# Building an FPS Game with Unity

Create a high-quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks

Foreword by Calle Lundgren, Creator of UFPS

## John P. Doran

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# Building An Fps Game With Unity

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**Building An Fps Game With Unity:**

   Building an FPS Game with Unity John P. Doran,2015-10-30 Create a high quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks About This Book Learn how to use Unity in conjunction with UFPS and ProBuilder to create a high quality game quickly Create both interior and exterior environments A step by step guide to building a project with clear examples and instructions to create a number of interesting scenarios Who This Book Is For This book is for those who want to create an FPS game in Unity and gain knowledge on how to customize it to be their very own If you are familiar with the basics of Unity you will have an easier time but it should make it possible for someone with no prior experience to learn Unity at an accelerated pace What You Will Learn Use UFPS to build custom weapons with custom meshes and behaviors Explore level design as you prototype levels making use of Prototype to build levels out quickly Build environments that are realistic as possible while keeping peak performance and repetitiveness down Review tips and tricks on how to create environments using both terrain for outdoor areas and a modular workflow for interiors Develop a number of different encounters that your players can fight against from a simple turret enemy to complex AI characters from Shooter AI Discover how to create unique objects such as exploding barrels and objects you can interact with Create a custom GUI to help your game stand out from the crowd Package your game for release create an installer and get your game out into the world In Detail Unity available in free and pro versions is one of the most popular third party game engines available It is a cross platform game engine making it easy to write your game once and then port it to PC consoles and even the web making it a great choice for both indie and AAA developers Building an FPS Game in Unity takes readers on an exploration of how to use Unity to create a 3D first person shooter FPS title leveraging the powerful UFPS framework by VisionPunk and Prototype ProBuilder 2 0 by ProCore3D After some setting up you will start by learning how to create custom weapons prototype levels create exterior and interior environments and breathe life into our levels We will then add polish to the levels Finally we will create a custom GUI and menus for our title to create a complete package Style and approach An easy to follow guide with each project containing step by step explanations diagrams screenshots and downloadable material Concepts in Unity and C are explained as they are used and for the more inquisitive there are more details on the concepts used with additional external resources to learn from    Creating First-person Shooter Games with Unity Jon Manning,2016 FPS first person shooter games are one of today s most popular game genres In this hands on course you ll learn to use the Unity game engine to build an FPS game all the way from nothing to a complete game Designed for learners with a core understanding of the Unity game engine familiarity with the Inspector know how to get around scene view etc this video teaches you the skills you need to create your own FPS games Resource description page    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     *Learning C# by Developing Games with Unity* Harrison Ferrone,2022-11-29 A new edition of the book is now available Includes invitation to join the online Unity Game Development community to read the book alongside peers Unity developers C programmers and Harrison Ferrone Get With Your Book PDF Copy AI Assistant and Next Gen Reader Free Key Features Develop a strong foundation of programming concepts and the C language Become confident with Unity fundamentals and features in line with Unity 2023 Build a playable game prototype in Unity a working first person shooter game prototype Book DescriptionIt s the ability to write custom C scripts for behaviors and game mechanics that really takes Unity the extra mile That s where this book can help you as a new programmer Harrison Ferrone in this seventh edition of the bestselling series will take you through the building blocks of programming and the C language from scratch while building a fun and playable game prototype in Unity This book will

