

Unity From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Second Edition February 2018

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Unity from Zero to Proficiency (Advanced) - Patrick Felicia 2018-02-14
Newly Edited and Updated Version (Third Edition) for Unity 2019 Create multiplayer games and procedural levels and boost game performances without the headaches Without this book, most people spend too long trying to 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 six chapters that painlessly teach you the necessary skills to extract data from files, create procedural levels, connect to a database, create a network game and optimize your code for a faster and more engaging game. What you will learn After completing this book, you will be able to:
- Create levels procedurally with C#, save yourself time, and speed-up the level design process. - Create levels randomly so that they are

different every time the scene is loaded and add re-playability to your game. - Read XML files using C# and use the data within to create levels. - Create a space simulation using XML and C# and make your scene customizable. - Connect to a database from Unity to save and retrieve the player's score. - Create a simple network tank game with projectiles and explosions. - Create a Simon game. - Optimize your code and your project's structure Content and structure of this book The content of the books is as follows: - In Chapter 1, you will create indoors and outdoors levels from your code. - In Chapter 2, you will set-up your own database and write data from/to the database through Unity to save and update the player's score. - In Chapter 3, you will create a simple (but fun) network tank game. - In Chapter 4, you will design and implement your

version of the Simon game, whereby the player has to memorize an increasing sequence of colors and sounds. - In Chapter 5, you will learn 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. If you want to start creating multi-player games and procedural levels using a tried-and-tested method: download this book now!

[Transforming the Workforce for Children Birth Through Age 8](#) - National Research Council 2015-07-23

Children are already learning at birth, and they develop and learn at a rapid pace in their early years. This provides a critical foundation for lifelong progress, and the adults who provide for the care and the education of young children bear a great responsibility for their health, development, and learning. Despite the fact that they share the same objective - to nurture young children and secure their future success - the various practitioners who contribute to the care and the education of children from birth through age 8 are not acknowledged as a workforce unified by the common knowledge and competencies needed to do their jobs well. Transforming the Workforce for Children Birth Through Age 8 explores the science of child development, particularly looking at implications for the professionals who work with children. This report examines the current capacities and practices of the workforce, the settings in which they work, the policies and infrastructure that set qualifications and provide professional learning, and the government agencies and other funders who support and oversee these systems. This book then makes recommendations to improve the quality of professional practice and the practice environment for care and education professionals. These detailed recommendations create a blueprint for action that builds on a unifying foundation of child development and early learning, shared knowledge and competencies for care and education professionals, and principles for effective professional learning. Young children thrive and learn best when they have secure, positive relationships with adults who are knowledgeable about how to support their development and learning and are responsive to their

individual progress. Transforming the Workforce for Children Birth Through Age 8 offers guidance on system changes to improve the quality of professional practice, specific actions to improve professional learning systems and workforce development, and research to continue to build the knowledge base in ways that will directly advance and inform future actions. The recommendations of this book provide an opportunity to improve the quality of the care and the education that children receive, and ultimately improve outcomes for children.

Unity Game Development Cookbook - Paris Buttfield-Addison 2019-03-13

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

[Godot From Zero to Proficiency \(Beginner\)](#) - Patrick Felicia 2021-04-20 Get started with Godot and game programming fast without the headaches Godot is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Godot and GDScript the hard way. This book is the only one that will get you to learn GDScript fast without wasting so much time. This book is the second book in the series "Godot from Zero to Proficiency" where you will learn to code fast and be able to create your

own video games with Godot in no time. What you will learn After completing this book, you will be able to: - Code in GDScript. - Understand and apply GDScript concepts. - Create a 3D adventure game with the main character, a timer, and a mini-map. - Display and update a user interface with text and images. - Create and use variables and methods for your game. - Load new scenes from the code, based on events in your games. Who this book is for This book is for: - Hobbyists who need a book that gets them started with GDScript and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Godot fast and to enjoy the journey without frustration. This book includes six chapters that painlessly guide you through the necessary skills to master GDScript, use Godot's core features, and create key game mechanics through GDScript (collisions, user interface, etc). It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. Content of the book - Chapter 1 introduces some core programming and GDScript principles. - Chapter 2 helps you to code your first script in GDScript. - Chapter 3 gets you to improve your scripting skills, enhance your game and add more interaction with a scoring system, collision detection, and access to new levels. - Chapter 4 shows you how to create and update the user interface of your game with text and images. - Chapter 5 shows you how to enhance your game with a splash-screen, a simple inventory system, and sound effects, as well as a mini-map. What this book offers - Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. - Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's

relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. - Progress and feel confident in your skills: You will have the opportunity to learn and to use Godot at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. If you want to get started with Godot today, then buy this book now

Unity 2020 By Example - ROBERT. WELLS 2020-09-29

Standard Methods for the Examination of Water and Wastewater - 1913

Introduction to Game Design, Prototyping, and Development - Jeremy Gibson 2015

This hands-on guide covers both game development and design, and both Unity and C#. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.

