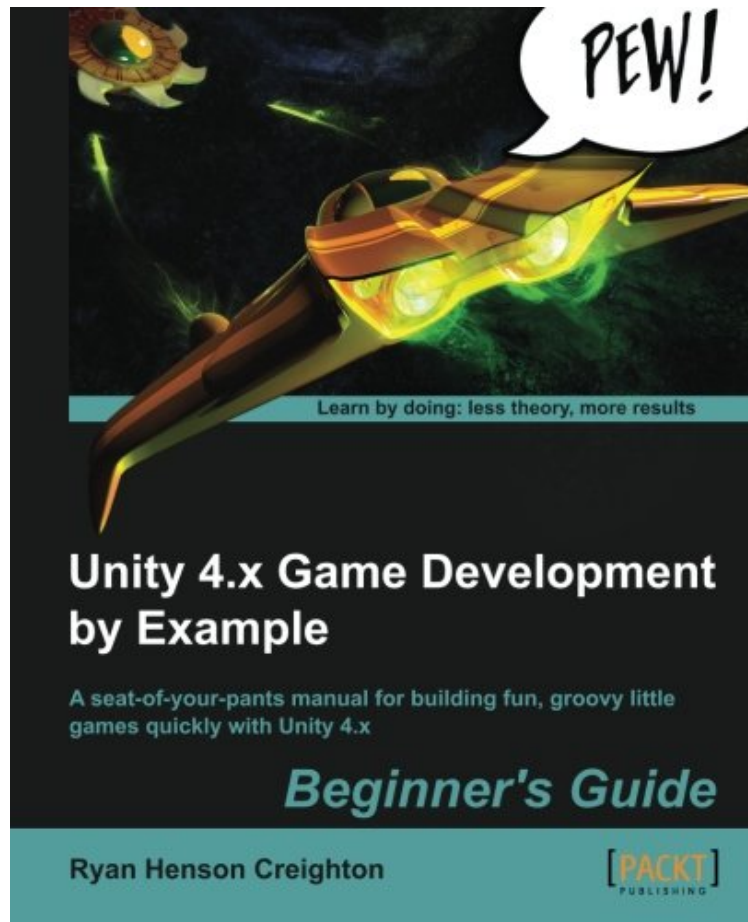


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Unity 4.x Game Development by Example Beginner's Guide

Ryan Henson Creighton

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Ryan Henson Creighton : Unity 4.x Game Development by Example Beginner's Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Unity 4.x Game Development by Example Beginner's Guide:

2 of 2 people found the following review helpful. The author knows this and plays to our strengths--our love of explorationBy Shelly WarmuthGame developers are gamers, first. The author knows this and plays to our strengths--our love of exploration, puzzle-solving, and breaking things. Every chapter has segments within it in which Ryan Henson Creighton encourages the reader to explore the interface options or play with parts of the script to see what happens. If you break it, you have everything you need to rebuild it. If you break Unity (you won't), you can re-download it.The prose people are complaining about?--Meh, he's just playing to the more playful side of his readers. Why be so serious? It's just a game. And, really, that's how this book treats Unity--as a game to be mastered. You're the protagonist. You have skills to level up. That's all it is.Yes, the C# addendums at the end of the chapter get old, but only because you have to find them. Once I found each, it was easy to put the C# up on the screen on my Kindle for

PC while reading the chapter on my Kindle. The only catch is that, if you want to learn C#, you'll have to play more with your scripts while he teaches the java options because the C# Addendum is the finished script only. 4 of 4 people found the following review helpful. The best concise book for Unity3D By Dr. Batata I did several online courses and also read several books on Unity3D. This is by far the best book out there for beginner or those with some basic knowledge of Unity like myself. It is very concise, yet easy to follow and understand. The projects are of good variety and you can build on it to make your own games after you are done with the book! I hope the author will release more books like this one (e.g. Unity for advanced programmers). 0 of 0 people found the following review helpful. Fun book that teaches well By Jim Parshall I love this book. I use it to teach Unity from in my classes on the program. Ryan has a pleasant way of presenting the infos and knows what he is doing. There are some spots where I think he could have "streamlined" his presentation a bit more, but all in all this book delivers what it advertises. Unity is a huge program and one book is not going to teach you everything you need to know. That's impossible. This book WILL get you grounded with the fundamentals and THAT is its strength. In the end, I highly recommend this title. After reading it one will be ready to branch out or go deeper and more importantly will have a much better idea of where to go and what to do.

A seat-of-your-pants manual for building fun, groovy little games quickly with Unity 4.x Overview Learn the basics of the Unity 3D game engine by building five small, functional game projects Explore simplification and iteration techniques that will make you more successful as a game developer Take Unity for a spin with a refreshingly humorous approach to technical manuals In Detail Unity is one of the biggest game engines in the world, providing the user with a range of important tools that they need to bring their ideas into reality. Beginner game developers are optimistic, passionate, and ambitious, but that ambition can be dangerous! Too often, budding indie developers and hobbyists bite off more than they can chew. Games like Angry Birds, Cut the Rope, and Fruit Ninja are 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, starting today. This book teaches you the ins and outs of the unique Unity game engine interface. Clear and concise code examples written in both Unity Javascript and C# take you through the step-by-step process of building five small, functional games. With this understanding you can start making your own mark on the game industry! With absolutely no programming or game development experience, you will learn how to build five simple games in Unity by following step-by-step instructions, peppered with amusing analogies and anecdotes from an experienced indie developer. Following a primer on simplifying your game ideas to that single "something" that keeps players coming back for more, dive into the Unity game engine by creating a simple bat-and-ball game. From there, you'll build a complete memory game using only the Unity GUI system. After building a 2.5D mouse avoider game, you'll learn how to re-skin the project to completely change the game's theme. Incorporating everything you've learned, you'll return to complete the bat-and-ball game by adding scoring, replay flow, sound effects, and animations. Finally, in the new bonus chapter, you'll program some simple AI (Artificial Intelligence) for a tic tac toe game. "Unity 4.x Game Development by Example" is a fun and light-hearted exploration of one of the most powerful game engines on the market today. Find out what all the fuss is about by getting up to speed using this book! What you will learn from this book Explore the basic development flow of the Unity 3D game engine Understand fundamental programming concepts in both Javascript and C# Develop five different games from inception to completion Discover the secrets new game developers use to be successful when they're just starting out Grasp the nuances of Unity's immediate-mode GUI Completely re-skin a game for fun and (potentially) profit Lengthen gameplay by learning how to use random numbers Explore the process of writing Artificial Intelligence from scratch Approach 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.

About the Author Ryan Henson Creighton Ryan Henson Creighton is a veteran game developer, and the founder of Untold Entertainment Inc. (<http://www.untoldentertainment.com>) where he creatively consults on games and applications. Untold Entertainment creates fantastically fun interactive experiences for players of all ages. Prior to founding Untold, Ryan worked as the Senior Game Developer at Canadian media conglomerate Corus Entertainment, where he created over fifty advergames and original properties for the YTV, Treehouse TV, and W networks. Ryan is the co-creator of Sissy's Magical Ponycorn Adventure, the game he authored with his then five-year-old daughter Cassandra. Ryan is the Vice President of the IGDA Toronto Chapter. He is also the author of the book that you are currently reading. When Ryan is not developing games, he's goofing off with his two little girls and his fun-loving wife in downtown Toronto.