Unity3d Rpg Kit

Learn Unity for Android Game DevelopmentUnity Asset PRESSSams Teach Yourself Unity Game Development in 24 HoursLearning by PlayingEnhanced Living EnvironmentsBuilding an RPG with UnrealUnity Android Game Development by Example Beginner's GuideUnity 2017 Game OptimizationArtificial Intelligence and GamesProcedural Generation in Game DesignVirtual Reality with VRTK4C# Game Programming Cookbook for Unity 3DIntroduction to Game Design, Prototyping, and DevelopmentComputerspiel-EntwicklungssystemUnity 3D Game Development by Example Beginner's GuideUnity Game Development ScriptingE-Learning and GamesMastering Unity ScriptingUnity AI Game ProgrammingMostly Codeless Game DevelopmentGame Coding CompleteAugmented Reality Game DevelopmentLearning Virtual RealityLearning C# by Developing Games with Unity 3DMastering Unity 2D Game DevelopmentLearning 2D Game Development with UnitySilent HillThe Animator's Survival KitUnreal Development Kit Game Programming with UnrealscriptGames and Learning AllianceSimulation and GamingGame Development for iOS with Unity3DLearning C# by Developing Games with Unity 2019Developing 2D Games with UnityUnity Games by Tutorials Second EditionUnity Game Development EssentialsBuilding a Game with Unity and BlenderVideo Game DesignC# for Java DevelopersLearning C# Programming with Unity 3D

Learn Unity for Android Game Development

Understand the fundamentals of C# programming and get started with coding from ground up in an engaging and practical manner Key Features Beginner's guide to getting started with software development concepts from a macro level Leverage the power of the latest C# in solving the complex programming problems Learn to script and customize your 3D games and implement animation techniques to make them engaging Book Description Learning to program in today's technical landscape can be a daunting task, especially when faced with the sheer number of languages you have to choose from. Luckily, Learning C# with Unity 2019 removes the guesswork and starts you off on the path to becoming a confident, and competent, programmer using game development with Unity. You'll start off small by learning the building blocks of programming, from variables, methods, and conditional statements to classes and object-oriented systems. After you have the basics under your belt you'll explore the Unity interface, creating C# scripts, and translating your newfound knowledge into simple game mechanics. Throughout this journey, you'll get hands-on experience with programming best practices and macro-level topics such as manager classes and flexible application architecture. By the end of the book, you'll be familiar with intermediate C# topics like generics, delegates, and events, setting you up to take on projects of your own. What you will learn Understand programming fundamentals with practice examples in C# Explore the interface and features of Unity 2019 Learn C# programming syntax

from scratch Create a game design document and prototype level Explore intermediate programming topics and best practices Implement game mechanics, interactions, and UI elements with C# Who this book is for The book caters to developers and programmers who want to get started with C# programming in a fun and engaging manner. Anyone who wants to build games and script in C# language and Unity can take this book up. No prior programming or Unity experience is required.

Unity Asset PRESS

Mastering Unity Scripting is an advanced book intended for students, educators, and professionals familiar with the Unity basics as well as the basics of scripting. Whether you've been using Unity for a short time or are an experienced user, this book has something important and valuable to offer to help you improve your game development workflow.

Sams Teach Yourself Unity Game Development in 24 Hours

Master a series of performance-enhancing coding techniques and methods that help them improve the performance of their Unity3D applications About This Book Discover features and techniques to optimize Unity Engine's CPU cycles, memory

usage, and the GPU throughput of any application Explore multiple techniques to solve performance issues with your VR projects Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity's feature-set, and who want to maximize the performance of their game. Familiarity with the C# language will be needed. What You Will Learn 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 pitfalls Develop a solid understanding of the rendering pipeline, and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers, optimizing them through subtle yet effective performance tweaks Keep your scenes as dynamic as possible by making the most of the Physics engine Organize, filter, and compress your art assets to maximize performance while maintaining high quality Discover different kinds of performance problems that are critical for VR projects and how to tackle them Use the Mono Framework and C# to implement low-level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Unity is an awesome game development engine. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games

fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings. The book also introduces you to the critical performance problems for VR projects and how to tackle them. By the end of the book, you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste-free as possible via object pooling. Style and approach This practical book will help readers understand the essentials of the Unity3D engine and how to build games while improving the performance of their applications.

