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By Example
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- Unity Beginner
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Springer(APress) 4
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Game Development
with Unity in 5
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in 17 MINUTES!

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Unity Games in C# -
Free Online Course
with Timestamps Best
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Developing 2D Games
with Unity - Book

Guide Part 1 How I
Started Making

Games | 2 Months of
Game Development

What I Learned after
Making 100+ GAME

LEVELS! (Unity Level
Design) Unity vs

Unreal: Which Engine
Should You Choose

As A Beginner

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A Day in the Life of a
Game Developer with
a Full Time Job Best
Languages for Game
Development in
2019? MAKE GAMES
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Making Your First
Game: Basics - How
To Start Your Game
Development - Extra
Credits How To Get
into Game

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Development!

(Teachers, School,
Self-Taught and
MORE!) How to Build
a Basic Android Game
in Just 7 Minutes
(Unity)

Gorgeous terrain is
SUPER EASY (Unity
Tutorial)Unity
Learn:Best Way To
Learn Unity? How To
Learn C# Scripting
For Unity Game

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Development - Q/A 1

Year of Indie Game
Development in 5

Minutes | Unity 2D

Devlog Building A 2D

Game In Unity -

Tutorial

Learning Coding For
Game Development?

Unity C# 2D LEVEL

DESIGN in Unity

2019! Making a

2D Game Tutorial

Learn C# Scripting

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Learning Unity

for Unity in 15

Minutes (2020) Learn
C# for 2D Unity Game
Development in 20

Minutes Learning

Unity 2d Game

Development

Begin your 2D

journey in Unity, start
with the 2D Game Kit
and move on through
to make your first 2D
Game from scratch!

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~~Beginning 2D Game
Development - Unity
Learn~~

By Example
Unity Learn Tutorials,
projects, and courses
Advance your Unity
skills with live
sessions and over
750 hours of on-
demand learning
content designed for
creators at every skill
level.

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~~Real-Time~~
~~Development~~
~~By Example~~
~~Platform~~

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

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GUI tools introduced
in Unity 's version
4.6 beta. ¿

~~Learning 2D Game
Development with
Unity: A Hands-On
Guide ...~~

2D Sprite Game
Development in Unity.
Understanding the
Scene and Game
Interface . Scene
Hierachy ; What kinds

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of assets will you
need to make a game
(PNG Sprites, MP3 /
WAV Audio)

Organizing Your
Project ; GameObjects
and Transforms ;
Tags and Layers ;
Camera ; Canvas Box
/ Circle / Polygon
Colliders & Rigid
Bodies (in action too)

~~Free 2D Game~~

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~~Development Tutorial~~

~~Unity: 2D Game ...~~

If you are looking for a guide to create 2D games using Unity, look no further. With this book, you will learn all the essentials of 2D game development by creating five real-world games in a step-by-step manner throughout the

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course of this book.

Starting with a blank scene, you will learn all about the new

Unity 2D toolset, which will enable you to bring your scene to life.

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Game Development
by Example eBook ...
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2D Game~~

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Development by
Example by Pereira,
Venita (ISBN:
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2D Game Development
By Example
Pericia Verita

scene, you will learn all about the new Unity 2D toolset, which will enable you to bring your scene to life.

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The most fun way to learn Unity Get Unity, then learn all the essentials of game

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Learning Unity

development with
Unity Game Dev
Courses. Start with
the fundamentals,
then explore tracks in
art, programming and
game design. By the
time you ' re done,
you ' ll have built the
amazing Swords and
Shovels game! Get
Unity Game Dev
Courses for
\$12/month Subscribe

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~~Unity for beginners—
Unity Real-Time
Development
Platform~~

Unity Learn provides award-winning free tutorials, sample projects, and full courses for mastering real-time 3D development skills with Unity Learn to make video games,

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VR, AR, and more.

Development

~~Unity Learn~~

~~Supporting Home~~

~~Learning during~~

~~COVID-19~~

The Unity 2D Game Developer Bundle guides you through creating various 2D Unity games with 15 hours of hands-on video instruction.

Originally \$2,189,

Page 22/96

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this bundle of online
courses is on sale
today...

By Example

~~Learn Unity 2D
Development with a
Project-Based
Approach - IGN~~

7. Mastering Unity 2D
Game Development.

This is the newest
book in my list with a
2nd edition slated for
December 2016. The

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Learning Unity

author Ashley

Godbold put a lot of effort into both C# and Unity

explanations with detailed examples for each chapter.