Unity in Action - Joseph Hocking 2018-03-27

Summary Manning's bestselling and highly recommended Unity book has been fully revised! *Unity in Action, Second Edition* teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design* Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the

screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

Unity from Zero to Proficiency (Intermediate) - Patrick Felicia 2019-09-30

Third Edition updated for Unity 2019, Published in October 2019 In this book, the third book in the series, you will become comfortable with C# programming and Unity by creating three games: a 3D First-Person Shooter, a 2D space shooter, a card matching game, and a 2D puzzle game. The book includes step-by-step activities, as well as quizzes and challenges at the end of each chapter. The content of each chapter is as follows: Chapter 1 provides an introduction to C# and explains key programming concepts such as variables, variable types, polymorphism, constructors, or methods as well as best practices for C# programming

within Unity. Chapter 2 helps you to code your first script in C#. It explains common coding mistakes and errors in Unity, and how to avoid them easily. Chapter 3 gets you to use C# to instantiate, use and control Rigidbody objects from your script as well as explosions to create intelligent robots that track and shoot projectiles at the player. Chapter 4 explains how to create and manage both weapons (e.g., a gun and a grenade launcher) and ammunitions. Chapter 5 explains how to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. Chapter 6 makes it possible to combine the skills that you have acquired in the previous chapters to create a fully functional level. You will also learn how to generate a maze (or game level) dynamically from your code. Chapter 7 explains how to create a simple 2D scrolling shooter where the player will pilot a space ship, avoid asteroids, and destroy enemies to win. Chapter 8 shows you how to add explosions and a scrolling background to your game. Chapter 9 gets you to add intelligent enemies to your game. Chapter 10 explains how you can include a shield to the player, along with audio, more intelligent enemies, and a scoring system. Chapter 11 explains how you can create a card-guessing game. Chapter 12 explains how you can create a 2D puzzle game. Chapter 13 summarizes the topics covered in the book and provides you with more information on the next steps. If you want to create FPS games, 2D Shooters, Card Games and Puzzles with Unity using a tried-and-tested method: buy this book now!

Game Programming with Unity and C# - Casey Hardman 2020-06-13 Designed for beginners with no knowledge or experience in game development or programming, this book teaches the essentials of the Unity game engine, the C# programming language, and the art of object-oriented programming. New concepts are not only explained, but thoroughly demonstrated. Starting with an introduction to Unity, you'll learn about scenes, GameObjects, prefabs, components, and how to use the various windows to interact with the engine. You'll then dive into the fundamentals of programming by reviewing syntax rules, formatting, methods, variables, objects and types, classes, and inheritance, all while getting your hands dirty writing and testing code yourself. Later, the

book explains how to expose script data in the Inspector and the basics of Unity's serialization system. This carefully crafted work guides you through the planning and development of bare bones, simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way, allowing you to focus on the implementation of game mechanics first and foremost. Through these example projects, the book teaches input handling, rigidbodies, colliders, cameras, prefab instantiation, scene loading, user interface design and coding, and more. By the end, you'll have built a solid foundation in programming that will pave your way forward in understanding core C# syntax and fundamentals of object-oriented programming—not just what to type but why it's typed and what it's really doing. Game Programming with Unity and C# will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to independently seek further information on yet-untouched concepts and challenges. What You'll Learn Understand the fundamentals of object-oriented computer programming, including topics specifically relevant for games. Leverage beginner-to-intermediate-level skills of the C# programming language and its syntax. Review all major component types of the Unity game engine: colliders and rigidbodies, lights, cameras, scripts, etc. Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences. Who This Book Is For Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills.

Pro Unity Game Development with C# - Alan Thorn 2014-05-21

In Pro Unity Game Development with C#, Alan Thorn, author of Learn Unity for 2D Game Development and experienced game developer, takes you through the complete C# workflow for developing a cross-platform first person shooter in Unity. C# is the most popular programming language for experienced Unity developers, helping them get the most out of what Unity offers. If you're already using C# with Unity and you want to take the next step in becoming an experienced, professional-level

game developer, this is the book you need. Whether you are a student, an indie developer, or a season game dev professional, you'll find helpful C# examples of how to build intelligent enemies, create event systems and GUIs, develop save-game states, and lots more. You'll understand and apply powerful programming concepts such as singleton classes, component based design, resolution independence, delegates, and event driven programming. By the end of the book, you will have a complete first person shooter game up and running with Unity. Plus you'll be equipped with the know-how and techniques needed to deploy your own professional-grade C# games. If you already know a bit of C# and you want to improve your Unity skills, this is just the right book for you.

A Quick Guide to Card Games with Unity - Patrick Felicia 2020-10-02

Why this book can help you to get started fast with Card Games and Unity It can be intimidating to start with Unity, and while several books can provide comprehensive information, you may, like many other readers, just want to focus on a specific topic and get started fast. This book is part of a series entitled A Quick Guide To, and does just this. In this book series, you have the opportunity to get started on a specific topic in less than 60 minutes, delving right into the information that you really need. Of course, you can, after reading this book, move-on to more comprehensive books; however, quite often, you may have little time to complete a project or to get comfortable with a topic fast. In this book entitled A Quick Guide to Card Games with Unity, you will discover how to create most of the features found in card games by using simple techniques, and you will learn and practice as you go. By following the techniques and suggestions described in this short book, I can promise you that you will get started very fast and create a simple card matching game. Along the way, you will also learn about C#, sprites, and events and combine these skills to create a card game. Content and structure of this book In this book, you will learn about card games with Unity, including: - Setting-up the interface. - Creating a game manager. - Adding multiple cards automatically. - Associating the correct image to each card. - Shuffling the cards. - Allowing the player to choose and move cards. - Checking for a match The main idea behind this book is to

help you to get started quickly with card games. So, if you want to start creating challenging games with simple, yet effective techniques : download this book now!