Learning by Playing

Demystifies the Processes of Game Development Game Development for iOS with Unity3D takes you through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store. Encompasses the Whole Range of iOS Game Development This practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at www.crcpress.com. Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building and launching iOS games. It helps you create games using Unity3D and publish them to the App Store.

Enhanced Living Environments

Silent Hill: The Terror Engine, the second of the two inaugural studies in the Landmark Video Games series from series editors Mark J. P. Wolf and Bernard Perron, is both a close analysis of the first three Silent Hill games and a general look at the whole series. Silent Hill, with its first title released in 1999, is one of the most influential of the horror video game series. Perron situates the games within the survival horror genre, both by looking at the history of the genre and by comparing Silent Hill with such important forerunners as Alone in the Dark and Resident Evil. Taking a transmedia approach and underlining the designer's cinematic and literary influences, he uses the narrative structure; the techniques of imagery, sound, and music employed; the game mechanics; and the fiction, artifact, and gameplay emotions elicited by the games to explore the specific fears survival horror games are designed to provoke and how the experience as a whole has made the Silent Hill series one of the major landmarks of video game history.

Building an RPG with Unreal

Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C++, Blueprints, and UMG to create a role playing game (RPG) efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective, step-by-step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG, you are this book's target

reader. The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level. What You Will Learn Program gameplay elements in C++ in Unreal Create custom game data for entities such as players and enemies Create a turn-based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world, developers are looking for the best ways of creating games of any genre in the engine. This book will lay out the foundation of creating a turn-based RPG in Unreal Engine 4. The book starts by walking you through creating a turn-based battle system that can hold commands for party members and enemies. You'll get your hands dirty by creating NPCs such as shop owners, and important mechanics, that make up every RPG such as a currency system, inventory, dialogue, and character statistics. Although this book specifically focuses on the creation of a turn-based RPG, there are a variety of topics that can be utilized when creating many other types of genres. By the end of the book, you will be able to build upon core RPG framework elements to create your own game experience. Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG. By the end of the book, you will have considerably leveled up your ability to make your own game

Unity Android Game Development by Example Beginner's Guide

This is a practical hands-on book with clear instructions and lot of code examples. It takes a simple approach, guiding you through different architectural topics using realistic sample projects.

Unity 2017 Game Optimization

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.

Artificial Intelligence and Games

Designed to give you enough familiarity in a programming language to be immediately productive, Learning C# Programming with Unity 3D provides the basics of programming and brings you quickly up to speed. Organized into easy-to-follow lessons, the book covers how C# is used to make a game in Unity3D. After reading this book, you will be armed with the knowledge required to feel confident in learning more. You'll have what it takes to at least look at code without your head spinning. Writing a massive multiplayer online role-playing game is quite hard, of course, but learning how to write a simple behavior isn't. Like drawing, you start off with the basics such as spheres and cubes. After plenty of practice, you'll be able to create a real work of art. This applies to writing code—you start off with

basic calculations, then move on to the logic that drives a complex game. By the end of this book, you will have the skills to be a capable programmer, or at least know what is involved with how to read and write code. Although you could go online and find videos and tutorials, there is a distinct advantage when it comes to learning things in order and in one place. Most online tutorials for C# are scattered, disordered, and incohesive. It's difficult to find a good starting point, and even more difficult to find a continuous list of tutorials to bring you to any clear understanding of the C# programming language. This book not only gives you a strong foundation, but puts you on the path to game development.

