



Mastering Unity Scripting

Learn advanced C# tips and techniques to make professional-grade games with Unity

Alan Thorn

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systems Navigation and pathfinding **Pro Unity Game Development with C#** Alan Thorn,2014-05-29 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 **Unity 5 Scripting and Gameplay Mechanics** Alan Thorn,2016 Develop your Unity skills further by exploring scripting and gameplay mechanics In this course Alan Thorn helps you understand the fundamentals of using C scripts in Unity to build valuable gameplay elements such as timers and moving objects Then you ll move onto building a solid foundation for engineering more complex behaviors By the end of this course you ll have established a firm intermediate knowledge of Unity Resource description page Unity 5.x By Example Alan Thorn,2016-03-23 An example based practical guide to get you up and running with Unity 5 x About This Book The most updated resource on Unity 5 x with comprehensive discussion on all the new features of Unity 5 x Understand the core concepts surrounding Unity5 game development with this power packed hands on guide Brush up your existing game development skills and create games that have a brilliant gameplay using the excellent examples from this book Who This Book Is For The ideal target audience for this book would be game developers They need not have previous experience with Unity since this book will cover all the basics about game development with unity This would also be a very good resource for Unity developers who want to brush up their basic Unity skills and also get up and running with creating interesting games with Unity 5 x What You Will Learn Understand core Unity concepts such as game objects components and scenes Learn level design techniques for building immersive and interesting worlds Learn to make functional games with C scripting Use the toolset creatively to build games of different themes and styles Learn to handle player controls and input functionality Dive into the process of working with terrains and world creation tools Import custom content into Unity from third party tools such as Maya and Blender Get to grips with making both 2D and 3D games In Detail Unity is an exciting and popular engine in the game industry Throughout this book you ll learn how to use Unity by making four fun game projects from shooters and platformers to exploration and adventure games Unity 5 By Example is an easy to follow guide for quickly learning how to use Unity in practical context step by step by

making real world game projects Even if you have no previous experience of Unity this book will help you understand the toolset in depth You ll learn how to create a time critical collection game a twin stick space shooter a platformer and an action fest game with intelligent enemies In clear and accessible prose this book will present you with step by step tutorials for making four interesting games in Unity 5 and explain all the fundamental concepts along the way Starting from the ground up and moving toward an intermediate level this book will help you establish a strong foundation in making games with Unity 5 Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level **Cert Prep: Unity Scripting and Publishing** Alan Thorn,2019

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certified and show employers you have the Unity skills they are looking for Improve your chances of landing that dream job doing what you love most making games architectural visualizations or films This course helps you study for the sections of the Unity Certified Associate Game Developer exam that deal with scripting and publishing Instructor Alan Thorn covers the basics of scripting demonstrating how to create a C script in Visual Studio print to the console and create useful scripts that make 3D objects move and react He also discusses making timed behaviors generating path finding data for helping nonplayer characters NPCs navigate environments intelligently and using finite state machines to help NPCs make decisions Plus learn how to create convincing patrol chase and attack states for an enemy character

Advanced Game Mechanics in Unity 5 Alan Thorn,2017 Advanced Game Mechanics in Unity helps users push their Unity knowledge to the next level In this course instructor Alan Thorn explores many powerful features in Unity 5 from debugging tools and version control to 2D sprites and user interfaces See how to get started quickly at scripting by useful behaviors and functionality to build solid games across many platforms from endless runners to shooters In Advanced Game Mechanics in Unity 5 we take an in depth look at coding sophisticated game behaviors in C considering subjects such as optimization occlusion culling debugging artificial intelligence and more Learn how to build intricate fun and colorful games that perform well and stand apart By the end of this course you ll have mastered the Unity feature set and will be ready to deploy many concepts and techniques to build your own games Resource description page [Practical Game Development with Unity and Blender](#) Alan Thorn,2014-06-03 Today s game developers particularly those working in smaller independent studios need to be expert generalists that is skilled in a wide range of tasks from coding and level design to 3D modeling animation and more Beyond knowing how to make great games they also need the perspective and the experience to develop products quickly all while working with limited resources time and budgets They must take a holistic approach to the art and science of game development with an emphasis on optimizing workflow In PRACTICAL GAME DEVELOPMENT WITH UNITY AND BLENDER author and developer Alan Thorn presents a unique 10 stage workflow for development success offering advice and ideas and plenty of practical examples for developing games quickly and efficiently using some of today s most popular and free software tools You ll work with Unity game engine Blender 3D modeling and animation and GIMP image editor fusing them into a single productive workflow Far beyond simply teaching you to operate a specific piece of software this book guides you through the full process of game creation with concrete instruction and tangible examples including project and asset files available on the book s companion website PRACTICAL GAME DEVELOPMENT WITH UNITY AND BLENDER will help you become a more powerful developer the kind of broadly skilled generalist who can thrive at any game studio large or small Important Notice Media content referenced within the product description or the product text may not be available in the ebook version

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