[Developing 2D Games with Unity](#) - Jared Halpern 2018-11-28

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.

Democracy and Education - John Dewey 1916

John Dewey's Democracy and Education addresses the challenge of providing quality public education in a democratic society. In this classic work Dewey calls for the complete renewal of public education, arguing for the fusion of vocational and contemplative studies in education and for the necessity of universal education for the advancement of self and society. First published in 1916, Democracy and Education is regarded as the seminal work on public education by one of the most important scholars of the century.

Unity from Zero to Proficiency (Proficient) - Patrick Felicia 2020-09-29

First Edition, Published in September 2019 Content and structure of this book In this book, the fifth book in the series, you will become comfortable with creating your own RPG. If you were ever interested in creating systems for your game to speed-up your coding and create and maintain levels easily, then this book is for you. The book includes a list of the learning objectives at the start of each chapter, step-by-step activities, and quizzes to test your knowledge, and the content of each chapter is as follows: - Chapter 1 gives an introduction to the RPG genre. You will learn the design principles that will help you to speed-up your development process. - Chapter 2 helps you to create and animate your main 3D character, add a camera that will follow this character as well as a mini-map. You will also learn to use ProBuilder to create a village. - Chapter 3 explains how to create a dialogue system from an XML file, and how to integrate it seamlessly into your game. - Chapter 4 explains how you can create a simple inventory system and use it to collect, store, and use items that you will find in your quest. - Chapter 5 shows you how to create a shop where the player can buy items that will then be added to the inventory. - Chapter 6 explains how you can create different types of animated and intelligent NPCs that will challenge the player. - Chapter 7 explains how you can create a quest system based on an XML file to manage the objectives for each of your levels. You will learn to read, and use this file for your game. - Chapter 8 explains how you can create an

XP attribution system where the player can use the Xps gained in the previous level to increase his/her skills (e.g., accuracy, power, etc.) - Chapter 9 shows you how you can create a maze randomly using a procedural method so that the maze is different every time the game is played. - Chapter 10 combines the skills that you have learned so far to create a final level where the player needs to eliminate guards, collect gold, and also defeat the boss. After reading this book you will become a better game programmer, improve your knowledge of coding and unity, understand how to make a more complex product, learn some techniques to make an RPG game more modular, especially the quest system, use reusable code/assets that you can employ in your own game, create an inventory for your characters and much more... If you want to get started with your first RPG in Unity and learn reusable systems for your other games, using a tried-and-tested method: buy this book now!

Unity from Zero to Proficiency (Intermediate) - Patrick Felicia
2018-02-27

Why this book can help you to get started with Game Development
Creating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and to get started. Often, these barriers seem higher than they actually are. Maybe you are a teacher trying to introduce games in your classroom or a parent trying to help your child with coding, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on your favorite games; maybe you are a student getting started with game development but you just don't know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed. You may be wondering: "How can I start to create my games if I have no experience of coding", or "this game engine is so complex that I just don't know where to get started". This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills. This is the approach that I have used successfully over the past years to take students from no

knowledge of coding or game development to good levels of proficiency in Unity and coding. Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity and coding. Content and structure of this book In this book, the third book in the series, you will become comfortable with programming in C# by creating a simple survival game in Unity. The book includes: A list of the learning objectives at the start of each chapter. Step-by-step activities. Opportunities to engage in deeper learning and problem-solving skills through challenges at the end of each chapter. Quizzes to test your knowledge. Code solutions (in C#) for each chapter. Cheat-sheets (i.e., shortcuts, best practice, etc.) that you can download. The content of each chapter is as follows: Chapter 1 provides an introduction to C# and explains key programming concepts such as variables, variable types, polymorphism, constructors, or methods as well as best practices for C# programming within Unity. Chapter 2 helps you to code your first script in C#. It explains common coding mistakes and errors in Unity, and how to avoid them easily. Chapter 3 gets you to use C# to instantiate, use and control Rigidbody objects from your script as well as explosions. Chapter 4 explains how to create a simple weapon management system. You will create weapons (e.g., a gun and a grenade launcher), manage the collection of ammunition, and also implement a user interface to keep track of ammunition. Chapter 5 explains how to use Mecanim and NavMesh navigation to control an animated NPC that detects, follows, or shoot at the player. Chapter 6 makes it possible to combine the skills that you have acquired in the previous chapters to create a fully functional level. You will also learn how to generate a maze (or game level) dynamically from your code. Chapter 7 provides answers to Frequently Asked Questions (FAQs) related to FSM, NavMesh, Rigidbody components, or Artificial Intelligence. It also provides links to additional exclusive video tutorials that can help you with some of your questions. Chapter 8 summarizes the topics covered in the book and provides you with more information on the next steps If you want to start

programming in C# using a tried-and-tested method: download this [Python Games from Zero to Proficiency \(Intermediate\)](#) - Patrick Felicia 2022-10-17