Procedural Generation in Game Design

Learn How to Make Games with the Unity game engine! Unity is a popular game engine used by both by AAA studios and indie game developers alike. This book will introduce you how to create games with Unity whether you have some game development experience or you are a complete beginner. By the time you're finished reading this book, you will have made 4 complete mini-games, modeled your own game assets, and even played with virtual reality! These games include a twin stick shooter, a first person shooter, a 2D platformer, and tower defense game. Topics Covered in Unity Games by Tutorials: GameObjects: Learn about basic building blocks used to create your game. Components: Customize your GameObjects by the way of components. Physics: Unleash the power of the built-in

physics engine. Animation: Learn how to bring your models to life through Unity's animation system. Sound: Add depth to your games through Unity's powerful audio tools. Pathfinding: Learn about the pathfinding system to give direction to your monsters. User Interface: Provide custom user interfaces for players to use in your game. Virtual Reality: Convert one of your games to be played in Virtual Reality. Modeling: Learn the basics of Blender and how to create and animate your creations. Publishing: Learn how to export your game to your computer, web, and mobile devices. Unity 2D: A deep walkthrough on Unity's 2D system. And much more including a C# quick start guide, a Unity API overview, and saving game dat

Virtual Reality with VRTK4

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this

book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, XBox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

C# Game Programming Cookbook for Unity 3D

This open access book was prepared as a Final Publication of the COST Action IC1303 "Algorithms, Architectures and Platforms for Enhanced Living Environments

(AAPELE)". The concept of Enhanced Living Environments (ELE) refers to the area of Ambient Assisted Living (AAL) that is more related with Information and Communication Technologies (ICT). Effective ELE solutions require appropriate ICT algorithms, architectures, platforms, and systems, having in view the advance of science and technology in this area and the development of new and innovative solutions that can provide improvements in the quality of life for people in their homes and can reduce the financial burden on the budgets of the healthcare providers. The aim of this book is to become a state-of-the-art reference, discussing progress made, as well as prompting future directions on theories, practices, standards, and strategies related to the ELE area. The book contains 12 chapters and can serve as a valuable reference for undergraduate students, post-graduate students, educators, faculty members, researchers, engineers, medical doctors, healthcare organizations, insurance companies, and research strategists working in this area.

Introduction to Game Design, Prototyping, and Development

Get a head start in your game development career with this all-genre guide for absolute beginners. Whether you're into action games, role-playing games, or interactive fiction, we've got you covered. Mostly Codeless Game Development empowers new developers with little or no previous programming experience and explores all major areas of game development in a succinct, entertaining fashion.

Have you dreamed of making your own video game? Do you find the prospect daunting? Fear not. A new generation of game engines has emerged. Lengthy and complicated feats of programming are largely a thing of the past in video game development. To create commercially viable games you simply need the right tools, many of which are discussed in this book. A gigantic software team isn't a must-have prerequisite for success. The one-person operation is back. What You Will Learn Master the concepts and jargon used in game creation for the beginner Find the best game development suite for your project Make the most out of related graphics and audio production software Discover video game marketing essentials Who This Book Is For People with no programming experience who desire a career in the video game industry as producers or independent, single-person developers./div

Computerspiel-Entwicklungssystem

This book examines the entire game development process and the unique challenges associated with creating a game. An introduction to game architecture, it explores the major subsystems of modern game engines and professional techniques used in actual games.

Unity 3D Game Development by Example Beginner's Guide

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 Scripting

Dieser Inhalt ist eine Zusammensetzung von Artikeln aus der frei verf gbaren Wikipedia-Enzyklop die. Seiten: 34. Nicht dargestellt. Kapitel: Unreal Engine, RPG Maker, 3D GameStudio, Game Maker, Unity 3D, Source Engine, Script Creation Utility for Maniac Mansion, LithTech, Build-Engine, Frostbite Engine, Z-machine, The Games Factory, Lightfeather 3D Engine, Phun, DX Studio, Allegro-Bibliothek, Adventure Game Interpreter, Klik & Play, Visionaire, CryEngine, XNA, Gamebryo, Adventure Game Studio, Inform, Adventure Master, GoldSrc, Unlimited Adventures, Rockstar Advanced Game Engine, T.A.G., ZZT, Sierra Creative Interpreter, Doom-Engine, Activision Gamemaker, Quantum3, Shoot-'Em-Up Construction Kit, Anvil, DarkPlaces, Pinball Construction Set, Adventure Construction Set, KallistiOS, Crystal Tools, Graphic Adventure Creator, ClanLib, GrimE, RealSpace, Arcade Game Construction Kit, Game Oriented Assembly Lisp. Auszug: Die Unreal Engine ist eine Spiel-Engine von Epic Games (fr her Epic MegaGames), die bei der Entwicklung von Konsolen- und Computerspielen eingesetzt wird. Seit der ersten Ver ffentlichung 1998 wurde die Spiel-Engine in zahlreichen Spielen verwendet und auf diverse Betriebssysteme und Spielkonsolen portiert. Das Framework der Unreal Engine

