



Mastering Unity 2D Game Development

Become an expert in Unity3D's new 2D system, and then join in the adventure to build an RPG game framework!

Simon Jackson

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PUBLISHING

Mastering Unity 2d Game Development Jackson Simon

Ashley Godbold, Simon Jackson



Mastering Unity 2d Game Development Jackson Simon:

Mastering Unity 2D Game Development Simon Jackson, 2014-08-26 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

Mastering Unity 2D Game Development Ashley Godbold, Simon Jackson, 2016-10-21 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 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 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 to Unity 5 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 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 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 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 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 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 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 explained The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently

Mastering Unity 2D Game Development Ashley Godbold, Simon Jackson, 2016

Mastering Unity 2D Game Development - Second Edition Ashley Godbold, Simon Jackson, 2016 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 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 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 this book is for you A basic understanding of programming logic is needed to begin learning with this book but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along Previous 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 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 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 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 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 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 exampl

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Mastering Unity 2D Game Development is for the novice game programmer without any prior programming experience Readers will learn how C is used to make a game in Unity 3D Many example projects provide working code to learn from and experiment with As C evolves Unity 3D evolves along with it Many new features and aspects of C are included and explained Common programming tasks are taught by way of making working game mechanics The reader will understand how to read and apply C in Unity 3D and apply that knowledge to other development environments that use C New to this edition includes latest C language features and useful tools included with the NET library like LINQ Local Functions Tuples and more Key Features Provides a starting point for the first time programmer C Code examples are simple short and clear Learn the very basics on up to interesting tricks which C offers

Unity from Zero to Proficiency (Advanced) Patrick Felicia,2019-10-07 Third Edition updated for Unity 2019 Published in October 2019 In this book the fourth book in the series you will learn to create a simple network game generate levels procedurally and optimize the performance of your game This book can be read as a standalone you don t need to have read the previous books in the series although it may help and focuses on four aspects procedural level creation database access multi player networked games and code and project

optimization i.e memory and speed The main idea behind this book is to save you some headaches when you need to maintain your code or expand your game and to help you to find the time to actually code your game by explaining simple and effective ways and best coding and organizational practices that you can use easily to create more code and games in less time with less stress and more fun The content of each chapter is as follows Chapter 1 explains how you can create procedural levels using arrays text files XML files or images and avoid spending a lot of time creating your scene manually You will also learn how to generate a random maze procedurally as well as an outdoor environment in the same style as Minecraft Chapter 2 explains how you can read and write data from to a database through Unity to save and update user preferences Chapter 3 explains how to create a simple but fun network tank game that can be played by two remote players Chapter 4 shows you how to create a 2D game where the player has to memorize and to play an increasing sequence of colors and sounds in a similar way as the Simon game that was popular in the 80s Chapter 5 explains advanced techniques to boost the performance of your game and to make your code and project easily maintainable Chapter 6 provides answers to frequently asked questions

Mastering Unity Sufyan Bin Uzayr,2022 Mastering Unity A Beginner s Guide introduces developers of all ages to the beautiful and valuable world of Unity Unity is a popular cross platform game engine It was initially unveiled and distributed as a Mac OS X exclusive game engine in June 2005 at Apple Inc s Worldwide Developers Conference Unity is used to produce nearly 50% of all games in the world Its real time platform driven by tools and services provides fantastic opportunities for game developers and innovators across sectors and applications Mastering Unity covers the creation of both three dimensional 3D and two dimensional 2D games as well as interactive simulations and other experiences Since Unity as an engine has been used in sectors other than video games including film automotive architectural engineering manufacturing and even by the armed forces Mastering Unity focuses on a broader usage for Unity This book starts with the setup and installation of Unity which is followed by additional info related to its usage Mastering Unity covers such topics as scene management debugging 2D and 3D physics and Unity Hub setup Considering the fact that C is often the primary programming language used in Unity this book covers object oriented principles as well as C coding at great length That said you can use any other language in Unity including JavaScript Rust or Mono For the most part Mastering Unity strives to be programming language neutral to help you fully understand the Unity concepts If you are an absolute beginner Mastering Unity will help you understand the basics about Unity its features technical requirements architecture and the scripting language used in Unity This book also focuses on setting up Unity which encompasses installation project creation and launches of a project scene Mastering Unity also addresses dealing with scenes and game objects prefabs and storing scenes as well as animations in Unity and performance optimization Mastering Unity will also help you learn how to test and release a game in Unity to various platforms Learn more about our other Mastering titles at <https://www.routledge.com> Mastering Computer Science book series MCS