Learn Python with Pygame, and create a full pacman game without the headaches Python is a great programming language; however, most people spend too long trying to learn how to code and create games with Python the hard way. This book is the only one that will get you to learn Python fast without wasting so much time. This book is the second book in the series "Python Games from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Python in no time and add interesting game play including Artificial Intelligence for the NPCs. What you will learn - After completing this book, you will be able to: - Be comfortable with Python. - Use common structures to create programs in Python (e.g., loops, conditional statements, etc.). - Know and master the features that you need to create 2D games (user interface, collision and keyboard detection). - Create popular features found in pacman or shooter games. - Create and instantiate classes using Python. - Create and manage an inventory of weapons for the player character using classes and lists. - Create and manage weapons and ammunitions that the player character can collect and use. - Create Artificial Intelligence for NPCs so that they can see or hear the player. - Make it possible for NPC to patrol, detect and follow the player - Create a finite state machine to manage the behaviour of NPCs. - Learn how to use the Pygame library. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Python and game development easily. -Parents looking for a book that introduces their children to game programming painlessly. -Teachers looking for a complete and clear resource on programming through the creation of games. -Aspiring indie game developers. How this book is different This is the only book that you need to get started with Python and game programming fast and to enjoy the journey without frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Python and Python games development, use its core features, and create interesting 2D games. It assumes no prior

knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers This book includes all the features that you need to get started with Python and game development: - Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. - Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. - Progress and feel confident in your skills: You will have the opportunity to learn and to use Python at your own pace and become comfortable with its core features. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. - Create your own games and feel awesome: With this book, you will build your own 2D games and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight away. If you want to get started with Python games today, then buy this book now *Learning C# by Developing Games with Unity 5.x* - Greg Lukosek 2016-03-31

Develop your first interactive 2D platformer game by learning the fundamentals of C# About This Book Get to grips with the fundamentals of scripting in C# with Unity Create an awesome, 2D platformer game from scratch using the principles of object-oriented programming and coding in C# This is a step-by-step guide to learn the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code

by creating games, then this book is for you. What You Will Learn Understand the fundamentals of variables, methods, and code syntax in C# Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object-oriented programming principles Generate infinite levels for your game Create and code a good-looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, released in March 2015, and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency. This book will get you started with programming behaviors in C# so you can create 2D games in Unity. You will begin by installing Unity and learning about its features, followed by creating a C# script. We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C# variables and methods. Moving forward, you will find out how to create, store, and retrieve data from collection of objects. You will also develop an understanding of loops and their use, and you'll perform object-oriented programming. This will help you to turn your idea into a ready-to-code project and set up a Unity project for production. Finally, you will discover how to create the GameManager class to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you will have mastered the art of applying C# in Unity. Style and approach This is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.

Godot From Zero to Proficiency (Foundations) - Patrick Felicia
2021-03-11

Get started with Godot and game programming fast without the headaches Godot is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Godot the hard way. This book is the only one that will get you to learn Godot fast without wasting so much time. This book is

the first book in the series "Godot from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Godot in no time. What you will learn After completing this book, you will be able to: - Know and master the features that you need to create 3D environments for your games. - Quickly create (and navigate through) realistic 3D indoors and outdoors environments. - Create a 3D Maze with lights, walls, and textures. - Create an island with sandy beaches, mountains, and water. - Include and control a car. - Export your games for Mac or PC. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Godot and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Godot fast and to enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Godot's interface, use its core features, and create and navigate through realistic 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers This book includes all the features that you need to get started with Godot and game development: - Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. - Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. - Progress and feel confident in your skills: You will have the opportunity to learn and to use Godot at your own pace and to become comfortable with its interface. This is because every single new concept introduced

will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. - Create your own games and feel awesome: With this book, you will build your 3D environments and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight-away. If you want to get started with Godot today, then buy this book now

Airplane Flying Handbook (FAA-H-8083-3A) - Federal Aviation Administration 2011-09-11

The Federal Aviation Administration's Airplane Flying Handbook provides pilots, student pilots, aviation instructors, and aviation specialists with information on every topic needed to qualify for and excel in the field of aviation. Topics covered include: ground operations, cockpit management, the four fundamentals of flying, integrated flight control, slow flights, stalls, spins, takeoff, ground reference maneuvers, night operations, and much more. The Airplane Flying Handbook is a great study guide for current pilots and for potential pilots who are interested in applying for their first license. It is also the perfect gift for any aircraft or aeronautical buff.

Unity 2020 Mobile Game Development - John P. Doran 2020-08-21

A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset
Key Features
Create, deploy, and monetize captivating and immersive games on Android and iOS platforms
Take your games into the real world by adding augmented reality features to your mobile projects
Kick-start your mobile game development journey with step-by-step instructions and a demo game project
Book Description
Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of

mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learn
Design responsive user interfaces for your mobile games
Detect collisions, receive user input, and create player movements for your mobile games
Create interesting gameplay elements using inputs from your mobile device
Explore the mobile notification package in Unity game engine to keep players engaged
Create interactive and visually appealing content for Android and iOS devices
Monetize your game projects using Unity Ads and in-app purchases
Who this book is for
If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory.
Unity from Zero to Proficiency (Foundations) - Patrick Felicia 2019-02-04
Get Started with Game Programming
Fast Getting started with Unity can be tedious if the resource that you are using doesn't have an approach tailored to your needs. In the past, I have seen how a simple yet detailed approach to teaching Unity can make a real difference to a student's ability to create games confidently and successfully and I have made sure that everything has been included in this book to make your journey enjoyable and to guarantee your success in the creation of video games with Unity. How this book is different
With this book, you will not only learn about Unity but you will also enjoy the journey without the

frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unity's interface, use its core features, and create and navigate through realistic 2D and 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. All the information is introduced progressively. This book is for parents or teachers who would like to introduce their children or students to game development; it is also for hobbyist just getting started with Unity, or aspiring indie game developers. What this book offers This book includes all the features that will guarantee your success as an aspiring game developer: > A book truly designed for beginners This book also assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. > You will be kept motivated throughout the book This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. > You will never feel lost or overwhelmed You will have the opportunity to learn and use Unity at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained. Every step is explained in great details so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. > You will learn by doing With this book, you will build your own 2D and 3D environments and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight-away. What you will learn After completing this book, you will be able to: Feel comfortable with Unity's core features. Apply transformations (e.g., rotate, or scale).

Create a 3D Maze with lights, walls, and textures. Create an island with trees, sandy beaches, mountains, and water. Use cameras and vehicles. Create a 2D platform game (with no scripting). Export your games to the web. Still not sure? Scroll to the top of this page and click on the book's cover to "look inside" this book to see the topics covered, learn more about Patrick's background and determine if reading "Unity from Zero to Proficiency (Foundations)" will be a worthwhile investment. If you want to get started with Unity today, then buy this book now [Godot Engine Game Development Projects](#) - Chris Bradfield 2018-06-29 A project based guides to learn animation, advanced shaders, environments, particle rendering, and networked games with Godot 3.0 Key Features Learn the art of developing cross-platform games Leverage Godot's node and scene system to design robust, reusable game objects Integrate Blender easily and efficiently with Godot to create powerful 3D games Book Description Godot Engine Game Development Projects is an introduction to the Godot game engine and its new 3.0 version. Godot 3.0 brings a large number of new features and capabilities that make it a strong alternative to expensive commercial game engines. For beginners, Godot offers a friendly way to learn game development techniques, while for experienced developers it is a powerful, customizable tool that can bring your visions to life. This book consists of five projects that will help developers achieve a sound understanding of the engine when it comes to building games. Game development is complex and involves a wide spectrum of knowledge and skills. This book can help you build on your foundation level skills by showing you how to create a number of small-scale game projects. Along the way, you will learn how Godot works and discover important game development techniques that you can apply to your projects. Using a straightforward, step-by-step approach and practical examples, the book will take you from the absolute basics through to sophisticated game physics, animations, and other techniques. Upon completing the final project, you will have a strong foundation for future success with Godot 3.0. What you will learn Get started with the Godot game engine and editor Organize a game project Import graphical and audio assets Use Godot's node and scene system to

design robust, reusable game objects Write code in GDScript to capture input and build complex behaviors Implement user interfaces to display information Create visual effects to spice up your game Learn techniques that you can apply to your own game projects Who this book is for Godot Engine Game Development Projects is for both new users and experienced developers, who want to learn to make games using a modern game engine. Some prior programming experience in C and C++ is recommended.

Unity Certified Programmer: Exam Guide - Philip Walker 2020-06-30

A practical guide to Unity game scripting using C#, backed with practice tests, exam tips, and easy-to-follow examples to help you better prepare for the exam and become a pro in Unity programming Key

FeaturesDiscover the essentials of game scripting with Unity and C# to customize every aspect of your gameOvercome challenges in Unity game development using effective techniques and easy solutionsPass the Unity certification exam with the help of mock tests, exam tips, and self-assessment questionsBook Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only validate your Unity knowledge and skills, but also enable you to be part of the Unity community. This study guide will start by building on your understanding of C# programming and take you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the core objectives of the Unity exam. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any recent Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the Animator, Particle Effects, Lighting, UI/UX, Scriptable Objects, and debugging. By the end of this book, you'll have developed a solid understanding of the different tools in Unity and understand how to create impressive Unity applications by making the most of its toolset. What you will learnDiscover techniques for writing modular, readable, and reusable

scripts in UnityImplement and configure objects, physics, controls, and movements for your game projectsUnderstand 2D and 3D animation and write scripts that interact with Unity's Rendering APIExplore Unity APIs for adding lighting, materials, and texture to your appsWrite Unity scripts for building interfaces for menu systems, UI navigation, application settings, and much moreDelve into SOLID principles for writing clean and maintainable Unity applicationsWho this book is for The book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in the game or related industry. Basic knowledge of C# programming and Unity engine is required.

English as a Global Language - David Crystal 2012-03-29

Written in a detailed and fascinating manner, this book is ideal for general readers interested in the English language.