besteht unter anderem aus der Grafik-Engine, der Skriptsprache UnrealScript und weiteren Hilfsprogrammen wie dem Leveleditor UnrealEd. Die erste Version der Unreal Engine kam 1998 zusammen mit dem Ego-Shooter Unreal auf den Markt. Dabei diente das Spiel zugleich als Grafikdemo f r die Engine. Die Unreal Engine wurde in diversen weiteren Spielen verwendet, unter anderem mit neu geschriebenen Komponenten. Beispiele daf r sind Deus Ex oder Rune. Das erste Spiel mit der zweiten Generation der Engine erschien am 4. Juli 2002 mit dem kostenlosen Ego-Shooter America's Army, gegen Ende 2002 erschienen Unreal Tournament 2003 und Unreal 2. Der Nachfolger Unreal Tournament 2004 verwendet die Unreal Engine 2.5. Die dritte Generation

E-Learning and Games

Asset Store Asset Asset Store Asset Asset Asset Store

Mastering Unity Scripting

Video Game Design is a visual introduction to integrating core design essentials, such as critical analysis, mechanics and aesthetics, prototyping, level design, into

game design. Using a raft of examples from a diverse range of leading international creatives and award-winning studios, this is a must-have guide for budding game designers. Industry perspectives from game industry professionals provide fascinating insights into this creative field, and each chapter concludes with a workshop project to help you put what you've learnt into practice to plan and develop your own games. With over 200 images from some of the best-selling, most creative games of the last 30 years, this is an essential introduction to industry practice, helping readers develop practical skills for video game creation. This book is for those seeking a career making video games as part of a studio, small team or as an independent creator. It will guide you from understanding how games engage, entertain and communicate with their audience and take you on a journey as a designer towards creating your own video game experiences. Interviewees include: James Portnow, CEO at Rainmaker Games Brandon Sheffield, Gamasutra.com/Game Developer magazine Steve Gaynor, co-founder The Fullbright Company (Gone Home) Kate Craig, Environment Artist. The Fullbright Company (Gone Home) Adam Saltsman, creator of Canabalt & Gravity Hook Jake Elliott & Tamas Kemenczy, Cardboard Computer (Kentucky Route Zero) Tyson Steele, User Interface Designer, Epic Games Tom Francis, Game Designer, Gunpoint & Floating Point Kareem Ettouney, Art Director, Media Molecule. Little Big Planet 1 & 2, Tearaway. Kenneth Young, Head of Audio, Media Molecule Rex Crowle, Creative Lead, Media Molecule

Unity AI Game Programming

Virtual reality is quickly becoming the next medium to communicate your ideas. Once siloed in make-believe world of science fiction, virtual reality can now touch any aspect of your life. This book shows you how to create original virtual reality content using the Unity game engine and the Virtual Reality Tool Kit. By the end of the book you'll be creating your own virtual reality experience using the fundamental building blocks within. You'll start by reviewing spatial computing, an emerging field that encompasses self-driving cars to space exploration. You'll also create your own virtual reality environments for use on headsets such as those from Oculus and HTC. Using the Unity3D game engine and the Virtual Reality Toolkit on a computer or laptop, you will walk through the fundamentals of virtual reality with as little code as possible. That is the beauty of Unity and the Virtual Reality Toolkit. You will discover how to use buttons in a virtual space, gaze-tracking for user input, and physics for enabling interaction between a human and a virtual space. From game design to education to healthcare to human resources, virtual reality offers new and creative ways to engage users, students, patients, customers, and more. Not a coding book, Virtual Reality with VRTK4 shows that you don't need to be a computer or graphics whiz to begin creating your own virtual reality experiences. What You'll Learn Grasp Virtual Reality Toolkit and its interaction with Unity3D Explore the fundamental science of virtual reality Review the inner workings of Unity3D and its integration with VRTK Understand the big

picture of C# coding in Unity3D Incorporate head and hand movement into virtual experiences Who This Book Is For Creative professionals or students who are familiar with computer design programs and want to begin prototyping their own original virtual reality work as quickly as possible.