Mastering UI Development with Unity Ashley Godbold,2018-04-30 Master Game

UI system by creating captivating user interface components with Unity 5 through Unity 2018 and C Learn about UI texts images world space UI mobile specific UI and much more Key Features Develop a game UI with both technical and aesthetic considerations Use all the UI elements provided by Unity's UI system Step by step examples of creating user interface components in the top game genres Book Description A functional UI is an important component for player interaction in every type of video game Along with imparting crucial statistical information to the player the UI is also the window through which the player engages with the world established by the game Unity's tools give you the opportunity to create complex and attractive UIs to make your game stand out This book helps you realize the full potential of Unity's powerful tools to create the best UI for your games by walking you through the creation of myriad user interface components Learn how to create visually engaging heads up displays pause menus health bars circular progress bars animated menus and more This book not only teaches how to lay out visual elements but also how to program these features and implement them across multiple games of varying genres While working through the examples provided you will learn how to develop a UI that scales to multiple screen resolutions so your game can be released on multiple platforms with minimal changes What you will learn Design principles and patterns for laying out elements in your UI Techniques that allow your UI to scale appropriately in different resolutions How to use automatic layouts to streamline your UI building process Properties of the Event System and how to appropriately hook events to your UI elements Access the components and properties of UI elements via code Implement all of Unity's built in UI elements as well as those provided by TextMeshPro Develop key UI components that are popularly used in multiple game genres Add visual flare to user interfaces with the use of animation and particle effects Create a UI that displays in the Screen Space as well as World Space Who this book is for This book is for anyone keen to improve their games via a great user interface with Unity's UI system If you're looking for a book that explains how to develop specific user interfaces or that thoroughly explains how each of the individual Unity components work this book is for you

The Ultimate Guide to 2D games with Unity Patrick Feliia, 2020-07-31 Get started with 2D Games and Unity

without the headaches Without my book most people spend too long trying to create 2D games and learn C with Unity the hard way This book is the only one that will get you to learn Unity fast without wasting so much time It includes 15 chapters that painlessly teach you the necessary skills to master C with Unity and to create 2D interactive games What you will learn After completing this book you will be able to Code in C Understand and apply C concepts Create 2D games Create a wide range of 2D games including a 2D platformer a shooter a word guessing game a memory game a card game and a puzzle Create and use C variables and methods for your game Include intelligent NPCs that chase the player Manage collisions key inputs and colliders Create an update a user interface Load new scenes from the code based on events in your games Content and structure of this book The content of each chapter is as follows Chapters 1 2 3 4 and 5 will show you how to create a platformer game with most of the features that you usually find in this genre Chapters 6 7 8 9 and 10 will show you

how to create a shooter game with a moving space ship controlled by the player a scrolling background missiles moving asteroids and much more Chapter 11 will show you how to create a word guessing game where the player needs to guess a word picked at random Chapter 12 will show you how to create a memory game based on the famous Simon Game Chapter 13 will show you how to create a card guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle If you want to start coding in C and create your own 2D games with Unity using a tried and tested method download this book now **Unity 2D Game Development Cookbook** Claudio Scolastici,2015-02-18 This book is intended for both professionals game developers and hobbyist who are interested in making games with Unity Users are expected to have knowledge of basics fundamentals of unity 2D game development and should have a working knowledge of C **Learning 2D Game Development with Unity** Matthew Johnson (Computer programmer),James A. Henley,2014 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 **Unity 2D Game Development by Example Beginner's Guide** Venita Pereira,2014-08-14 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 book is for you **Unity Game Development in 24 Hours, Sams Teach Yourself** Mike Geig, 2021-10-08 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside Kerbal Space Program Subnautica and many other sizzling hot games This book's straightforward step by step approach teaches you everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Unity game development tasks Four sample game projects illustrate the topics Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and Tips point out shortcuts and solutions Learn how to Get up and running fast with the Unity 2021 game engine and editor Work efficiently with Unity's graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity's terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity's Animation and Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity's 2D tools and Tilemap Apply the finishing touches and deploy your games **Mastering UI Development with Unity** Dr. Ashley Godbold, 2024-06-07 Elevate your UI development skills with Unity and C# by learning design principles as well as leveraging Unity UI uGUI the UI Toolkit and IMGUI Key Features Develop game user interfaces with both technical and aesthetic considerations Understand how to use the diverse UI systems provided by Unity Follow step by step examples to create popular user interfaces seen in multiple game genres Purchase of the print or Kindle book includes a free PDF eBook Book Description Mastering UI Development with Unity covers the creation of captivating functional UIs for player interaction and engagement Learn design considerations animation particle effects and UI optimization for various genres and platforms Implement UIs using Unity's UI systems and input systems creating visually engaging elements like HUDs menus and progress bars Discover how to develop and implement UIs across multiple platforms and resolutions with practical examples By the end you'll confidently develop game UIs with technical and aesthetic considerations using Unity's versatile UI elements What you will learn Discover design principles and patterns for crafting visually appealing UIs Explore techniques to scale your UI across resolutions Streamline your UI building process with automatic layouts Understand the properties of the Event System and appropriately hook events to your UI elements Implement Unity's built in uGUI components including those provided by TextMesh Pro Infuse UIs with stunning animation and particle effects Understand when and how to use Unity's UI Toolkit and IMGUI Who this book is for This book is for game developers looking to elevate their Unity game design skills Individuals