Godot From Zero to Proficiency (Intermediate) - Patrick Felicia 2021-07-13

Get started with Godot and game programming fast without the headaches Godot is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Godot and GDScript the hard way. This is the only book that will get you to learn GDScript fast without wasting so much time. It is the third book in the series "Godot from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Godot in no time. What you will learn After completing this book, you will be able to: Learn intermediate GDScript concepts including timers, ray-casting, templates, co-routines, match structures, functions, loops, classes, enums. Create intelligent robots that target and shoot at the player. Create a weapon management system where the player avails of and can switch between weapons. Create an FPS game where the player has to defeat intelligent enemies and escape a space station Create intelligent NPCs that can navigate, detect and follow the player, and use weapons. Import and control 3D-animated characters from your scripts. Who this book is for This book is for: Hobbyists who need a book

that gets them to be proficient with GDScript and game development easily. Parents looking for a book that introduces their children to game programming painlessly. Teachers looking for a complete and clear resource on programming through the creation of games. Aspiring indie game developers. How this book is different This is the only book that you need to get started with Godot fast and to enjoy the journey without frustration. This book includes six chapters that painlessly guide you through the necessary skills to master GDScript, use Godot's core features, and create key game mechanics through GDScript. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way.

Content of the book Chapter 1 shows you how you can create robots that will target the player. Chapter 2 explains how you can create a weapon management system, collect ammunition, switch between weapons, and hit targets using ray-casting. Chapter 3 gets you to create NPCs that can detect, the player, chase the player, patrol around the level, and inflict damage to the player through punches or gunshots. Chapter 4 explains how you can improve the NPCs' intelligence so that they can follow a given path, and avoid obstacles along the way. Chapter 5 provides answers to Frequently Asked Questions (FAQs). What this book offers Learn without the headaches, Make your dream of creating your own games come true, progress and feel confident in your skills. This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. It ensures that you stay motivated by giving you the right amount of information and challenge in each chapter. You will have the opportunity to learn and to use Godot at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. If you want to get started with Godot today, then buy this book now

Unity 2020 By Example - Robert Wells 2020-09-30

Learn Unity game development with C# through a series of practical projects ranging from building a simple 2D game to adding AR/VR

experiences and machine learning capabilities in a simple yet effective way Key FeaturesGain a high-level overview of the Unity game engine while building your own games portfolioDiscover best practices for implementing game animation, game physics, shaders, and effectsCreate fully featured apps, including Space shooter and a 2D adventure game, and develop AR/VR experiences and Game AI agentsBook Description The Unity game engine, used by millions of developers around the world, is popular thanks to its features that enable you to create games and 3D apps for desktop and mobile platforms in no time. With Unity 2020, this state-of-the-art game engine introduces enhancements in Unity tooling, editor, and workflow, among many other additions. The third edition of this Unity book is updated to the new features in Unity 2020 and modern game development practices. Once you've quickly got to grips with the fundamentals of Unity game development, you'll create a collection, a twin-stick shooter, and a 2D adventure game. You'll then explore advanced topics such as machine learning, virtual reality, and augmented reality by building complete projects using the latest game tool kit. As you implement concepts in practice, this book will ensure that you come away with a clear understanding of Unity game development. By the end of the book, you'll have a firm foundation in Unity development using C#, which can be applied to other engines and programming languages. You'll also be able to create several real-world projects to add to your professional game development portfolio. What you will learnLearn the fundamentals of game development, including GameObjects, components, and scenesDevelop a variety of games in C# and explore the brand new sprite shaping tool for Unity 3D and 2D gamesHandle player controls and input functionality for your Unity gamesImplement AI techniques such as pathfinding, finite state machines, and machine learning using Unity ML-AgentsCreate virtual and augmented reality games using UnityVR and AR FoundationExplore the cutting-edge features of Unity 2020 and how they can be used to improve your gamesWho this book is for If you are a game developer or programmer new to Unity and want to get up and running with the game engine in a hands-on way, this book is for you. Unity developers looking

to work on practical projects to explore new features in Unity 2020 will find this book useful. A basic understanding of C# programming is required.

Balloon Flying Handbook - United States. Flight Standards Service 2001

Learning C# by Developing Games with Unity 2021 - Harrison Ferrone 2021-10-29

Learn C# programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series. Includes invitation to join the online Unity Game Development community to read the book alongside peers, Unity developers/C# programmers and Harrison Ferrone. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Learn C# programming basics, terminology, and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C# knowledge in practice and build a working first-person shooter game prototype in Unity Book Description The Learning C# by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C#, a powerful and versatile programming language with a wide array of applications in various domains. This bestselling franchise presents a clear path for learning C# programming from the ground up through the world of Unity game development. This sixth edition has been updated to introduce modern C# features with Unity 2021. A new chapter has also been added that covers reading and writing binary data from files, which will help you become proficient in handling errors and asynchronous operations. The book acquaints you with the core concepts of programming in C#, including variables, classes, and object-oriented programming. You will explore the fundamentals of Unity game development, including game design, lighting basics, player movement, camera controls, and collisions. You will write C# scripts for simple game mechanics, perform procedural programming, and add complexity to your games by introducing smart enemies and damage-causing projectiles. By the end of the book, you will

have developed the skills to become proficient in C# programming and built a playable game prototype with the Unity game engine. What you will learn Follow simple steps and examples to create and implement C# scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C# Divide your code into pluggable building blocks using interfaces, abstract classes, and class extensions Become familiar with stacks, queues, exceptions, error handling, and other core C# concepts Learn how to handle text, XML, and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you're a developer, programmer, hobbyist, or anyone who wants to get started with Unity and C# programming in a fun and engaging manner, this book is for you. You'll still be able to follow along if you don't have programming experience, but knowing the basics will help you get the most out of this book.

