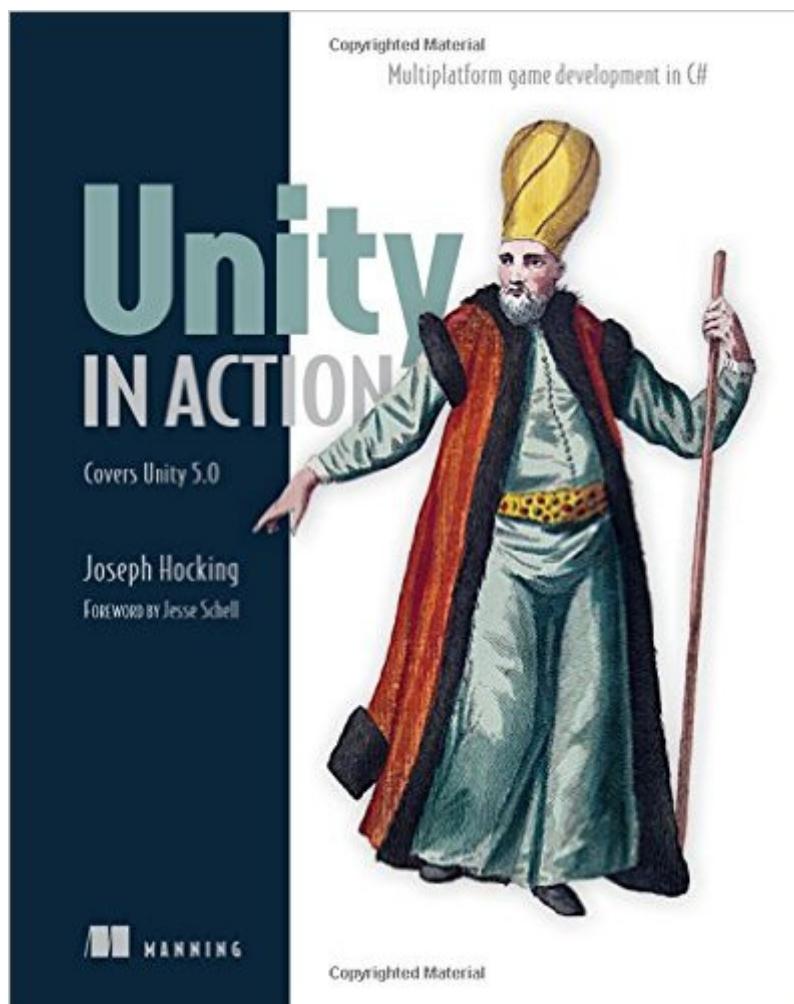


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Unity In Action: Multiplatform Game Development In C# With Unity 5



Synopsis

Summary Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on Unity version 5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book This book helps readers build successful games with the Unity game development platform. You will use the powerful C# language, Unity's intuitive workflow tools, and a state-of-the-art rendering engine to build and deploy mobile, desktop, and console games. Unity's single codebase approach minimizes inefficient switching among development tools and concentrates your attention on making great interactive experiences. Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Each sample project illuminates specific Unity features and game development strategies. As you read and practice, you'll build up a well-rounded skill set for creating graphically driven 2D and 3D game applications. You'll need to know how to program, in C# or a similar OO language. No previous Unity experience or game development knowledge is assumed. What's InsideProgram characters that run, jump, and interactBuild code architectures that manage the game's stateConnect your games to the internet to download live dataDeploy games to platforms including web and mobileCovers Unity 5About the AuthorJoe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.Table of ContentsPART 1 FIRST STEPSGetting to know UnityBuilding a demo that puts you in 3D spaceAdding enemies and projectiles to the 3D gameDeveloping graphics for your gamePART 2 GETTING COMFORTABLEBuilding a Memory game using Unity's new 2D functionalityPutting a 2D GUI in a 3D gameCreating a third-person 3D game: player movement and animationAdding interactive devices and items within the gamePART 3 STRONG FINISHConnecting your game to the internetPlaying audio: sound effects and musicPutting the parts together into a complete gameDeploying your game to players' devices

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Customer Reviews

[View larger](#) [About this Book](#) This is a book about programming games in Unity. Think of it as an intro to Unity for experienced programmers. The goal of this book is straightforward: to take people who have some programming experience but no experience with Unity and teach them how to develop a game using Unity. The best way of teaching development is through example projects, with students learning by doing, and that's the approach this book takes.

