

Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity

Harrison Ferrone

Unity 5 from Zero to Proficiency (Intermediate) PATRICK. FELICIA,2016-04-21 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

Unity from Zero to Proficiency (Proficient) Patrick Felicia, 2019-10-15 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, Newly Edited and Updated Version (Third Edition) for Unity 2020 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 Non-Payer Characters(NPCs). - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Include advanced Artificial Intelligence for NPCs including: vision, hearing, random paths, fleeing from or ambushing the player. - Create a 2D scrolling shooter. Content and structure of this book The content of the books is as follows: - In Chapter 1, 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 2, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 3, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 4, 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 5, you will add off mesh links and manage costs and areas so that NPCs can avoid sections. - In Chapter 6, you will make it possible for NPCs to follow fixed or random paths. - In Chapter 7, you will add vision and hearing to the NPCs. - In Chapter 8, you will create smarter NPCs that can flee from or ambush the player. - In Chapter 9, you will control an army of NPCs and create an AI-driven opposite team. - In Chapter 10, you will create a simple 2D scrolling shooter. - In Chapter 11, you will improve your game by adding explosions and a scrolling background. - In Chapter 12, you will add intelligent spaceships that attack the player. - In Chapter 13, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). If you want to create FPS games, Intelligent NPCs, and 2D Shooters with Unity using a tried-and-tested method: 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.

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.

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

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 FeaturesLearn C# programming basics, terminology, and coding best practicesBecome confident with Unity fundamentals and features in line with Unity 2021Apply your C# knowledge in practice and build a working first-person shooter game prototype in UnityBook 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 learnFollow simple steps and examples to create and implement C# scripts in UnityDevelop a 3D mindset to build games that come to lifeCreate 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 extensionsBecome familiar with stacks, queues, exceptions, error handling, and other core C# conceptsLearn how to handle text, XML, and JSON data to save and load your game dataExplore the basics of AI for games and implement them to control enemy behaviorWho 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.

Unity Game Development Cookbook Paris Buttfield-Addison,Jon Manning,Tim Nugent,2019-03-13 Discover how to use the Unity game engine to its full potential for both 3D and 2D game development—from the basics of scripting to useful tricks

in gameplay, behavior, and animation. With this problem-solving cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine through brief recipes that teach specific features of the software and scripting systems. Second, you'll apply a collection of snippets to address common gameplay scenarios, such as properly keeping score. 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. This book is ideal for beginning to intermediate Unity developers. You'll find solutions for: 2D and 3D graphics Math, physics, and character control Animation and movement Behavior and AI Sound and music Input and gameplay Scripting and user interface

Learning C# by Developing Games with Unity 2019 Harrison Ferrone,2019-03-30 Understand the fundamentals of C# programming and get started with coding from ground up in an engaging and practical manner Key FeaturesBeginner's guide to getting started with software development concepts from a macro levelLeverage the power of the latest C# in solving the complex programming problemsLearn to script and customize your 3D games and implement animation techniques to make them engagingBook Description Learning to program in today's technical landscape can be a daunting task, especially when faced with the sheer number of languages you have to choose from. Luckily, Learning C# with Unity 2019 removes the guesswork and starts you off on the path to becoming a confident, and competent, programmer using game development with Unity. You'll start off small by learning the building blocks of programming, from variables, methods, and conditional statements to classes and object-oriented systems. After you have the basics under your belt you'll explore the Unity interface, creating C# scripts, and translating your newfound knowledge into simple game mechanics. Throughout this journey, you'll get hands-on experience with programming best practices and macro-level topics such as manager classes and flexible application architecture. By the end of the book, you'll be familiar with intermediate C# topics like generics, delegates, and events, setting you up to take on projects of your own. What you will learnUnderstand programming fundamentals with practice examples in C#Explore the interface and features of Unity 2019Learn C# programming syntax from scratchCreate a game design document and prototype levelExplore intermediate programming topics and best practicesImplement game mechanics, interactions, and UI elements with C#Who this book is for The book caters to developers and programmers who want to get started with C# programming in a fun and engaging manner. Anyone who wants to build games and script in C# language and Unity can take this book up. No prior programming or Unity experience is required.