Mostly Codeless Game Development

This book constitutes the refereed proceedings of the 7th International Conference on Games and Learning Alliance, GALA 2018, held in Palermo, Italy, in December 2018. The 38 revised regular papers presented together with 9 poster papers were carefully reviewed and selected from 68 submissions. The papers cover the following topics: games for skills training; game design; methods and tools; gamification and innovative game approaches.

Game Coding Complete

Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for

those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn Build a location-based augmented reality game called Foodie Go Animate a player's avatar on a map Use the mobile device's camera as a game background Implement database persistence with SQLLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game, inventory, menu, and settings Perform location and content searches against the Google Places API Enhance the game's mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera

textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to create every step of the game and gives practical examples.

Augmented Reality Game Development

The book "Simulation and Gaming" discusses the following topics and research areas: game-based methods of problem solution and data processing, analysis, and information mining; educational games and game features, including game characteristics, story, mechanics, and methodology; development of integrated games tasked with helping students in interpreting, translating, and manipulating the field of kinematics through formal presentations; possibility of research integration through real and practical examples and games as well, in the field of physics; analysis of game engines from various aspects such as modularity, performance, and usability; virtual reality (VR) and interaction mechanisms used for three-dimensional (3D) game development; analysis, development, design, implementation, and evaluation of the simulation model in the field of engineering and metallurgy, according to ADDIE model; concept of computational thinking, with an accent on its inclusion in compulsory education; overview of the current

prominence of AI simulation based in the gaming leisure industry, mainly for research purposes in the context of gambling and forecasting of online casino patron's churn behavior; innovative modeling and simulation approach using newly proposed advanced game-based mathematical framework, unified game-based acquisition framework, and a set of war-gaming engines to address the challenges for acquisition of future space systems; modification of simulation of a complex system and a physics model through programming, achieved with a block-based programming language.

Learning Virtual Reality

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

Learning C# by Developing Games with Unity 3D

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Mastering Unity 2D Game Development

Get a thorough and practical introduction to Unity development for Android devices with no previous experience with game development needed. In this book, you'll go through every step from downloading and installing Unity and the Android SDK, to creating fully functional games. The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications. It also provides some guidance on publishing and marketing, as well as thinking about game design and mechanics. Resources including sprites and scripts are provided in the code download. What You Will Learn Install Unity with the Android SDK Understand and use scripts, prefabs and Android Studio Design a great game Build a game app Add a bit of polish Deploy for various Android devices Build and deploy for 3D games, virtual reality and more Promote your game and make money Who This Book Is For This book requires no previous experience with programming or game development of any kind. Prior experience with the Android ecosystem recommended.

Learning 2D Game Development with Unity

This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (http://www.gameaibook.org) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

Silent Hill

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 concepts discussed in the book give you a solid foundation in game development. The first ten chapters set up the flexible,

reusable framework based in C# and suitable for all game types. The book also explains scripting of generic, reusable, and common functionality. The remainder of the text adds game-specific code to the framework to create four example games: a top-down arena shooter, a futuristic racing combat game, a tank arena deathmatch game, and a classic arcade-style vertical scrolling shoot 'em up. The games encompass artificial intelligence (path following, target chasing, and line-of-sight patrolling behaviors), game state control, wheel colliders, and weapon inventory management. The example files are available for download on the book's CRC Press web page. Reducing your recoding, repurposing, or adaptation time, this book provides script-based components that you can use to jump start your own projects. The book's modular components can be mixed and matched to build various kinds of video games for the Unity game engine.

The Animator's Survival Kit

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

Unreal Development Kit Game Programming with Unrealscript

Although Java and C# share many similarities, there are fundamental differences between them. This volume is an ideal guide to help any Java developer master .NET programming with C#.