I'll present topics as steps toward building sample games, and you'll be encouraged to build these games in Unity while exploring the book. We'll go through a selection of different projects every few chapters, rather than one monolithic project developed over the entire book; sometimes other books take the "one monolithic project" approach, but that can make it hard to jump into the middle if the early chapters aren't relevant to you. This book will have more rigorous programming content than most Unity books (especially beginners' books). Unity is often portrayed as a list of features with no programming required, which is a misleading view that won't teach people what they need to know in order to produce commercial titles. Don't worry about the exact programming language; C# is used throughout this book, but skills from other languages will transfer quite well. Although the first half of the book will take its time introducing new concepts and will carefully and deliberately step you through developing your first game in Unity, the remaining chapters will move a lot faster in order to take readers through projects in multiple game genres. The book will end with a chapter describing deployment to various platforms like the web and mobile, but the main thrust of the book won't make any reference to the ultimate deployment target because Unity is wonderfully platform-agnostic. As for other aspects of game development, extensive coverage of art disciplines would water down how much the book can cover and would be largely about software

external to Unity (for example, the animation software used). Discussion of art tasks will be limited to aspects specific to Unity or that all game developers should know. (Note, though, that there is an appendix about modeling custom objects.)

Joe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago."Joe Hocking wastes none of your time and gets you coding fast." - from the foreword by Jesse Schell, Author of "The Art of Design"

This is a well thought out guide to acquiring experience and comfort in creating games with Unity 5. The author isn't just another guy with expertise, he is an excellent teacher who knows what to share to help you gain skills (and remember them!) at the right times and in the right order. I was spurred into writing this review when, for the 4th time in as many chapters, he wrote what I was thinking and was spot on. When a tech book seems like it's reading your mind it is a very good experience. So far I've been extremely happy with the results. There's nothing here that isn't also in tutorials online, but I've read (and watched videos of) a bunch of those and found them wanting. None of those resources have been as grounded in the basics nor have they offered a smoother learning curve than this book. It's a great intro and I feel better equipped to learn more on my own.

If you are a C# programmer this is the book to get for tapping Unity game platform power. If you are not, but you have an expertise in another language, such as C or Java you can still follow the logic and use the cook-book type C# recipes for your project. It is a well written book and its author's approach is sound and effective. Through the chapters you develop a project from the beginning to the end, as opposed to the approach that I have seen in other books consisting in giving you chunks of code that have no relation to each other. I like this book because you can see the progress of the project chapter after chapter. The author conveys difficult ideas in simple ways. I wish all computer books would be written with at least this level of succinct clarity. Thank you, Joe.

This book really is excellent. I spent a couple of hours I was moving around a room I created using the keyboard and mouse in 3 dimensions. Very cool! This was perfect for me. I am a C# programmer but I have never programmed a game or used Unity before. This is getting me up to speed and I learn more with every page. I had attempted to jump into Mac game development with XCode and Swift but just could not get started. Unity is making perfect sense with this book as a guide. Highly

recommended.

I've had an interest in developing games for years, but never had the motivation, either because of the feeling of being overwhelmed, or just from the lack of resources. I finally decided to give Unity a shot on a whim, and picked up this book before even opening it. I can say without a doubt, I wouldn't be making the progress I've done in the past couple of weeks without this. As a programmer, but with no C# experience, Joe Hocking does an amazing job of introducing you to Unity scripting and rapidly integrating small scripts that serve as fundamental components to building a game. The examples are to the point, and are fairly quick to breeze through!

Wow, what a great book. I enjoyed every chapter and can say with confidence that I learned lots of new tricks. few of the highlights: 1. As a software engineer, I appreciated the fact that Joe put lots of effort in making sure the code is very well structured, easy to understand and concise. I found the usage of patterns very helpful, especially the separation of managers into sub managers. Unfortunately, that kind of detail is often left out in many tutorials (even in Unity's official online tutorials) 2. The flow between chapters is perfect. Each proceeding chapter builds on top of the skills learned in the previous ones (although you can easily skip them if you're already familiar the subject). I have read many software engineering books and often times there is no logical flow between chapters. This book was very easy to follow. To sum it up, I have learned a lot from this book. I've already started porting some of the scripts (Managers) into my own project (Animated Chess game) and planning on refining some of my old scripts with the tricks I learned from this book (i.e re-implementing my audio system). Thanks for writing such a great book.

Well written and easy to follow, especially considering the highly technical subject. I can't recommend this enough for anyone wanting a jump-start with Unity. Unfortunately, the price is higher than what a lot of game-dev dreaming kids will be able to afford. There really isn't much here that isn't covered by the extensive online Unity documentation and tutorials, but my cheap-ass went that route at first myself and was left frustrated and stumped by all of the holes in what I was learning. This book puts it all together and explains it well in one understandable start-to-finish guide that you just can't really find anywhere else. Following along with the book helps give you the momentum and confidence you need for starting out. I'd have liked the book to touch on a few more key subjects, but was overall very happy. I still go back to reference it occasionally, months later while working on my own project. I strongly recommend downloading the free online PDF for that

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