Measuring Productivity - OECD Manual Measurement of Aggregate and Industry-level Productivity Growth - OECD 2001-07-16

This manual presents the theoretical foundations to productivity measurement, and discusses implementation and measurement issues.

Unity from Proficiency to Mastery (C# Programming) - Patrick Felicia 2020-09-30

Whether you are new to C# or a seasoned developer just starting with Unity, you may find it difficult to use C# in Unity because: - You are new to C#. - You already have some coding experience in C# but you may find that many concepts in Unity (e.g., components) are different from working in straight C# code. - You have started coding in C# but you would like more examples specific to C# with Unity, including advanced features. The thing is, regardless of the game that you want to create with Unity, if you want to harness the power of this game engine you will need to understand C#. Use this in-depth Resource to Truly Master C# and Unity You may be able to "slap" some code together to get the job done, but you may wish you could understand the code in more depth

and be able to come-up with your own code that scales-up painlessly; and this makes sense because if you truly want to create code that is efficient, scalable, and that leverages all the features available in Unity, you will probably need to learn C# in more depth, but also to understand how it can be combined to Unity's built-in libraries properly. There are plenty of resources out there; however very few explain C# in the context of Unity; and although they may provide code solutions, they may not give in-depth explanations on the C# concepts and the design ideas behind the code, or explain how the code can be optimized, so that you can avoid issues linked to memory or maintainability down the line. This is the reason why I have created this book. The idea behind its design is to provide a resource for different types of readers (i.e., beginner, intermediate or advanced programmers), to explain C# concepts in-depth, in the context of Unity, and to provide practical information and step-by-step instructions. This book was created to answer frequently-asked questions about C# programming for Unity. It includes over 300 pages of step-by-step instructions to help you become more proficient in C# for Unity. After reading this book, you should be able to (1) Understand C# and Object-Oriented Programming in-depth, (2) apply these concepts in Unity and implement common game mechanics through the built-in classes available in Unity, and (3) optimize your code so that it is easy to maintain. Find the Solution to your Problems in this 300-page Guide After using this book you will be able to solve your C# headaches. Each chapter can be read independently so that you can find and apply the solutions to a specific problem immediately. - Chapter 1 explains C# concepts in depth so that you can become proficient in C# programming and Object-Oriented concepts (e.g., inheritance, constructors, polymorphism, overloading, overriding, etc.) - Chapter 2 shows you how to code and debug C# scripts along with some best practices that will keep your code clean and bug-free. - Chapter 3 explains key concepts in linear algebra so that you can understand and use vectors in Unity (e.g., dot products for vision). - Chapter 4 acts as a cook book where you will find sections that explain how key (and frequently used) methods and C# classes can be employed to improve

your gameplay, and you can go directly to the section that you need for your game (e.g., audio, detection, user-inputs, reading files, etc) and find both explanations and code examples that you can use immediately. - Chapter 5 shows you how to optimize your code and to structure it so that it is easier to maintain using component-based programming, design patterns and useful structures such as delegates or coroutines. - Chapter 6 answers Frequently Asked Questions (FAQs) related to C#. If you want to solve your C# programming headaches and to really understand how C# and Unity work together effectively, download this book now.

Getting Started with Unity - Patrick Felicia 2013

Getting Started with Unity is written in an easy-to-follow tutorial format. "Getting Started with Unity" is for 3D game developers who would like to learn how to use Unity3D and become familiar with its core features. This book is also suitable for intermediate users who would like to improve their skills. No prior knowledge of Unity3D is required.

Game Development with Unity - Michelle Menard 2012

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

[Learning C# by Developing Games with Unity 2020](#) - Harrison Ferrone 2020-08-21

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

A Beginner's Guide to 2D Platform Games with Unity - Patrick Felicia 2020-10-29

Unity from Zero to Proficiency (Intermediate) - Patrick Felicia Newly Edited and Updated Version (Third Edition) for Unity 2019 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to 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 twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent NPCs. - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Create a 2D scrolling shooter. - Create a card-guessing game. - Create a 2D puzzle game. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will learn key C# programming concepts such as variables, variable types, polymorphism, or constructors. - In Chapter 2, you will code and compile your first script in C#. - In Chapter 3, you will create a simple 3D game where the user has to reach the end of the level by avoiding projectiles from intelligent robots. - In Chapter 4, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 5, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 6, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 7, you will create a simple 2D scrolling shooter. - In Chapter 8, you will improve your game by adding explosions and a scrolling background. - In Chapter 9, you will add intelligent spaceships that attack the player. - In Chapter 10, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). - In Chapter 11, you will create a card-guessing game. - In Chapter 12, you will create a 2D puzzle game. - Chapter 13 summarizes the topics covered in the book. If you want to create FPS games, 2D Shooters, Card Games and Puzzles with Unity using a tried-and-tested method: download this book now!