Learning C# by Developing Games with Unity 2020 Harrison Ferrone,2020-08-21 Key Features Understand C# programming basics, terminology, and coding best practices Put your knowledge of C# concepts into practice by building a fun and playable game Come away with a clear direction for taking your C# programming and Unity game development skills to the next level Book DescriptionOver the years, 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 that can be applied in a wide array of application areas. This book presents a clear path for learning C# programming from the ground up without complex jargon or unclear programming logic, all while building a simple game with Unity. This fifth edition has been updated to introduce modern C# features with the latest version of the Unity game engine, and a new chapter has been added on intermediate collection types. Starting with the basics of software programming and the C# language, you'll learn the core concepts of programming in C#, including variables, classes, and object-oriented programming. Once you've got to grips with C# programming, you'll enter the world of Unity game development and discover how you can create C# scripts for simple game mechanics. Throughout the book, you'll gain hands-on experience with programming best practices to help you take your Unity and C# skills to the next level. By the end of this book, you'll be able to leverage the C# language to build your own real-world Unity game development projects.

What you will learn

- Discover easy-to-follow steps and examples for learning C# programming fundamentals
- Get to grips with creating and implementing scripts in Unity
- Create basic game mechanics such as player controllers and shooting projectiles using C#
- Understand the concepts of interfaces and abstract classes
- Leverage the power of the latest C# features to solve complex programming problems
- Become familiar with stacks, queues, exceptions, error handling, and other core C# concepts
- Explore the basics of artificial intelligence (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 C# programming in a fun and engaging manner, this book is for you. Prior experience in programming or Unity is not required.

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.

Unity in Action, Third Edition Joe Hocking, 2022-03-01

This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In *Unity in Action, Third Edition*, you will learn how to:

- Create characters that run, jump, and bump into things
- Build 3D first-person shooters and third-person action games
- Construct 2D card games and side-scrolling platformers
- Script enemies with AI
- Improve game graphics by importing models and images
- Design an intuitive user interface for your games
- Play music and spatially-aware sound effects
- Connect your games to the internet for online play
- Deploy your games to desktop, mobile, and the web

Thousands of new game developers have chosen Joe Hocking's *Unity in Action* as their first step toward Unity mastery. Starting with the initial groundwork of a new game development project, you'll quickly start writing custom code instead of clicking together premade scripts. This fully updated third edition comes packed with fully

refreshed graphics, Unity's latest features, and coverage of augmented and virtual reality toolkits. You'll master the Unity toolset from the ground up, learning the skills to go from application coder to game developer. Foreword by Jesse Schell. About the technology Writing games is rewarding and fun—and with Unity, it's easy to get started! Unity handles the heavy lifting, so you can focus on game play, graphics, and user experience. C# support and a huge ecosystem of prebuilt components help even first-time developers go from the drawing board to the screen fast. About the book Unity in Action, Third Edition teaches you to create games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality. What's inside Create characters that run, jump, and bump into things Script enemies with AI Play music and spatially-aware sound effects Deploy your games to desktop, mobile, and the web About the reader For programmers who know any object-oriented programming language. Examples are in C#. About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third-person 3D game: Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio: Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players' devices

Godot From Zero to Proficiency (Intermediate) Patrick Felicia, 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 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

Unity Virtual Reality Projects Jonathan Linowes,2015-09-01 Explore the world of Virtual Reality by building immersive and fun VR projects using Unity 3D About This Book Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps Build various types of VR experiences, including diorama, first-person characters, riding on rails, 360 degree projections, and social VR A project-based guide that teaches you to use Unity to develop VR applications, which can be experienced with devices such as the Oculus Rift or Google Cardboard Who This Book Is For If you're a non-programmer unfamiliar with 3D computer graphics, or experienced in both but new to virtual reality, and are interested in building your own VR games or applications then this book is for you. Any experience in Unity is an advantage. What You Will Learn Create 3D scenes with Unity and Blender while learning about world space and scale Build and run VR applications for consumer headsets including Oculus Rift and Google Cardboard Build interactive environments with physics, gravity, animations, and lighting using the Unity engine Experiment with various user interface (UI) techniques that you can use in your VR applications Implement the first-person and third-person experiences that use only head motion gestures for input Create animated walkthroughs, use 360-degree media, and build multi-user social VR experiences Learn about the technology and psychology of VR including rendering, performance and VR motion sickness Gain introductory and