teach you the fundamentals of OOPs basic concepts of C and Unity engine with lots of code samples exercises and tips to go beyond the book with your work You will write C scripts for simple game mechanics perform procedural programming and add complexity to your games by introducing intelligent enemies and damage dealing projectiles You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls collisions and more with every passing chapter Note The screenshots in the book display the Unity editor in full screen mode for a comprehensive view Users can easily reference color versions of images by downloading them from the GitHub repository or the graphics bundle linked in the book What you will learn Understanding programming fundamentals by breaking them down into their basic parts Comprehensive explanations with sample codes of object oriented programming and how it applies to C Follow simple steps and examples to create and implement C scripts in Unity Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Grasp the basics of a game design document and then move on to blocking out your level geometry adding lighting and a simple object animation Create basic game mechanics such as player controllers and shooting projectiles using C 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 Who 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      <u>Learning C# by Developing Games with Unity 6</u> Harrison Ferrone,2025-10-20 Learn C programming from scratch using the all new Unity 6 as a fun and accessible entry point with this updated edition of the bestselling series Key Features Build a strong foundation in programming concepts and the C language Become confident in the fundamentals and features of Unity in line with Unity 6 Create a playable game prototype in Unity a working first person shooter game prototype Get With Your Book PDF Copy AI Assistant and Next Gen Reader Free Book DescriptionIt s the ability to write custom C scripts for behaviors and game mechanics that really takes Unity the extra mile That s where this book will help you as a new programmer Harrison Ferrone in this eighth edition of the bestselling series will take you through the core concepts of programming and the C language from scratch while building an engaging and playable game prototype in Unity 6 You ll get to grips with the fundamentals of object oriented programming OOP and the Unity engine with lots of code samples exercises and tips to go beyond the book with your work You ll write C scripts for simple game mechanics perform procedural programming request live data from the web and add complexity to your games by introducing intelligent enemies and damage dealing projectiles You ll also explore the underlying mechanics of Unity game development including game design lighting basics player movement camera controls collisions and more with every passing chapter Note The screenshots in the book display the Unity Editor in full screen mode for a comprehensive view You can easily reference color versions of images by downloading them from the GitHub repository or the graphics

bundle linked in the book What you will learn Master programming fundamentals by breaking them into simple digestible parts Understand OOP concepts through clear explanations of C code samples Follow simple steps and examples to create and implement C scripts in Unity 6 Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Grasp game design document basics and then move on to blocking out your level geometry adding lighting and a simple object animation Create basic game mechanics such as player controllers and shooting projectiles using C Who 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 way 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      Creating Games with Unreal Engine, Substance Painter, & Maya Kassandra Arevalo,Matthew Tovar,Jingtian Li,2021-01-11 Description This tutorial based book allows readers to create a first person game from start to finish using industry standard and free to student tools of Maya Substance Painter and Unreal Engine The first half of the book lays out the basics of using Maya and Substance Painter to create game ready assets This includes polygonal modeling UV layout and custom texture painting Then the book covers rigging and animation solutions to create assets to be placed in the game including animated first person assets and motion captured NPC animations Finally readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book Written by industry professionals with real world experience in building assets and games Build a complete game from start to finish Learn what the pros use construct all assets using the tools used at industries across the world All software used are free to students When complete students will have a playable version of an FPS game Jing Tian Li is a graduate of China s Central Academy of Fine Arts and New York s School of Visual Arts where he earned an MFA in Computer Art He currently is an Assistant Professor of 3D Animation Game Design at the University of the Incarnate Word in San Antonio Texas Kassandra Arevalo is an instructor of 3D Animation Game Design at the University of the Incarnate Word in San Antonio Texas She previously worked as an animator at Immersed Games Matt Tovar is an industry veteran animator He has worked at Naughty Dog Infinity Ward and Sony Interactive on such games as The Last of Us Call of Duty Modern Warfare and most recently Marvel s Avengers with Crystal Dynamics He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio Texas

*Unity 2022 by Example* Scott H. Cameron,2024-06-07 Start building commercial and playable games such as 2D collection and adventure games 3D FPS game in Unity with C and add AR VR MR experiences to them with this illustrated guide Key Features Create game apps including a 2D adventure game a 3D first person shooter and more Get up to speed with Unity Gaming Services available for creating commercially viable games Follow steps for publishing marketing and maintaining your games effectively Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionUnity 2022 by Example is a complete introduction to building games in Unity following a project based approach You ll be

