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Unity From Zero To Proficiency Proficient by Patrick Felicia, Unity From Zero To Proficiency Proficient Book available in PDF, EPUB, Mobi Format. Download Unity From Zero To Proficiency Proficient books , 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.

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The Series "Unity from Zero to Proficiency" includes 5 books: (1) Foundations, (2) Beginner, (3) Intermediate, (4) Advanced, and (5) Proficient. Without this series, most people spend too long trying to learn how to use Unity or C# the hard way. This book series is the only one that will get you to learn Unity and C# fast without wasting so much time.

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Regardless of whether the hoodie could be purchased, it did create some kind of a unity on Twitter at least. And by unity, we ' re talking Twitter users uniting in their disgust at the brand for offering its shallow take on a tense political divide brimming with deceit. To read the funniest “ not now, brands ” responses to the Gap ' s post, just hate scroll your way down.

Get Started with Game Programming Fast Getting started with Unity can be tedious if the resource that you are using doesn't have an approach tailored to your needs. In the past, I have seen how a simple yet detailed approach to teaching Unity can make a real difference to a student's ability to create games confidently and successfully and I have

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made sure that everything has been included in this book to make your journey enjoyable and to guarantee your success in the creation of video games with Unity. How this book is different With this book, you will not only learn about Unity but you will also enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unity's interface, use its core features, and create and navigate through realistic 2D and 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. All the information is introduced progressively. This book is for parents or teachers who would like to introduce their children or students to game development; it is also for hobbyist just getting started with Unity, or aspiring indie game developers. What this book offers This book includes all the features

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that will guarantee your success as an aspiring game developer: > A book truly designed for beginners This book also assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. > You will be kept motivated throughout the book 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. > You will never feel lost or overwhelmed You will have the opportunity

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to learn and use Unity at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained. Every step is explained in great details so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. > You will learn by doing With this book, you will build your own 2D and 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. What you will learn After completing this book, you will be able to: Feel comfortable with Unity's core features. Apply transformations (e.g., rotate, or scale). Create a 3D Maze with lights, walls, and textures. Create an island with trees, sandy beaches, mountains, and water. Use cameras and vehicles. Create a 2D platform game (with no scripting).

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Export your games to the web. Still not sure? Scroll to the top of this page and click on the book's cover to "look inside" this book to see the topics covered, learn more about Patrick's background and determine if reading "Unity from Zero to Proficiency (Foundations)" will be a worthwhile investment. If you want to get started with Unity today, then buy this book now

Content and structure of this book In this book, the second book in the series, you will become comfortable with C# programming and Unity by creating three games: one 3D survival game, a word-guessing game, and an infinite Runner. 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

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knowledge. Full project and 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 gives an introduction to C# 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

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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 between the NPCs and the player. Chapter 7 explains how to create a word-guessing using Unity's 2D features. You will use arrays, and read files to create a list from which a random word will be picked and that the user will have to guess. You will also learn to detect and process the user's key entries. Chapter 8 will show you how to create an entertaining 2D infinite runner where the player can control a character that needs to jump over randomly generated obstacles. Chapter 9 provides answers to Frequently Asked Questions (FAQs) (e.g., scripting, audio, AI, or user interface). If you want to start coding in C# and create your own game with Unity using a tried-and-tested

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Newly Edited and Updated Version (Fourth Edition) for Unity 2019. Get started with Unity and game programming fast without the headaches Unity 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 Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. This book is the first book in the series "Unity from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Unity 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 2D and 3D environments for your games. - Quickly

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create (and navigate through) realistic 3D indoors and outdoors environments. - Create a 3D Maze with lights, walls, and textures. - Use ProBuilder to create a house. - Create an island with trees, sandy beaches, mountains, and water. - Include and control a car and a plane. - Create a 2D platform game (with no scripting needed). - Export your games to the web. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Unity 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 Unity fast and to enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to

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master Unity's interface, use its core features, and create and navigate through realistic 2D and 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 Unity 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. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. 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

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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 Unity 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 own 2D and 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 Unity today, then buy

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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

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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

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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

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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

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Whether you are new to C# or a seasoned developer just starting with Unity, you may find it difficult to use C# in Unity because: - You are new to C#. - You already have some coding experience in C# but you may find that many concepts in Unity (e.g., components) are different from working in straight C# code. - You have started coding in C# but you would like more examples specific to C# with Unity, including advanced features. The thing is, regardless of the game that you want to create with Unity, if you want to harness the power of this game engine you will need to understand C#. Use this in-depth Resource to Truly Master C# and Unity You may be able to "slap" some code together to get the job done, but you may wish you could understand the code in