Mastering Unity 2D Game Development teaches you how to work with 2D sprites for real game environments. You learn how to create

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an RPG game with characters, environments, and programmed interactions.

Best 10 Unity Books For Learning Game Development

Now game developers can rig their 2D sprites right inside the Unity editor!
Rigging your 2D

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characters will make animating them much easier and faster than drawing each frame by hand. Using the Sprite Editor in Unity, sponsored instructor Sykoo will show you how to rig a 2D character and animate it.

~~Learn Unity 2D: Best Tutorials & Courses~~

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~~For Beginners ...~~

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- Setting favorites 16
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- 17 Hierarchy 18

~~Learning Unity 2D~~

~~Game Development~~

~~by Example~~

Unity is free, easy to learn, has excellent documentation, and is the game engine used

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for building android games. Jobs in unity android game development are plentiful, and being able to learn unity android game development will give you a strong background to more easily build awesome android games.

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~~Development : Build 7
2D & 3D Games ...~~

This book will help you build 2D games in Unity using the engine's 2D technologies added in Version 4.3. You'll learn the basics of importing assets and building foundation technology all the way up to full combat and boss battles!

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With the book's straightforward and practical approach, each chapter takes you a step closer to the final game.

~~Unity 2D Game Development Pack~~
One year ago, I downloaded Unity, this is my progress and result, with over 800 hours of work.

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Hope you enjoy!

Discord - <https://discord.gg/dani> Facebook

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Pereira Venita

~~1 Year of Learning
Game Development
with Unity in 5 ...~~

This video explains how to download the Unity software and set up your first 2D game project. You can download Unity from

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www.unity3d.com

~~Development
Unity 2D Game
By Example
Design Tutorial 1
Introduction to Unity~~

...

Learning 2D Game
Development with
Unity® The Addison-
Wesley Learning
Series is a collection of
hands-on program-
ming guides that help
you quickly learn a

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new technology or language so you can apply what you 've learned right away.

Each title comes with sample code for the application or applications built in the text.

~~Learning 2D Game
Development with
Unity~~

Build a 2D game

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using the native 2D development support in Unity 4.3 Create a platformer with jumping, falling, enemies, and a final boss Full of exciting challenges which will help you polish your game development skills What You Will Learn

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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.

2D games are everywhere, from mobile devices and

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websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game Development, targeted at both game development newcomers and established developers, experienced game

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2d Game Development
By Example
Per Olin Verita

developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and

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import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game,

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plus you'll learn how to optimize your game for mobile devices.

Pereira Venita

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market.

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In Learn Unity for 2D
Game Development,
targeted at both game
development

newcomers and
established
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experienced game
developer Alan Thorn
shows you how to use
the powerful Unity
engine to create fun
and imaginative 2D
games. Written in

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clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that

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infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices. What you ' ll learn How to create a 2D workflow in Unity

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2d Game Development
Customizing the Unity

Editor How to

generate atlas
textures and textured

quads Animation

effects and camera
configuration

Handling user input

Creating a game from
start to finish

Optimizing for mobile
devices Who this

book is for Game

development students

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Learning Unity

and professionals, indie developers, game artists and designers, and Unity developers looking to improve their workflow and effectiveness. Table of Contents

1. Unity Basics for 2D Games
2. Materials and Textures
3. Quick 2D Workflow
4. Customizing the

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Learning Unity

Editor with Editor

Classes 5. Procedural
Geometry and

Textured Quads 6.

Generating Atlas

Textures 7. UVs and

Animation 8. Cameras
and Pixel Perfection

9. Input for 2D Games

10. Getting Started
with a 2D Game 11.

Completing the 2D

Card Game 12.

Optimization 13.

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Wrapping Things Up

Development

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

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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

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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

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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

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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

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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

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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

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21
advantage of the
streamlined 2D
Development
By Example
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

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independent of a major studio.

This book teaches beginners and aspiring game developers how to develop 2D games with Unity.

