Learning C# by Developing Games with Unity 5.x

Second Edition

Develop your first interactive 2D platformer game by learning the fundamentals of C#

Greg Lukosek

[PACKT]

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Learning C By Developing Games With Unity 5 X Second Edition:

   Learning C# by Developing Games with Unity 5. X Second Edition Greg Lukosek,2016 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 UnityWho This Book Is ForThe 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 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 usersIn DetailUnity 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 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 approachThis is a step by step guide to developing a game from scratch by applying the fundamentals of C and Unity scripting   **Learning C# by Developing Games with Unity 5.x** Greg Lukosek,2016-03-31 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 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 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   *Learning C# by Developing Games with Unity* Moaml Mohmmed,Emma William,2020-10-27 Learning C by Developing Games with Unity C Programming for Unity Game DevelopmentAbout this bookNever before has the video game market been at a better time There are currently many platforms available and the emergence of mobile devices has revolutionized the sector The existence of multiple platforms implies great challenges for developers in decision making both in the choice of platforms and in the sizing of work teams One solution to these problems is to use a game engine and without a doubt the most popular and used engine of the moment is Unity Unity is the most popular engine for reasons such as its powerful tools its ability to generate games on more than 20 different platforms its excellent learning curve and the hundreds of add ons available to it developed by third parties What you ll learnIn this book you will learn in a practical way with numerous examples that will guide you step by step Getting to know the Unity interface Learn C programming syntax from scratch What the fundamental elements of the Unity engine are Understand programming fundamentals with practice examples in C Explore the interface and features of Unity Create a game design document and prototype level Explore intermediate programming topics and best practices Implement game mechanics interactions and UI elements with C develop your first games   *Unity 5* Chris Dickinson,Greg Lukosek,John P. Doran,2017-07-14 Explore every nook and cranny of Unity 5 to turn your imaginations into realityAbout This Book Demystify the C programming language in Unity 5 x Unleash the power of Unity to create a wide variety of projects in numerous genres and formats Master the art of optimization for Unity 5 x applications with tips and techniques that will further enhance your game Who This Book Is ForBeginner level Unity developers who do not have much programming experience What You Will Learn Master the art of applying C in Unity Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to

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Mastering Unity 5.x Alan Thorn,2017-01-27 Create amazing games with solid gameplay features using a professional grade workflow inside the Unity engine About This Book Become a Unity master by creating a practical in depth game development project with Unity Use advanced C scripting to unlock the complete potential of Unity 5 Use Version Control to Effectively Manage and Scale your workflow Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 5 x then this is the book for you Basic knowledge of C

programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use Navigation Meshes Occlusion Culling and the Profiler tools Work confidently with GameObjects Rotations and Transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to take the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book takes an in depth focus on a practical project with Unity building a first person game with many features You ll dive deep into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development and how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes a step by step practical tutorial approach You will create an advanced level Unity game with an emphasis on leveraging the advanced Unity 5 features You will make the most of the Unity 5 advanced features while you develop the game in its entirety **Resources in Education** ,1974 **Research in Education** ,1974 **Understanding socioemotional and academic adjustment during childhood and adolescence: Volume II** José Manuel García-Fernández,Carolina Gonzálvez,Ricardo Sanmartín,Nelly Lagos San Martín,Maria Vicent,2023-02-02 *Subject Guide to Books in Print* ,1993 **Forthcoming Books** Rose Arny,2001 **Learning C# Programming with Unity 3D, second edition** Alex Okita,2019-09-09 Learning C Programming with Unity 3D Second Edition is for the novice game programmer without any prior programming experience Readers will learn how C is used to make a game in Unity 3D Many example projects provide working code to learn from and experiment with As C evolves Unity 3D evolves along with it Many new features and aspects of C are included and explained Common programming tasks are taught by way of making working game mechanics The reader will understand how to read and apply C in Unity 3D and apply that knowledge to other development environments that use C New to this edition includes latest C language features and useful tools included with the NET library like LINQ Local Functions Tuples and more Key Features Provides a starting point for the first time programmer C Code examples are simple short and clear Learn the very basics on up to interesting tricks which C offers *Paperbound Books in Print* ,1992 **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

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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 Learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create 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 extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of 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 Prospective Unity game developers will also find this title useful No prior experience in programming or Unity required   *Books in Print* ,1991   Learning C# by Developing Games with Unity 2020 Harrison Ferrone,2020-08-21 Get to grips with coding in C and build simple 3D games with Unity from the ground up with this updated fifth edition of the bestselling guide 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 **Subject Guide to Children's Books in Print 1997** Bowker Editorial Staff,R R Bowker Publishing,1996-09 **El-Hi Textbooks and Serials in Print** ,2006 English Mechanic and World of Science ,1875 *Subject Guide to Children's Books in Print* ,1978

The book delves into Learning C By Developing Games With Unity 5 X Second Edition. Learning C By Developing Games With Unity 5 X Second Edition is an essential topic that needs to be grasped by everyone, ranging from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Learning C By Developing Games With Unity 5 X Second Edition, encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:

   - Chapter 1: Introduction to Learning C By Developing Games With Unity 5 X Second Edition
   - Chapter 2: Essential Elements of Learning C By Developing Games With Unity 5 X Second Edition
   - Chapter 3: Learning C By Developing Games With Unity 5 X Second Edition in Everyday Life
   - Chapter 4: Learning C By Developing Games With Unity 5 X Second Edition in Specific Contexts
   - Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Learning C By Developing Games With Unity 5 X Second Edition. The first chapter will explore what Learning C By Developing Games With Unity 5 X Second Edition is, why Learning C By Developing Games With Unity 5 X Second Edition is vital, and how to effectively learn about Learning C By Developing Games With Unity 5 X Second Edition.
3. In chapter 2, the author will delve into the foundational concepts of Learning C By Developing Games With Unity 5 X Second Edition. This chapter will elucidate the essential principles that must be understood to grasp Learning C By Developing Games With Unity 5 X Second Edition in its entirety.
4. In chapter 3, the author will examine the practical applications of Learning C By Developing Games With Unity 5 X Second Edition in daily life. This chapter will showcase real-world examples of how Learning C By Developing Games With Unity 5 X Second Edition can be effectively utilized in everyday scenarios.
5. In chapter 4, the author will scrutinize the relevance of Learning C By Developing Games With Unity 5 X Second Edition in specific contexts. This chapter will explore how Learning C By Developing Games With Unity 5 X Second Edition is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, this book will draw a conclusion about Learning C By Developing Games With Unity 5 X Second Edition. This chapter will summarize the key points that have been discussed throughout the book.
   The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Learning C By Developing Games With Unity 5 X Second Edition.

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Learning C By Developing Games With Unity 5 X Second Edition Introduction

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