introduced to the Unity game engine and the tools available for building and customizing a game exactly the way you want it while maintaining a good code foundation to build upon Once you get to grips with the fundamentals of Unity game development you ll start creating a 2D collection game and an adventure game followed by a 3D first person shooter game Next you ll explore advanced topics such as using machine learning to create AI based enemy behavior virtual reality for extending the first person game and augmented reality for developing a farming simulation game in a real world setting The book will help you gain hands on knowledge of these topics as you build projects using the latest game tool kits You ll also learn how to commercialize your game by publishing it to a distribution platform and maintain and support it throughout its lifespan As you progress you ll gain real world knowledge and experience by taking your games from conceptual design to completion By the end of this Unity book you ll have strong foundational knowledge of how to structure a Unity project that is both maintainable and extensible for commercially released games What you will learn Build game environments and design levels and implement game mechanics using Unity s features Explore 3D game creation focusing on gameplay mechanics and player animation Develop customizable game systems using object oriented architecture Build an MR experience using the XR Interaction Toolkit while learning how to merge virtual and real world elements Get up to speed with advanced AI interactions using sensors and Unity s machine learning toolkit ML Agents Implement dynamic content in games using Unity LiveOps services like Remote Config Who this book is for If you find yourself struggling with completing game projects in Unity and want to follow best practices while maintaining a good coding structure then this book is for you This book is also for aspiring game developers and hobbyists with some experience in developing games who want to design basic playable and commercial games in Unity with a core loop player verbs simple mechanics and win lose conditions Experience with the Unity Editor interface and implementing functionality by creating C scripts is required to get the most out of this book

*Build Your Own Metaverse with Unity* David Cantón Nadales,2023-09-15 Unlock the power of creating your own multiplayer virtual world and explore infinite possibilities by following practical examples on building designing and implementing various features in this part color guide Key Features Create your own Metaverse from scratch with detailed and practical instructions Use Firebase tools to create a distinctive and feature rich virtual world Compile and distribute the finished project to various platforms Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionBuild Your Own Metaverse with Unity is a practical guide for developers with step by step explanations practical examples and screenshots to guide them through essential concepts You ll start by learning how to install Unity and create a character that can move around the virtual world Next you ll learn how to integrate multiplayer functionality user identification and registration in your game universe You ll explore how to create interactive characters dealing with different attributes of the virtual world including acquiring homes and decorating them with various features Additionally you ll understand how to use Firebase tools to make your Metaverse unique By following the expert advice you ll be able to create a feature rich

Metaverse where players can interact with NPCs acquire homes and interact with other players online Finally you ll discover how to compile and distribute the finished project to various platforms while acquiring with necessary skills and knowledge to create a unique and groundbreaking Metaverse By the end of this book you ll be well equipped to create a Metaverse with infinite possibilities What you will learn Master Photon SDK to construct a universe with multiplayer capabilities Familiarize yourself with the benefits of Firebase services when working with Unity3D Store data and settings in a cloud based database Acquire the skills to create NFTs using Unity3D and C Explore dynamic object generation from cloud data and manage game character mechanics Incorporate Oculus quest 2 into your Metaverse Allow gamers to register or log in through Firebase authentication for safe gameplay Who this book is for This book is perfect for beginners as well as seasoned game developers alike With its help you ll learn valuable skills in idea planning construction compilation and distribution ensuring a holistic understanding of metaverse development **Proceedings of Fourth Doctoral Symposium on Computational Intelligence** Abhishek Swaroop,Vineet Kansal,Giancarlo Fortino,Aboul Ella Hassanien,2023-09-16 This book features high quality research papers presented at Fourth Doctoral Symposium on Computational Intelligence DoSCI 2023 organized by Institute of Engineering and Technology IET AKTU Lucknow India on March 3 2023 This book discusses the topics such as computational intelligence artificial intelligence deep learning evolutionary algorithms swarm intelligence fuzzy sets and vague sets rough set theoretic approaches quantum inspired computational intelligence hybrid computational intelligence machine learning computer vision soft computing distributed computing parallel and grid computing cloud computing high performance computing biomedical computing and decision support and decision making *Building an FPS Game with Unity and UFPS* John P. Doran,2017 Unity available in free and pro versions is one of the most popular third party game engines available It is a cross platform game engine making it easy to write your game once and then port it to PC consoles and even the web making it a great choice for both indie and AAA developers This video course begins by building custom weapons with custom meshes and behaviors in a UFPS framework You will then learn how to create different encounters for effective gameplay scenarios You will also learn how to create unique moving objects the player can interact with Finally you will learn to create a custom GUI to help your game stand out from the rest By the end of the course you will have built an amazing FPS game with a stunning GUI created an installer and packaged your game for release Resource description page *Teknologi bangunan dan arsitektur di Indonesia* ,2010 Construction and design of buildings in Indonesia 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 ambusghing 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 possibel 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 oppoite 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      Unity 5. X Game Development Blueprints John P. Doran,2016-05-25 A project based guide to help you create amazing games with Unity 5 xAbout This Book Unleash the power of C coding in Unity and the state of the art Unity rendering engine Through this unique project based approach you will create 7 8 action packed games from scratch This assortment of games will take you on a fun filled journey of becoming a full fledged Unity game developer Who This Book Is ForThis book is best suited for C developers who have some basic knowledge of the Unity Game development platform If you are looking to create exciting and interactive games with Unity and get a practical understanding of how to leverage key Unity features and then optimize the Unity rendering engine then this book is your one stop solution What You Will Learn Find out how to create exciting and interactive games using GUIs Prepare animations to be imported and exported Personalize your animation game with Unity s advanced animation system Work with different animation assets and components Customize the game by modifying the player properties and creating exterior environments Create visualize and edit animated creatures Familiarize yourself with best practices for Unity 5 x animation using iTween Design character actions and expressions Customize your game and prepare it for playinIn DetailThis book will help you to create exciting and interactive games from scratch with the Unity game development platform We will build 7 8 action packed games of different difficulty levels and we ll show you how to leverage the intuitive workflow tools and state of

