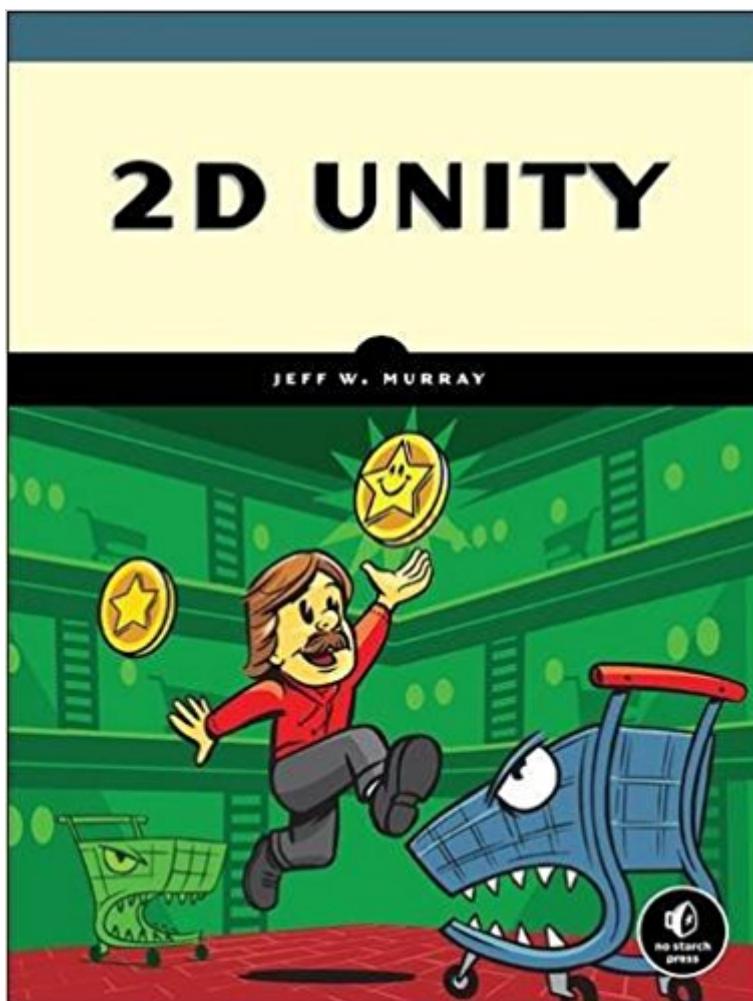The book was found

2D Unity: Your First Game From Start To Finish

Synopsis

Have you ever wanted to make a video game, but didn't know where to start? 2D Unity is an approachable guide to making your own games using Unity, the powerful, free-to-use development platform.2D Unity contains hands-on projects that get you started making games from the ground-up. Unity's complex interface can be intimidating at first, but each chapter includes patient, step-by-step instructions that walk you through its core functionality like importing images, organizing project files, and using its visual Scene editor to set up all the parts of your game. Along the way, you'll draw pixel art, design tile-based levels, and learn introductory game programming in C#. You'll also learn how to:Animate sprites for player characters, enemies, and obstaclesSpawn objects and use Unity's physics engine to drop themShow particle effects when parts of your game environment get destroyedProgram a level builder that turns a block of text into a complete 2D levelDesign graphical user interfaces, including your game's main menuCreate autonomous enemies like evil shopping carts of doomYou'll start out making short arcade-like games like a colorful brick buster and a top-down tile-based game to learn the basics, and you'll build your way up to making a classic 2D platforming game, a la Donkey Kong. By the end, you'll have the skills you need in order to make the 2D games you've always wanted to play.

Book Information

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Customer Reviews

Jeff W. Murray is an independent game designer at PhysicParrot Games. He's worked with Microsoft, Real Arcade, Hasbro, and Lionsgate as a Programmer, Game Designer, and Director. He is the author of C# Game Programming Cookbook for Unity 3D and Game Development for iOS

with Unity3D (both A K Peters/CRC Press).

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