Thousands of commercial games have been built with Unity. The reader will learn the complete

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2d Game Development
By Example
Revised Edition

process of 2D game development, step by step. The theory behind each step is fully explained. This book contains numerous color illustrations and access to all source code and companion videos. Key Features: Fully detailed game projects from scratch. Beginners can do the

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steps and create games right away. No coding experience is necessary. Numerous examples take a raw beginner toward professional coding proficiency in C# and Unity. Includes a thorough introduction to Unity 2020, including 2D game development, prefabs, cameras,

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animation, character controllers, lighting, and sound. Includes a step-by-step

introduction to Unity

2019.3. Extensive coverage of GIMP,

Audacity, and

MuseScore for the creation of 2D

graphics, sound

effects, and music. All

required software is

free to use for any

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purpose including commercial applications and games. Franz

Lanzinger is the owner and chief game developer of Lanzinger Studio, an independent game development and music studio in Sunnyvale, California. He started his career in game

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programming in 1982 at Atari Games, Inc., where he designed and programmed the classic arcade game Crystal Castles. In 1989, he joined Tengen, where he was a programmer and designer for Ms. Pac-Man and Toobin' on the NES. He co-

founded Bitmasters,

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where he designed and coded games including Rampart and Championship Pool for the NES and SNES, and NCAA Final Four Basketball for the SNES and Sega Genesis. In 1996, he founded Actual Entertainment, publisher and developer of the Gubble video game

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series. He has a B.Sc. in mathematics from the University of Notre Dame and attended graduate school in mathematics at the University of California at Berkeley. He is a former world record holder on Centipede and Burgertime. He is a professional author,

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game developer, accompanist, and piano teacher. He is currently working on remaking the original Gubble game in Unity and Blender.

The Unity Engine
Tutorial for Any
Game Creator ; Unity
is now the world ' s
#1 game engine,
thanks to its

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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

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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

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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

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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

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2nd Edition
Simplest and lowest-cost approaches to game development, relying on free software and assets.

Everything you 'll need is provided. ;
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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

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By Example
Geronimo

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

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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 ;

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2d Game

If you are interested in creating your very own 2D games from scratch, then this book will give you all the tools you need to succeed. Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity, this

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book is for you.

Development By Example Principles

This book teaches beginners and aspiring game developers how to develop 2D games with Unity.

Thousands of commercial games have been built with Unity. The reader will learn the complete process of 2D game

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development, step by step. The theory behind each step is fully explained. This book contains numerous color illustrations and access to all source code and companion videos. Key Features: Fully detailed game projects from scratch. Beginners can do the steps and create

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games right away. No coding experience is necessary. Numerous examples take a raw beginner toward professional coding proficiency in C# and Unity. Includes a thorough introduction to Unity 2020, including 2D game development, prefabs, cameras, animation, character

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2D controllers, lighting, and sound. Includes a step-by-step introduction to Unity 2019.3. Extensive coverage of GIMP, Audacity, and MuseScore for the creation of 2D graphics, sound effects, and music. All required software is free to use for any purpose including

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commercial applications and games. Franz Lanzinger is the owner and chief game developer of Lanzinger Studio, an independent game development and music studio in Sunnyvale, California. He started his career in game programming in

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By Example
For Beginners

an accompanist, and piano teacher. He is currently working on remaking the original Gubble game in Unity and Blender.

Get a thorough and practical introduction to Unity development for Android devices with no previous experience with game development needed.

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Learning Unity

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,

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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

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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

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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

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2d Game Development
experience with the
Android ecosystem
recommended.

By Example

Per Cira Verrita
Master everything
you need to build a
2D game using Unity
5 by developing a
complete RPG game
framework! About
This Book Explore the
new features of Unity
5 and recognize
obsolete code and

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elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound.

This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who

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This Book Is For This
book is for anyone
looking to get started
developing 2D games
with Unity 5. If you're
already accomplished
in Unity 2D and wish
to expand or
supplement your
current Unity
knowledge, or are
working in 2D in
Unity 4 and looking
to upgrade Unity 5,

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this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topics are explained thoroughly so that coders of any level can follow along.

Previous

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programming
experience in C# is
not required. What
You Will Learn Create
a 2D game in Unity 5
by developing a
complete retro 2D
RPG framework.
Effectively
manipulate and utilize
2D sprites. Create 2D
sprite animations and
trigger them
effectively with code.

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Write beginning to advanced-level C# code using MonoDevelop.

Implement the new UI system effectively and beautifully. Use state machines to trigger events within your game. In Detail The Unity engine has revolutionized the gaming industry, by making it easier than

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ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking

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you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your

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2d Core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this

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book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre! Style and approach This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly

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explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.

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