Unreal Engine from Zero to Proficiency (Foundations) - Patrick Felicia 2022-04-26

Get started with Unreal Engine and game programming fast without the headaches Unreal Engine is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Unreal Engine the hard way. This book is the only one that will get you to learn Unreal Engine fast without wasting so much time. This book is the first book in the series "Unreal Engine from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Unreal Engine in no time. What you will learn After completing this book, you will be able to: - Know and master the features that you need to create 3D environments for your games. - Quickly create (and navigate through) realistic 3D indoors and outdoors environments. - Create a 3D Maze with lights, walls, and textures. - Use Unreal Engine's built-in editor to create a house. - Create an island with trees, sandy beaches, mountains, and water. - Include and control a car. - Export your games. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Unreal Engine and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Unreal Engine fast and enjoy the journey without frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unreal Engine's interface, use its core features, and create and navigate through realistic 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers - This book includes all the features that you need to get started with Unreal Engine and game development: - Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. - Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of

information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. - Progress and feel confident in your skills: You will have the opportunity to learn and use Unreal Engine at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. - Create your own games and feel awesome: With this book, you will build your own 3D environments and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight away. If you want to get started with Unreal Engine today, then buy this book now.

Unity From Zero to Proficiency (Foundations) - Patrick Felicia
2017-11-01

Newly Edited and Updated Version (Fourth Edition) for Unity 2019. Get started with Unity and game programming fast without the headaches Unity is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. This book is the first book in the series "Unity from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Unity in no time. What you will learn - After completing this book, you will be able to: - Know and master the features that you need to create 2D and 3D environments for your games. - Quickly create (and navigate through) realistic 3D indoors and outdoors environments. - Create a 3D Maze with lights, walls, and textures. - Use ProBuilder to create a house. - Create an island with trees, sandy beaches, mountains, and water. - Include and control a car and a plane. - Create a 2D platform game (with no scripting

needed). - Export your games to the web. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Unity and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Unity fast and to enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unity's interface, use its core features, and create and navigate through realistic 2D and 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers This book includes all the features that you need to get started with Unity and game development: Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. Progress and feel confident in your skills: You will have the opportunity to learn and to use Unity at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. Create your own games and feel awesome: With this book, you will build your own 2D and 3D environments and you will spend more time creating than reading, to ensure that you can apply the

concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight-away. If you want to get started with Unity today, then buy this book now.

[A Quick Guide to Artificial Intelligence with Unity](#) - Patrick Felicia
2020-10-02

Why this book can help you to get started fast with Artificial Intelligence and Unity It can be intimidating to start with Unity, and while several books can provide comprehensive information, you may, like many other readers, just want to focus on a particular topic and get started fast. This book is part of a series entitled A Quick Guide To, and does just this. In this book series, you have the opportunity to get started on a particular topic in less than 60 minutes, delving right into the information that you really need. Of course, you can, after reading this book, move-on to more comprehensive books; however, quite often, you may have little time to complete a project or to get comfortable with a topic fast. In this book entitled A Quick Guide to Artificial Intelligence with Unity, you will discover how to create intelligent Non-Player Characters using simple techniques and built-in Assets and include common AI features found in 3D games, and learn and practice as you go. By following the techniques and suggestions described in this short book, I can promise you that you will get started very fast and create intelligent NPCs. Along the way, you will also learn about cameras, baking a scene, detecting collisions, and combine these to create challenging AI. Content and structure of this book In this book, you will learn about AI with Unity, including:

- Using built-in assets.
- Make it possible for NPCs to navigate to their destination.
- Make it possible for NPCs to Avoid obstacles.
- Define areas where NPCs should or should not go.

The main idea behind this book is to help you to get started quickly with Artificial Intelligence. So, if you want to start creating challenging games with simple, yet effective techniques : download this book now!

Building an FPS Game with Unity - John P. Doran 2015-10-30

Create a high-quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks About This Book Learn how to use Unity in conjunction with UFPS and ProBuilder to

create a high-quality game quickly Create both interior and exterior environments A step-by step guide to building a project with clear examples and instructions to create a number of interesting scenarios Who This Book Is For This book is for those who want to create an FPS game in Unity and gain knowledge on how to customize it to be their very own. If you are familiar with the basics of Unity, you will have an easier time, but it should make it possible for someone with no prior experience to learn Unity at an accelerated pace. What You Will Learn Use UFPS to build custom weapons with custom meshes and behaviors Explore level design as you prototype levels, making use of Prototype to build levels out quickly Build environments that are realistic as possible while keeping peak performance and repetitiveness down Review tips and tricks on how to create environments using both terrain for outdoor areas and a modular workflow for interiors Develop a number of different encounters that your players can fight against, from a simple turret enemy to complex AI characters from Shooter AI Discover how to create unique objects such as exploding barrels and objects you can interact with Create a custom GUI to help your game stand out from the crowd Package your game for release, create an installer, and get your game out into the world In Detail Unity, available in free and pro versions, is one of the most popular third-party game engines available. It is a cross-platform game engine, making it easy to write your game once and then port it to PC, consoles, and even the web, making it a great choice for both indie and AAA developers. Building an FPS Game in Unity takes readers on an exploration of how to use Unity to create a 3D first person shooter (FPS) title, leveraging the powerful UFPS framework by VisionPunk and Prototype/ProBuilder 2.0 by ProCore3D. After some setting up, you will start by learning how to create custom weapons, prototype levels, create exterior and interior environments, and breathe life into our levels. We will then add polish to the levels. Finally, we will create a custom GUI and menus for our title to create a complete package. Style and approach An easy-to-follow guide with each project containing step-by-step explanations, diagrams, screenshots, and downloadable material. Concepts in Unity and C# are explained as they

are used and for the more inquisitive, there are more details on the

concepts used with additional external resources to learn from.