the art Unity rendering engine to build and deploy mobile desktop as well as console games Through this book you ll develop a complete skillset with the Unity toolset Using the powerful C language we ll create game specific characters and game environments Each project will focus on key Unity features as well as game strategy development This book is the ideal guide to help your transition from an application developer to a full fledged Unity game developerStyle and approach A step by step approach to develop a strong Unity skillset by creating a few action packed games from scratch        *Unity from Zero to Proficiency (Intermediate)* Patrick Felicia,2018-09-20 Newly Edited and Updated Version Third Edition for Unity 2019 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 NPCs Manage 3D animations for the NPCs Create NPCs who can chase the player Create and manage weapons and ammunition for the player Create a 2D scrolling shooter Create a card guessing game Create a 2D puzzle game Content and structure of this book The content of the books is as follows In Chapter 1 you will learn key C programming concepts such as variables variable types polymorphism or constructors In Chapter 2 you will code and compile your first script in C In Chapter 3 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 4 you will create a gun and a grenade launcher that the player can use to defeat enemies In Chapter 5 you will start to use Mecanim and NavMesh navigation to control an animated character that detects follows or attacks the player In Chapter 6 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 7 you will create a simple 2D scrolling shooter In Chapter 8 you will improve your game by adding explosions and a scrolling background In Chapter 9 you will add intelligent spaceships that attack the player In Chapter 10 you will include a shield to the player s spaceship along with other interesting features e g sound FX a scoring system etc In Chapter 11 you will create a card guessing game In Chapter 12 you will create a 2D puzzle game Chapter 13 summarizes the topics covered in the book If you want to create FPS games 2D Shooters Card Games and Puzzles with Unity using a tried and tested method download this book now        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 reduce the amount of code Create and code a good looking functional UI system for your game Find out how to create exciting and interactive games using GUIs Work with different animation assets and components to enhance your game further Personalize your game by learning how to use Unity s advanced animation system Create visualize and edit animated creatures to add to your already amazing game Familiarize yourself with the tools and practices of game development Discover how to create the Game Manager class to generate game levels and develop UI for the game Use the Unity Profiler to find bottlenecks anywhere in your application and discover how to resolve them Implement best practices for C scripting to avoid common mistakesIn DetailUnity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency If you love games and want to learn how to make them but have no idea where to begin then this course is built just for you This learning path is divided into three modules which will take you in this incredible journey of creating games The course begins with getting you started with programming behaviors in C so that you can create 2D games in Unity You will begin by installing Unity and learning about its features You will learn how to perform object oriented programming and discover how to manage the game play loop generate game levels and develop a simple UI for the game By the time this module comes to a close you will have mastered the art of applying C in Unity It is now time we put into use what we learned in the previous module into reality as we move onto the second module Here we will be building 7 8 action packed games of different difficulty levels Each project will focus on key Unity features as well as game strategy development This module will mark your transformation from an application developer to a full fledged Unity game developer Who wouldn t love a game that is fully perfect functional and without any glitches The third module deals with just that by teaching how to enhance your game by learning game optimization skills Here you ll gain an understanding of possible solutions to any problem and how to implement them You will then learn everything you need to know about where performance bottlenecks can be found why they happen and how to work around them With this massive wealth of knowledge at the end of this learning path you will be able to leverage an array of game development techniques to create your own basic games while resolving any issues that you encounter Style and approachThis learning path should be treated as the complete package necessary for building games It is a step by step guide to develop a game from scratch by applying the fundamentals of C and Unity scripting with a reference guide in the end to solve all your gaming problems    Unity 2017 Mobile Game Development John P. Doran,2017-11-30 Learn to create publish and monetize your mobile games with the latest Unity 2017 tool set easily for Android and iOS About This Book One stop solution to becoming proficient in mobile game development using Unity 2017 Port your Unity games to popular platforms such as iOS and Android Unleash the power of C scripting to create realistic gameplay and animations in Unity 2017 Who This Book Is For If you are a game developer and

