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# Unity iOS
# Game Development

Develop iOS games from concept to cash flow using Unity

## Beginner's Guide

Gregory Pierce

# Unity Ios Game Development Beginners Guide

**Ryan Henson Creighton**

**Unity Ios Game Development Beginners Guide:**

**Unity Ios Game Development Beginners Guide** Gregory Pierce,2012 This step by step book guides you through the process of using Unity to create monetized iOS games It will get you through all the major learning points in a smooth logical order Youwill also learn how to avoid some common pitfalls This book is for developers and designers who want to learn the process of building commercial game applications using Unity It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7 With each chapter you add new features and content until your social network is ready to be released to the Internet where it can grow By the end of this book you will have a powerful social network which you can either choose to model on the case study or create to your own unique design This book is aimed at anyone looking to create their own social networking website including Businesses building a social network around a product or service can improve your company profile and increase customer loyalty while an internal social network gives you employees a place to keep resources discuss ideas raise concerns and keep up to date on company policies Hobbyists create a community around your hobbies and interests create a local or distributed user group Organizations and charities raise your profile promote your events services and fundraisers and get help from the community in organizing them Families for large families based across the country or across the globe keep up to date with everyone and let everyone know what you are up to You don t need any experience of Drupal or PHP to use this book If you are a Drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website **Learning Unity iOS Game Development** Kyle Langley,2015-09-29 Build exciting games with Unity on iOS and publish them on the App Store About This Book Take advantage of Unity 5 s new tools to create a fully interactive mobile game Learn how to connect your iTunes developer account and use Unity 5 to communicate with it Use your Macintosh computer to publish your game to the App Store Who This Book Is For This book is for iOS developers who want to learn how to build games with Unity for the iOS platform Some prior experience in game development would be useful What You Will Learn Create your own iTunes Connect Developer account and create an app within it Set up iTunes Game Center features in iTunes Connect so you can use them within Unity 5 Construct a game using C that allows users to interactively control the game character Use Unity 5 s editor window to create a custom editor tool specific for the game made in the book Store and keep track of data so the player is able to collect in game pick ups that can be used to purchase in game goods Use all game features so the player is able to fully navigate menus between the front menu and in the game state Make test and finally release builds so you can play on your device and then submit the game to Apple for review In Detail Over recent years the market for mobile game development using Unity has grown multi fold with an overwhelming 600 million gamers playing games developed using Unity engine The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend

to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store From beginners to those who are experienced making video games this book goes through the steps of using Unity 5 to make a game from the ground up and setting the game up with iTunes Game Center features The book begins with an introduction to setting up an iTunes Connect developer account this will allow you to use Unity to its full potential with iOS You will create a new app in iTunes Connect with the settings for Apple approval You will learn in detail how to use Unity 5 and the programming language C to make a fully interactive game that keeps track of player progress Game Center Leaderboards and Achievements as well as displaying iAds and offering In App purchases Moving on you ll discover how to create development and release builds enabling you to test the game on your device before finally submitting the game for Apple s approval By the end of the book you will have a complete understanding of how iTunes and Unity can be used in combination to build and publish a fully interactive and reliable game to the App Store Style and approach This is a step by step guide that covers the fundamentals of gaming and reveals the secrets of building and monetizing games for the iOS platform **Unity 4.x Game Development by Example Beginner's Guide** Ryan Henson Creighton,2013-12-26 This is a practical and light hearted guide to get to grips with creating your first games with easy to follow step by step tutorials using the award winning Unity engine If you ve ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development then this is the book for you Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine as will anyone who has never handled the Unity engine before **Unity Android Game Development by Example Beginner's Guide** Thomas Finnegan,2013-12-20 Unity Android Game Development by Example Beginner s Guide consists of different game application examples No prior experience with programming Android or Unity is required You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity Great for developers new to Unity Android or both this book will walk you through everything you need to know about game development for the Android mobile platform No experience with programming Android or Unity is required Most of the assets used in each chapter project are provided with the book but it is assumed that you have some access to basic image and model creation software You will also need access to an Android powered device *Unity Artificial Intelligence Programming* Dr. Davide Aversa,Aung Sithu Kyaw,Clifford Peters,2018-11-30 Unity 2018 provides game and app developers with a variety of tools to implement Artificial Intelligence AI Leveraging these tools via Unity s API allows limitless possibilities for creating your game s worlds and characters This edition will break down AI into simple concepts to give you a fundamental understanding of the topic to build upon *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 **Ouya Unity Game Development** Gary Riches,2013-10-23 A clear concise and practical guide that will teach you how to build your own console game and become an indie developer This book is for game developers who are interested in developing games for the Ouya console on the Unity game engine It is assumed that you have a basic understanding of Unity **Unity Game Development Blueprints** John P. Doran,2014-11-11 If you want to build enticing projects with Unity this book is for you Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time **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 *Getting Started with Unity 2018* Dr. Edward Lavieri,2018-03-22 The Unity game engine has revolutionized the gaming industry with its complete set of intuitive tools This book will guide you through

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