advanced experience in Unity programming with the C# language In Detail What is consumer “virtual reality”? Wearing a head-mounted display you view stereoscopic 3D scenes. You can look around by moving your head, and walk around using hand controls or motion sensors. You are engaged in a fully immersive experience. On the other hand, Unity is a powerful game development engine that provides a rich set of features such as visual lighting, materials, physics, audio, special effects, and animation for creating 2D and 3D games. Unity 5 has become the leading platform for building virtual reality games, applications and experiences for this new generation of consumer VR devices. Using a practical and project-based approach, this book will educate you about the specifics of virtual reality development in Unity. You will learn how to use Unity to develop VR applications which can be experienced with devices such as the Oculus Rift or Google Cardboard. We will then learn how to engage with virtual worlds from a third person and first person character point of view. Furthermore, you will explore the technical considerations especially important and possibly unique to VR. The projects in the book will demonstrate how to build a variety of VR experiences. You will be diving into the Unity 3D game engine via the interactive Unity Editor as well as C-Sharp programming. By the end of the book, you will be equipped to develop rich, interactive virtual reality experiences using Unity. So, let's get to it! Style and approach This book takes a practical, project-based approach to teach specifics of virtual reality development in Unity. Using a reader-friendly approach, this book will not only provide detailed step-by-step instructions but also discuss the broader context and applications covered within.

Unity from Zero to Proficiency (Beginner) Patrick Felicia, 2019-02-13 Second Edition updated for Unity 2017, Published in February 2018 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 second book in the series, you

will become comfortable with scripting in Unity by creating a simple survival game. 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. Full project and code solutions (in JavaScript and 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 gives an introduction to JavaScript and to core principles that will help you to get started with coding. You will learn key programming concepts such as variables, variable types, or functions. Chapter 2 helps you to code your first script. You will learn how to code following best coding practices, debug your code, and also avoid common errors. Chapter 3 gets you to improve your scripting skills, enhance your game and add more interaction. You will learn to implement a scoring system, to detect collisions, and to load new levels. Chapter 4 explains how you can create and update a user interface for your game (e.g., displaying images and messages onscreen) using scripting. Chapter 5 explains how you can polish-up your game. You will add a splash-screen, a simple inventory system, sound effects, as well as a mini-map. Chapter 6 explains how to add Non-Player Characters (NPCs) with Artificial Intelligence (AI). You will configure each NPC and get them to either follow the player or walk along a simple path of your choice, and also detect collision with them. Chapter 7 provides answers to Frequently Asked Questions (FAQs) (e.g., scripting, audio, AI, or user interface). If you want to start scripting with Unity, using a tried-and-tested method: download this book now

The Ultimate Guide to 2D games with Unity Patrick Feliia, 2020-07-31 Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes 15 chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games. What you will learn After completing this book, you will be able to: - Code in C#. - Understand and apply C# concepts. - Create 2D games. - Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle. - Create and use C# variables and methods for your game. - Include intelligent NPCs that chase the player. - Manage collisions, key inputs, and colliders. - Create an update a user interface. - Load new scenes from the code, based on events in your games. Content and structure of this book The content of each chapter is as follows: - Chapters 1, 2, 3, 4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous "Simon Game". - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how

to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now

Unity 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

Artificial Intelligence and Games Georgios N. Yannakakis, Julian Togelius, 2018-02-17 This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

Steps to an Ecology of Mind Gregory Bateson,2000 Gregory Bateson was a philosopher, anthropologist, photographer, naturalist, and poet, as well as the husband and collaborator of Margaret Mead. This classic anthology of his major work includes a new Foreword by his daughter, Mary Katherine Bateson. 5 line drawings.

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Table of Contents Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity

1. Understanding the eBook Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To

Coding Your First Game In C With Unity

- The Rise of Digital Reading Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Advantages of eBooks Over Traditional Books
2. Identifying Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your

- First Game In C With Unity
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - User-Friendly Interface
- 4. Exploring eBook Recommendations from Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Personalized Recommendations
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity User Reviews and Ratings
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity and Bestseller Lists
- 5. Accessing Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Free and Paid eBooks
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Public Domain eBooks
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity eBook Subscription Services
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Budget-Friendly Options
- 6. Navigating Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity eBook Formats
 - ePub, PDF, MOBI, and More
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Compatibility with Devices
 - Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Highlighting and Note-Taking Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Interactive Elements Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
- 8. Staying Engaged with Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Unity 5 From

Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity

9. Balancing eBooks and Physical Books Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Setting Reading Goals Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Fact-Checking eBook Content of Unity 5 From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity
 - Distinguishing Credible Sources

13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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