Games and Learning Alliance

This book constitutes the refereed proceedings of the 12th International Conference on e-Learning and Games, EDUTAINMENT 2018, held in Xi'an, China, in June 2018. The 32 full and 32 short papers presented in this volume were carefully reviewed and selected from 85 submissions. The papers were organized in topical sections named: virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; game rendering and animation; game rendering and animation and computer vision in edutainment; e-learning and game; and computer vision in edutainment.

Simulation and Gaming

The Academy Award-winning artist behind Who Framed Roger Rabbit? draws on his master instruction classes to demonstrate essential techniques required of animators of any skill level or method, in an updated edition that provides expanded coverage of such topics as animal gaits and live action. Simultaneous.

Game Development for iOS with Unity3D

Master the Unity Game Engine to Design and Develop Games for Web, Mobile, Windows, macOS, and More! If you want to design and develop games, there's no substitute for strong hands-on experience with modern techniques and tools—and that is exactly what this book provides. The first edition was frequently the top-selling game design book on Amazon, with more than 70% of the reviews being 5 stars. In a testament to the iterative process of design, this new edition includes hundreds of improvements throughout the text, all designed to make the book easier to understand and even more useful. This book was written with Unity 2017; the book.prototools.net website will cover changes for later versions of the software. Award-winning game designer and professor Jeremy Gibson Bond has spent more than a decade teaching game design and building great games. In that time, his most successful students have been those who combine knowledge of three critical disciplines: game design theory, rapid iterative prototyping, and practical programming. In this book, Bond distills the most important aspects of all three disciplines into one place. Part I: Game Design and Paper Prototyping • The Layered Tetrad framework: a synthesis of 50 years of game design theory • Proven practices for brainstorming and refining game designs through the iterative process of design • Methods and tools to manage game projects and small teams • Processes to make playtesting and feedback easier Part II: Digital Prototyping with Unity and C# • Chapters that guide you through learning C# the right way •

Instruction that takes you from no prior programming knowledge through object-oriented programming • Deep exploration of Unity, today's most popular game engine on both macOS and Windows • Methods for understanding and debugging code issues you encounter Part III: Game Prototype Examples and Tutorials • In-depth tutorials for seven different game prototypes, including a simple action game, a space shooter, a solitaire card game, a word game, and a top-down adventure • Instructions to compile these games for PC, web, or any of the dozens of other release platforms supported by Unity • Improved structure and layout that makes the steps of each tutorial easier to follow • A completely new Dungeon Delver prototype not present in the first edition

Learning C# by Developing Games with Unity 2019

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 AI 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. 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 guides In Detail Unity 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.

Developing 2D Games with Unity

This book uses the learning-by-example approach. It takes simple examples from games to introduce all the main concepts of programming in an easy-to-digest and immediately recognizable way.This book is for the total beginner to any type of programming, focusing on the writing of C# code and scripts only. There are many parts that make up the Unity game engine. It is assumed that the reader already knows their way around Unity's user interface. The code editor used in this book is the MonoDevelop editor supplied by Unity.

Unity Games by Tutorials Second Edition

Making a game can be an intensive process, and if not planned accurately can easily run over budget. The use of procedural generation in game design can help with the intricate and multifarious aspects of game development; thus facilitating cost reduction. This form of development enables games to create their play areas, objects and stories based on a set of rules, rather than relying on the developer to handcraft each element individually. Readers will learn to create randomized maps, weave accidental plotlines, and manage complex systems that are prone to unpredictable behavior. Tanya Short's and Tarn Adams' Procedural Generation in Game Design offers a wide collection of chapters from various experts that cover the implementation and enactment of procedural generation in games. Designers from a variety of studios provide concrete examples from their games to illustrate the many facets of this emerging sub-discipline. Key Features: Introduces the differences between static/traditional game design and procedural game design Demonstrates how to solve or avoid common problems with procedural game design in a variety of concrete ways Includes industry leaders' experiences and lessons from award-winning games World's finest guide for how to begin thinking about procedural design

