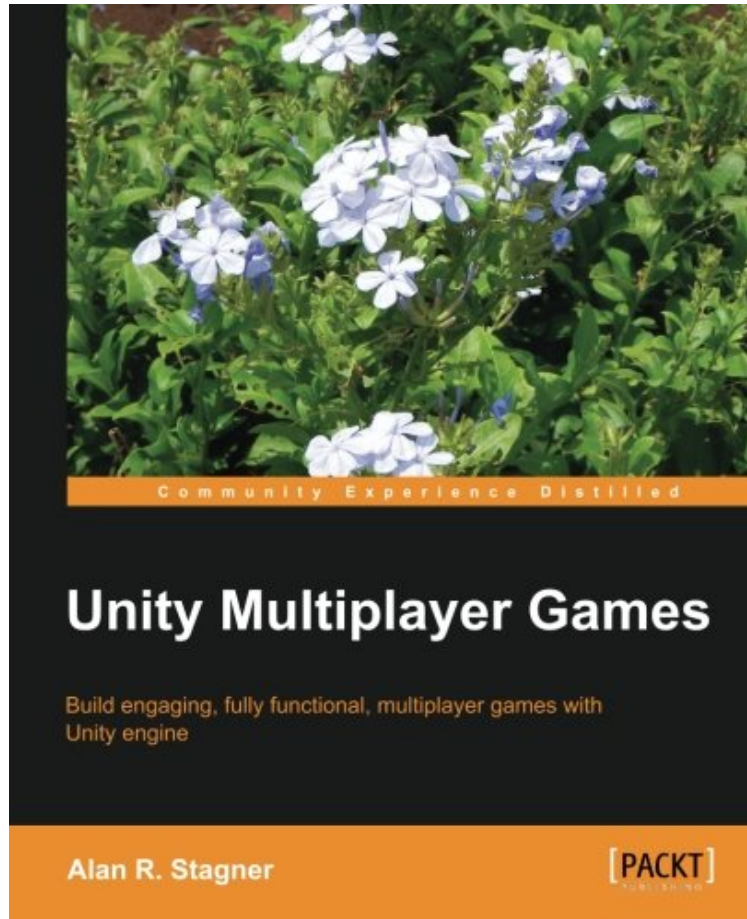


Unity Multiplayer Games

Alan R. Stagner

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Alan R. Stagner : Unity Multiplayer Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Unity Multiplayer Games:

1 of 1 people found the following review helpful. Excellent coverage of Unity-specific networkingBy RustyI've been a professional software developer for just over twenty years now, and in that time I've been involved in a number of projects ranging from simple single-user desktop utilities to high-concurrency/high-availability enterprise solutions used by some of the nation's largest equipment manufacturers, and most recently independent game development. I've worked with a large variety of tools, programming languages, development environments, and target platforms. One of the important lessons I've learned during all of this is that the right book can help immeasurably in getting up to speed quickly when working with something new. In my opinion, Unity Multiplayer Games is one such book. It's not an exhaustive reference, but it does cover everything you need to get started with multiplayer networking quickly. It covers not only Unity's built-in networking infrastructure, but also the most popular third-party libraries (all of which are free or have free or trial versions). There's some overlap in some of the third-party libraries that are covered, but the book also includes coverage of non-overlapping and complementary libraries for requirements such as storing

game data remotely. If you are looking for a good treatment on multiplayer networking for Unity, I highly recommend this book. 1 of 1 people found the following review helpful. I am currently using this book as a textbook for ... By Customer I am currently using this book as a textbook for one of my classes and I can say that it is easier to understand than many of my other textbooks. 2 of 3 people found the following review helpful. Very Basic, Missing subjects. By aharon This book indeed covers the basics of UnityMaster, Photon and Player.IO but in very limited details. There are many tutorials online explaining all of it, but here you have couple of different methods in one book with some comparison notes, so you may get some more from it. The examples are not perfect and no real discussion about all the API options, not to mention more deep stuff.

Take your gaming development skills into the online multiplayer arena by harnessing the power of Unity 4 or 3. This is not a dry tutorial - it uses exciting examples and an enthusiastic approach to bring it all to life. Overview Create a variety of multiplayer games and apps in the Unity 4 game engine, still maintaining compatibility with Unity 3. Employ the most popular networking middleware options for Unity games Packed with ideas, inspiration, and advice for your own game design and development In Detail Unity is a game development engine that is fully integrated with a complete set of intuitive tools and rapid workflows used to create interactive 3D content. Multiplayer games have long been a staple of video games, and online multiplayer games have seen an explosion in popularity in recent years. Unity provides a unique platform for independent developers to create the most in-demand multiplayer experiences, from relaxing social MMOs to adrenaline-pumping competitive shooters. A practical guide to writing a variety of online multiplayer games with the Unity game engine, using a multitude of networking middleware from player-hosted games to standalone dedicated servers to cloud multiplayer technology. You can create a wide variety of online games with the Unity 4 as well as Unity 3 Engine. You will learn all the skills needed to make any multiplayer game you can think of using this practical guide. We break down complex multiplayer games into basic components, for different kinds of games, whether they be large multi-user environments or small 8-player action games. You will get started by learning networking technologies for a variety of situations with a Pong game, and also host a game server and learn to connect to it. Then, we will show you how to structure your game logic to work in a multiplayer environment. We will cover how to implement client-side game logic for player-hosted games and server-side game logic for MMO-style games, as well as how to deal with network latency, unreliability, and security. You will then gain an understanding of the Photon Server while creating a star collector game; and later, the Player.IO by creating a multiplayer RTS prototype game. You will also learn using PubNub with Unity by creating a chatbox application. Unity Multiplayer Games will help you learn how to use the most popular networking middleware available for Unity, from peer-oriented setups to dedicated server technology. What you will learn from this book Use Unity networking for in-game player-hosted servers Create cloud-based games with Photon Cloud Employ dedicated servers for massive multiuser environments Make game logic server-authoritative Deal with latency and unreliable networks Use PubNub for HTTP-based push messaging Employ Player.IO to persist game data to the cloud Use various forms of networked entity interpolation Approach An easy-to-follow, tutorial manner that uses the learning-by-example approach. Who this book is written for If you are a developer who wants to start making multiplayer games with the Unity game engine, this book is for you. This book assumes you have some basic experience with programming. No prior knowledge of the Unity IDE is required.

About the Author Alan R. Stagner Alan R. Stagner is an independent developer with a passion for Unity 3D game development. He was introduced to programming by his father, he sought out different ways to create games in a variety of languages. Most recently, he found the Unity game engine and was instantly hooked, and discovered his love of multiplayer game development. He has also dabbled in database and server programming from time to time, mostly involving PHP and MySQL with recent forays into ASP.NET.