Unity Android Game Development by Example Beginner's Guide

Thomas Finnegan

Unity Android Game Development by Example Beginner's Guide

Thomas Finnegan

Unity Android Game Development by Example Beginner's Guide Thomas Finnegan

Absolute beginners to designing games for Android will find this book is their passport to quick results. Lots of handholding and practical exercises using Unity 3D makes learning a breeze.

Overview

- Enter the increasingly popular mobile market and create games using Unity 3D and Android
- Learn optimization techniques for efficient mobile games
- Clear, step-by-step instructions for creating a complete mobile game experience

In Detail

Powerful and continuing to grow, the mobile market has never been bigger and more demanding of great games. Android continues to prove itself as a strong contender in this challenging market. With Unity 3D, great games can be made for Android quickly and easily. With its great deployment system, the Android platform is now only one click away.

Unity Android Game Development by Example Beginner's Guide dives straight into making real, fully-functional games, with hands-on examples and step-by-step instructions to give you a firm grounding in Unity 3D and Android. Everything necessary for creating a complete gaming experience is covered and detailed throughout the course of this book.

Using clear and practical examples that progressively build upon each other, this book guides you through the process of creating games in Unity for Android.

Start by learning about all the great features that Unity and Android have to offer. Next, create a Tic-Tac-Toe game while learning all about interfaces. After that, learn about meshes, materials, and animations with the creation of a tank battle game. You will then learn how to expand your game's environment with the addition of shadows and a skybox. Adding on this, you will also learn how to expand the tank battle by creating enemies and using path finding to chase the player. Next, explore touch and tilt controls with the creation of a space fighter game. Then, learn about physics while recreating the most popular mobile game on the market. You will then expand the space fighter game with the addition of all the special effects that make a game great. Finally, complete your experience by learning the optimization techniques required to keep your games running smoothly.

While Unity is available for both Mac and Windows, the book is presented working from a Windows environment. Programming in Unity is possible in C#, JavaScript, and Boo. This book will be working in C# and the final projects will be provided in C# and JavaScript.

From nothing to a fully-featured mobile game, Unity Android Game Development by Example Beginner's Guide takes you through everything it takes to create your next game for the Android platform.

What you will learn from this book

- Set up a development environment to work with both Unity and Android
- Import and work with the basic building blocks of a game: meshes, materials, and animations
- Utilize particles and sound effects to provide feedback to the player
- Adjust camera effects and game logic to create 2D games
- Interface with touch and tilt inputs to create custom control systems
- Set up path finding to create intelligently moving characters
- Successfully create custom graphical interfaces
- Set up and utilize physics to create a mobile game classic
- Create dynamically lit scenes using lightmaps
- Understand the best choices for optimizing a game for the mobile platform

Download Unity Android Game Development by Example Beginner ...pdf

Read Online Unity Android Game Development by Example Beginn ...pdf

Download and Read Free Online Unity Android Game Development by Example Beginner's Guide Thomas Finnegan

From reader reviews:

Jeremy Reed:

The book Unity Android Game Development by Example Beginner's Guide can give more knowledge and also the precise product information about everything you want. Why then must we leave a very important thing like a book Unity Android Game Development by Example Beginner's Guide? A few of you have a different opinion about book. But one aim that will book can give many facts for us. It is absolutely right. Right now, try to closer using your book. Knowledge or data that you take for that, you could give for each other; you could share all of these. Book Unity Android Game Development by Example Beginner's Guide has simple shape but you know: it has great and massive function for you. You can look the enormous world by wide open and read a reserve. So it is very wonderful.

Willie Quinones:

Reading a book tends to be new life style in this particular era globalization. With reading through you can get a lot of information that will give you benefit in your life. Using book everyone in this world may share their idea. Guides can also inspire a lot of people. Lots of author can inspire their reader with their story or their experience. Not only the story that share in the textbooks. But also they write about the knowledge about something that you need example. How to get the good score toefl, or how to teach your children, there are many kinds of book which exist now. The authors on earth always try to improve their expertise in writing, they also doing some research before they write with their book. One of them is this Unity Android Game Development by Example Beginner's Guide.

Kimberly Mason:

People live in this new day of lifestyle always make an effort to and must have the extra time or they will get lot of stress from both everyday life and work. So , if we ask do people have free time, we will say absolutely yes. People is human not really a huge robot. Then we request again, what kind of activity are you experiencing when the spare time coming to you actually of course your answer can unlimited right. Then do you try this one, reading textbooks. It can be your alternative in spending your spare time, the actual book you have read is Unity Android Game Development by Example Beginner's Guide.

Margaret James:

Do you like reading a guide? Confuse to looking for your favorite book? Or your book seemed to be rare? Why so many query for the book? But any people feel that they enjoy with regard to reading. Some people likes studying, not only science book but also novel and Unity Android Game Development by Example Beginner's Guide or others sources were given know-how for you. After you know how the fantastic a book, you feel would like to read more and more. Science e-book was created for teacher or students especially. Those books are helping them to bring their knowledge. In other case, beside science reserve, any other book likes Unity Android Game Development by Example Beginner's Guide to make your spare time a lot more

colorful. Many types of book like here.

Download and Read Online Unity Android Game Development by Example Beginner's Guide Thomas Finnegan #3HVXY051RGB

Read Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan for online ebook

Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan books to read online.

Online Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan ebook PDF download

Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan Doc

Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan Mobipocket

Unity Android Game Development by Example Beginner's Guide by Thomas Finnegan EPub