who want an in depth explanation of specific UI elements and anyone looking for step by step guidance on how to implement UI components across multiple game genres will also find this book helpful A basic understanding of Unity and C programming is needed Mastering UI Development with Unity Ashley Godbold,2023-10 This book will help you realize the full potential of the UI systems provided by Unity so you can create the best UI for your games *Mastering Unity Scripting* Alan Thorn,2015-01-29 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 Learn Unity for 2D Game Development Alan Thorn,2013-10-25 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 In Learn Unity for 2D Game Development targeted at both game development newcomers and established developers experienced game 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 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 plus you ll learn how to optimize your game for mobile devices **Mastering Unity 2017 Game Development with C#** Alan Thorn,2017-10-30 Master realistic animations and graphics particle systems game AI and physics sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation and graphics particle systems and game physics with Unity 2017 Unleash the power of C scripting to create intelligent game AI and professional grade game workflows Create immersive VR games using the latest Unity 2017 VR SDK Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017 then this is the book for you Basic knowledge of C programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use navigation meshes occlusion culling and Profiler tools Work confidently with GameObjects rotations and transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to make the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book focuses in some detail on a practical project with Unity building a first person game with many features You ll delve into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create

individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes an easy to follow step by step tutorial approach You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety **Unity 2018 Game Development in 24 Hours, Sams Teach Yourself** Mike

Geig,2018-05-01 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2018 game engine at the heart of Ori and the Blind Forest Firewatch Monument Valley and many other sizzling hot games This book s straightforward step by step approach teaches you everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Unity game development tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and Tips point out shortcuts and solutions Learn how to Get up and running fast with the Unity 2018 game engine and editor Work efficiently with Unity s graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity s terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity s Animation and new Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity s 2D tools and Tilemap Apply the finishing touches and deploy your games Unity 2017 2D Game

Development Projects Lauren S. Ferro,Francesco Sapio,2018-01-19 Build classic arcade shooter and platform games with Unity 2D toolset Key Features Leverage the amazing new functionalities of the latest Unity 2017 2D toolkit Learn to create 2D characters animations fast and efficient game play experiences while keeping your games very lightweight Create engaging games that enable you to perform intergalactic warfare and also fun games similar to temple run and so on Book Description 2D games are everywhere Timeless and popular 2D games represent a substantial segment of the games market The Unity engine has revolutionized the gaming industry by making it easier for game developers to create quality games on a budget If you are looking for a guide to create 2D games using Unity 2017 look no further With this book you will learn all the essentials of 2D game development by creating three epic games in a step by step manner throughout the course of this book The first game will have you collecting as many cakes as possible The second will transport you to outer space to

traverse as far as possible while avoiding enemy spaceships The last game will have you running and jumping across platforms to collect coins and other exotic items Throughout all these three games you will create characters make them move and create some enemies And then of course write code to destroy them After showing you the necessities of creating a game this book will then help you to porting the game to a mobile platform and provide a path to publish it on the stores By the end of this book you will not only have created three complete great games but be able to apply your knowledge to create and deploy your own games What you will learn Work with Unity 2017 s new 2D workflow and create a 2D scene Set the scene with different types of backgrounds either static or dynamically using a tileset Bring your character to life through simple animations Understand the core concepts of programming by creating basic code that controls a character and destroys an enemy Create buttons and game controls by using code snippets for input detection Develop three 2D games from genres such as classic arcade space shooter and platformer games Add audio and feedback and deploy your games Who this book is for 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 No C knowledge is required all you need is basic coding and scripting knowledge 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 book is for you

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