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more depth and be able to come-up with your own code that scales-up painlessly; and this makes sense because if you truly want to create code that is efficient, scalable, and that leverages all the features available in Unity, you will probably need to learn C# in more depth, but also to understand how it can be combined to Unity's built-in libraries properly. There are plenty of resources out there; however very few explain C# in the context of Unity; and although they may provide code solutions, they may not give in-depth explanations on the C# concepts and the design ideas behind the code, or explain how the code can be optimized, so that you can avoid issues linked to memory or maintainability down the line. This is the reason why I have created this book. The idea behind its design is to provide a resource for different types of readers (i.e., beginner, intermediate or advanced programmers), to explain C# concepts in-depth, in the context of

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Unity, and to provide practical information and step-by-step instructions. This book was created to answer frequently-asked questions about C# programming for Unity. It includes over 300 pages of step-by-step instructions to help you become more proficient in C# for Unity. After reading this book, you should be able to (1) Understand C# and Object-Oriented Programming in-depth, (2) apply these concepts in Unity and implement common game mechanics through the built-in classes available in Unity, and (3) optimize your code so that it is easy to maintain. Find the Solution to your Problems in this 300-page Guide After using this book you will be able to solve your C# headaches. Each chapter can be read independently so that you can find and apply the solutions to a specific problem immediately. - Chapter 1 explains C# concepts in depth so that you can become proficient in C# programming and Object-

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Oriented concepts (e.g., inheritance, constructors, polymorphism, overloading, overriding, etc.) - Chapter 2 shows you how to code and debug C# scripts along with some best practices that will keep your code clean and bug-free. - Chapter 3 explains key concepts in linear algebra so that you can understand and use vectors in Unity (e.g., dot products for vision). - Chapter 4 acts as a cook book where you will find sections that explain how key (and frequently used) methods and C# classes can be employed to improve your gameplay, and you can go directly to the section that you need for your game (e.g., audio, detection, user-inputs, reading files, etc) and find both explanations and code examples that you can use immediately. - Chapter 5 shows you how to optimize your code and to structure it so that it is easier to maintain using component-based programming, design patterns and useful structures such as delegates or coroutines. - Chapter 6 answers

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Frequently Asked Questions (FAQs) related to C#. If you want to solve your C# programming headaches and to really understand how C# and Unity work together effectively, download this book now.

In this book, the fourth book in the series, you will learn to create a simple network game, generate levels procedurally, and optimize the performance of your game. This book can be read as a standalone (you don't need to have read the previous books in the series, although it may help) and focuses on four aspects: procedural level creation, database access, multi-player networked games, and code and project optimization (i.e., memory and speed). The main idea behind this book is to save you some headaches when you need to maintain your code or expand your game, and to help you to find the time to actually code your game, by explaining simple and effective ways and best

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coding and organizational practices that you can use easily to create more code (and games) in less time with less stress and more fun. The content of each chapter is as follows: Chapter 1 explains how you can create procedural levels, using arrays, text files, XML files, or images, and avoid spending a lot of time creating your scene manually.

Chapter 2 explains how you can read and write data from/to a database through Unity to save and update user preferences. Chapter 3 explains how to create a simple (but fun) network tank game that can be played by two remote players. Chapter 4 explains advanced techniques to boost the performance of your game, and to make your code and project easily maintainable. Chapter 5 provides answers to frequently-asked questions. The book includes: Step-by-step activities. Challenges at the end of each chapter. Quizzes. Code solutions for each chapter. Cheat-sheets (i.e., shortcuts, best practice, etc.) that you can

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Develop your first interactive 2D platformer game by learning the fundamentals of C# About This Book Get to grips with the fundamentals of scripting in C# with Unity Create an awesome, 2D platformer game from scratch using the principles of object-oriented programming and coding in C# This is a step-by-step guide to learn the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code by creating games, then this book is for you. What You Will Learn Understand the fundamentals of variables, methods, and code syntax in C# Get to know about

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techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object-oriented programming principles Generate infinite levels for your game Create and code a good-looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, released in March 2015, and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency. This book will get you started with programming behaviors in C# so you can create 2D games in Unity. You will begin by installing Unity and learning about its features, followed by creating a C# script. We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C# variables and methods.

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Moving forward, you will find out how to create, store, and retrieve data from collection of objects. You will also develop an understanding of loops and their use, and you'll perform object-oriented programming. This will help you to turn your idea into a ready-to-code project and set up a Unity project for production. Finally, you will discover how to create the GameManager class to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you will have mastered the art of applying C# in Unity. Style and approach This is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to

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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-

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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

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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

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach.

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Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

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