Unity Game Development Essentials

Learn how to build a complete 3D game using the industry-leading Unity game development engine and Blender, the graphics software that gives life to your ideas About This Book Learn the fundamentals of two powerful tools and put the concepts into practice Find out how to designand buildall the core elements required for a great game - from characters to environments, to props— Learn how to integrate Artificial Intelligence (AI) into your game for sophisticated and engaging gameplay Who This Book Is For This book has been created for anyone who wants to learn how to develop their own game using Blender and Unity, both of which are freely available, yet very popular and powerful, tools. Not only will you be able to master the tools, but you will also learn the entire process of creating a game from the ground up. What You Will Learn Design and create a game concept that will determine how your game will look and how it will be played Construct 3D models of your game characters and create animations for them before importing them into the game Build the game environment from scratch by constructing the terrain and props, and eventually put it all together to form a scene Import and integrate game assets created in Blender into Unity—for example, setting up textures, materials, animation states, and prefabs Develop game structures including a game flow, user interface diagram, game logic, and a state machine Make the game characters move around and perform certain actions either through player inputs or fully controlled by artificial intelligence Create particles and visual effects to enhance the overall visual aesthetic Deploy the game for various types of platforms In Detail In the wake of the indie game development

scene, game development tools are no longer luxury items costing up to millions of dollars but are now affordable by smaller teams or even individual developers. Among these cutting-edge applications, Blender and Unity stand out from the crowd as a powerful combination that allows small-to-no budget indie developers or hobbyists alike to develop games that they have always dreamt of creating. Starting from the beginning, this book will cover designing the game concept, constructing the gameplay, creating the characters and environment, implementing game logic and basic artificial intelligence, and finally deploying the game for others to play. By sequentially working through the steps in each chapter, you will quickly master the skills required to develop your dream game from scratch. Style and approach A step-by-step approach with tons of screenshots and sample code for readers to follow and learn from. Each topic is explained sequentially and placed in context so that readers can get a better understanding of every step in the process of creating a fully functional game.

Building a Game with Unity and Blender

There is a growing recognition in the learning sciences that video games can no longer be seen as impediments to education, but rather, they can be developed to enhance learning. Educational and developmental psychologists, education researchers, media psychologists, and cognitive psychologists are now joining game designers and developers in seeking out new ways to use video game play in

the classroom. In Learning by Playing, a diverse group of contributors provide perspectives on the most current thinking concerning the ramifications of leisure video game play for academic classroom learning. The first section of the text provides foundational understanding of the cognitive skills and content knowledge that children and adolescents acquire and refine during video game play. The second section explores game features that captivate and promote skills development among game players. The subsequent sections discuss children and adolescents' learning in the context of different types of games and the factors that contribute to transfer of learning from video game play to the classroom. These chapters then form the basis for the concluding section of the text: a specification of the most appropriate research agenda to investigate the academic potential of video game play, particularly using those games that child and adolescent players find most compelling. Contributors include researchers in education, learning sciences, and cognitive and developmental psychology, as well as instructional design researchers.

Video Game Design

As virtual reality approaches mainstream consumer use, a vibrant development ecosystem has emerged in the past few years. This hands-on guide takes you through VR development essentials for desktop, mobile, and browser-based applications. You'll explore the three go-to platforms—OculusVR, Gear VR, and

Cardboard VR—as well as several VR development environments, programming tools, and techniques. If you're an experienced programmer familiar with mobile development, this book will help you gain a working knowledge of VR development through clear and simple examples. Once you create a complete application in the final chapter, you'll have a jumpstart on the next major entertainment medium. Learn VR basics for UI design, 3D graphics, and stereo rendering Explore Unity3D, the current development choice among game engines Create native applications for desktop computers with the Oculus Rift Develop mobile applications for Samsung's Gear VR with the Android and Oculus Mobile SDKs Build browser-based applications with the WebVR Javascript API and WebGL Create simple and affordable mobile apps for any smartphone with Google's Cardboard VR Bring everything together to build a 360-degree panoramic photo viewer

C# for Java Developers

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 ¿

Learning C# Programming with Unity 3D

Unity Android Game Development by Example Beginner's Guide consists of different game application examples. No prior experience with programming, Android, or Unity is required. You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity.Great for developers new to Unity, Android, or both, this book will walk you through everything you need to know about game development for the Android mobile platform. No experience with programming, Android, or Unity is required. Most of the assets used in each chapter project are provided with the book, but it is assumed that you have some access to basic image and model creation software. You will also need access to an Android powered device.

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