanim animation toolsets Once you've got to grips with the basics you will familiarize yourself with shaders and Shader Graphs followed by understanding the animation features to enhance your skills in building fantastic games In addition to this you will discover AI and navigation techniques for nonplayer character control and later explore Unity 2018's newly added features to improve your 2D and 3D game development skills This book provides many Unity C# gameplay scripting techniques By the end of this book you'll have gained comprehensive knowledge in game development with Unity 2018 What you will learn Get creative with Unity's shaders and learn to build your own shaders with the new Shader Graph tool Create a text and image character dialog with the free Fungus Unity plugin Explore new features integrated into Unity 2018 including TextMeshPro and ProBuilder Master Unity audio including ducking reverbing and matching pitch to animation speeds Work with the new Cinemachine and timeline to intelligently control camera movements Improve ambiance through the use of lights and effects including reflection and light probes Create stylish user interfaces with the UI system including power bars and clock displays Who this book is for Unity 2018 Cookbook is for you if you want to explore a wide range of Unity scripting and multimedia features and find ready to use solutions for many game features This book also helps programmers explore multimedia features It is assumed that you already know basics of Unity and have some programming knowledge of C#

Unity 4 Game

Development Hotshot Jate Wittayabundit,2014-01-01 In Detail Immerse yourself in the world of high end game design by partaking in challenging missions Start off by working with the Sprite Mode then learn the basics of creating a UI system for an RPG and work your way through the game virtually embodying your greatest hero or heroine Every project is designed to push your Unity skills to the limit and beyond You will start by creating a 2D platform game with the new 2D sprite feature and move on to the Unity GUI system Then you will create a 3D character and make it move By the end of this book you will know how to post the player's score to the hi score board Approach An easy to follow hands on step by step project Each project includes the complete source code and assets having screenshots and diagrams Who this book is for If you are an experienced user who has a basic knowledge of how to use the Unity game engine or are an intermediate user who wants to learn more tips and tricks in using the Unity game engine this book is ideal for you

Unity 4.x Game AI Programming
Aung Sithu Kyaw,Clifford Peters,Thet Naing Swe,2013 Step by step practical tutorialAre you are a programmer with basic

knowledge of Unity3D who would like to add AI features to your game Are you looking for a reference on implementing AI in Unity3D with simple to follow instructions and lots of sample code and projects Then this book is for you You should have some background in C language as this book will use C for scripting However if you know any other language you should be able to follow this book fairly easily *Unity AI Game Programming* Ray Barrera,Aung Sithu Kyaw,Clifford Peters,2015

Leverage the power of Unity 5 to create fun and unbelievable AI entities in your games About This Book Compose richer games by learning the essential concepts in artificial intelligence with exciting examples Explore the brand new Unity 5 features that make implementing artificial intelligence in your game easier than ever Using this practical guide become a competent Unity 3D developer by learning AI techniques methods and the applicability of AIWho This Book Is ForThis 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 It does not require any prior technical knowledge of how game AI works What You Will Learn Understand the basic terminology and concepts in game AI Implement a basic finite state machine using state machine behaviors in Unity 5 Create sensory systems for your AI with the most commonly used techniques Implement an industry standard path finding system and a navigation mesh with the Unity 5 NavMesh feature Build believable and highly efficient artificial flocks and crowds Create a basic behavior tree to drive a character s actions Make your characters more engaging by implementing fuzzy logic concepts in your AI s decision making Tie all the concepts together with examples and guidesIn DetailUnity 5 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 Whether you are developing traditional serious educational or any other kind of game understanding how to apply artificial intelligence can take the fun factor to the next level This book helps you break down artificial intelligence into simple concepts to give the reader 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 Along the way several tips and tricks are included to make the development of your own AI easier and more efficient Starting from covering the basic essential concepts to form a base for the later chapters in the book you will learn to distinguish the state machine pattern along with implementing your own This will be 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 will be taught how to use Unity s built in NavMesh feature and implement your own A pathfinding system Then you will learn how to implement simple flocks and crowd s dynamics the key AI concepts Then moving on you will learn how a behavior tree works and its implementation Next you will learn adding layer of realism by combining fuzzy logic concepts with state machines Lastly you learn applying all the concepts in the book by combining them in a simple tank

game Style and approach An easy to follow guide that is full of example implementations of the concepts and is accompanied by easy to understand demonstrations and explanations of the code and concepts **Getting Started with Unity 5** Dr

Edward Lavieri, 2015-05-29 If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features then this book is for you No prior knowledge of Unity 3D is required Unity Artificial Intelligence Programming

Dr. Davide Aversa, Aung Sithu Kyaw, Clifford Peters, 2018-11-30 Unity 2018 provides game and app developers with a variety of tools to implement Artificial Intelligence AI Leveraging these tools via Unity's API allows limitless possibilities for creating your game's worlds and characters This edition will break down AI into simple concepts to give you a fundamental understanding of the topic to build upon *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 **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 Unity's intuitive easy to learn toolset and this book it's 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 you'll 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 **Ouya Unity Game Development** Gary Riches, 2013-10-23 A clear concise and practical guide that will

teach you how to build your own console game and become an indie developer This book is for game developers who are interested in developing games for the Ouya console on the Unity game engine It is assumed that you have a basic

understanding of Unity *Beginning 3D Game Development with Unity* Sue Blackman, 2011-08-18 Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity You may be an artist who has learned 3D tools such as 3ds Max Maya or Cinema 4D or you may come from 2D tools such as Photoshop and Illustrator On the other hand you may just want to familiarize yourself with programming games and the latest ideas in game production This book introduces key game production concepts in an artist friendly way and rapidly teaches the basic scripting skills you ll need with Unity It goes on to show how you as an independent game artist can create casual interactive adventure games in the style of Telltale s Tales of Monkey Island while also giving you a firm foundation in game logic and design The first part of the book explains the logic involved in game interaction and soon has you creating game assets through simple examples that you can build upon and gradually expand In the second part you ll build the foundations of a point and click style first person adventure game including reusable state management scripts load save functionality a robust inventory system and a bonus feature a dynamically configured maze and mini map With the help of the provided 2D and 3D content you ll learn to evaluate and deal with challenges in bite sized pieces as the project progresses gaining valuable problem solving skills in interactive design By the end of the book you will be able to actively use the Unity 3D game engine having learned the necessary workflows to utilize your own assets You will also have an assortment of reusable scripts and art assets with which to build future games Unity 3D Game Development by Example Ryan Henson Creighton, 2010

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

Unity 3D and PlayMaker Essentials Jere

Miles, 2016-11-25 In introducing new students to video game development there are two crucial components to consider design and implementation Unity 3D and PlayMaker Essentials Game Development from Concept to Publishing provides theoretical background on topics such as characters stories level design interface design audio game mechanics and tools and skills needed Each chapter focuses on a specific topic with topics building upon each other so that by the end of the book you will have looked into all the subjects relevant to creating your own game The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker Download boxes are included throughout the book where you can get the version of the game project under discussion or other content to add to the project as well as any supplementary video tutorials that have been developed Addressing both theoretical and practical aspects Unity 3D and PlayMaker Essentials enables you to understand how to create a game by having you make a game By gradually completing your own design document through the course of the book you will become familiar with core design principles while learning the practical skills needed to bring your unique game to life

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 3D C# 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

Unity 3d Game Development by Example Beginner's Guide Ryan Henson Creighton, 2011-04-15 The book is suitable for anybody who wants to create games in Unity You don't need a programming background If you love playing games and want to try your hand at creating them this book is the place to start *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 Learning NGUI for Unity Charles Pearson, 2014-12-29 If you are a Unity 3D developer who wants to create an effective and user friendly GUI using NGUI for Unity then this book is for you Prior knowledge of C scripting is expected however no knowledge of NGUI is required

Unity in Action, Third Edition Joe Hocking, 2022-03-01 This hands on beginners guide gets you building games fast all with the awesome Unity engine You'll speed past the basics and use your existing coding skills to create 2D 3D and AR VR games In Unity in Action Third Edition you will learn how to Create characters that run jump and bump into things Build 3D first person shooters and third person action games Construct 2D card games and side scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially aware sound effects Connect your games to the internet for online play Deploy your games to desktop mobile and the web Thousands of new game developers have chosen Joe Hocking's Unity in Action as their first step toward Unity mastery Starting with the initial groundwork of a new game development project you'll quickly start writing custom code instead of clicking together premade scripts This fully updated third edition comes packed with fully refreshed graphics Unity's latest features and coverage of augmented and virtual reality toolkits You'll master the Unity toolset from the ground up learning the skills to go from application coder to game developer Foreword by Jesse Schell About the technology Writing games is rewarding and fun and with Unity it's easy to get started Unity handles the heavy lifting so you can focus on game play graphics and user experience C support and a huge ecosystem of prebuilt components help even first time developers go from the drawing board to the screen fast About the book Unity in Action Third Edition teaches you to create games with the Unity game platform It's many 2D 3D and AR VR game examples give you hands on experience with Unity's workflow tools and state of the art rendering engine This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality What's inside Create characters that run jump and bump into things Script enemies with AI Play music and spatially aware sound effects Deploy your games to desktop mobile and the web About the reader For programmers who know any object oriented programming language Examples are in C About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7

Putting a GUI onto a game 8 Creating a third person 3D game Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players devices Unity Artificial Intelligence Programming - Fourth Edition Davide Aversa,Aung Sithu Kyaw,Clifford Peters,2018-11-30 Learn and Implement game AI in Unity 2018 to build smart game environments and enemies with A Finite State Machines Behavior Trees and NavMesh Key Features Build richer games by learning the essential concepts in AI for games like Behavior Trees and Navigation Meshes Implement character behaviors and simulations using the Unity Machine Learning toolkit Explore the latest Unity 2018 features to make implementation of AI in your game easier Book Description Developing Artificial Intelligence AI for game characters in Unity 2018 has never been easier Unity provides game and app developers with a variety of tools to implement AI from the basic techniques to cutting edge machine learning powered agents 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 fourth edition with Unity will help you break down AI 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 Further on you ll learn how 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 ll then learn how to implement simple flocks and crowd dynamics which are key AI concepts in Unity Moving on you ll learn how to implement a behavior tree through a game focused example Lastly you ll apply all the concepts in the book to build a popular game What you will learn Create smarter game worlds and characters with C programming Apply automated character movement using pathfinding and steering behaviors Implement non player character decision making algorithms using Behavior Trees and FSMs Build believable and highly efficient artificial flocks and crowds Create sensory systems for your AI with the most commonly used techniques Construct decision making systems to make agents take different actions Explore the application of machine learning in Unity 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

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