want to build mobile games for iOS and Android then this is the book for you Previous knowledge of C and Unity is helpful but not required What You Will Learn Use Unity to build an endless runner game Set up and deploy a project to a mobile device Create interesting gameplay elements using inputs from your mobile device Monetize your game projects with Unity ads and in app purchases Design UI elements that can be used well in Landscape and Portrait mode at different resolutions supporting phones tablets and PCs How to submit your game to the iOS and Android app stores In Detail Unity has established itself as an overpowering force for developing mobile games If you love mobile games and want to learn how to make them but have no idea where to begin then this book is just what you need This book takes a clear step by step approach to building an endless runner game using Unity with plenty of examples on how to create a game that is uniquely your own Starting from scratch you will build set up and deploy a simple game to a mobile device You will learn to add touch gestures and design UI elements that can be used in both landscape and portrait mode at different resolutions You will explore the best ways to monetize your game projects using Unity Ads and in app purchases before you share your game information on social networks Next using Unity s analytics tools you will be able to make your game better by gaining insights into how players like and use your game Finally you ll learn how to publish your game on the iOS and Android App Stores for the world to see and play along Style and approach This book takes a clear step by step approach for Unity game developers to explore everything needed to develop mobile games with Unity      A Beginner's Guide to 2D Shooter Games with Unity Patrick Felicia,2020-10-30      *Creating Games with Unity, Substance Painter, & Maya* Jingtian Li,Adam Watkins,Kassandra Arevalo,Matthew Tovar,2021-01-11 This tutorial based book allows readers to create a first person game from start to finish using industry standard and free to student tools of Unity Substance Painter and Maya The first half of the book lays out the basics of using Maya and Substance Painter to create game ready assets This includes polygonal modeling UV layout and custom texture painting The book then covers rigging and animation solutions to create assets to be placed in the game including animated first person assets and motion captured NPC animations Finally readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book Written by industry professionals with real world experience in building assets and games Build a complete game from start to finish Learn what the pros use construct all assets using the tools used at game studios across the world All software used are free to students When complete students will have a playable version of an FPS game Jingtian Li is a graduate of China s Central Academy of Fine Arts and New York s School of Visual Arts where he earned an MFA in Computer Art He currently is an Assistant Professor of 3D Animation Game Design at the University of the Incarnate Word in San Antonio Texas Adam Watkins is a 20 year veteran of 3D education He holds an MFA in 3D Animation and a BFA in Theatre Arts from Utah State University He currently is the Coordinator and Professor of the 3D Animation Game Department at the University of the Incarnate Word in San Antonio Texas Kassandra Arevalo is an instructor of 3D Animation

Game Design at the University of the Incarnate Word in San Antonio Texas She previously worked as an animator at Immersed Games Matt Tovar is an industry veteran animator He has worked at Naughty Dog Infinity Ward and Sony Interactive on such games as The Last of Us Call of Duty Modern Warfare and most recently Marvel s Avengers with Crystal Dynamics He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio Texas

Unity 6 Projects with C# Gildon M Miles,2025-07-29 Master Unity 6 by Building Real Games No Fluff Just Results Want to break into game development fast and confidently Unity 6 Projects with C Build 2D and 3D Games Step by Step is your all in one practical guide to creating real world games using the latest Unity engine and C scripting without getting lost in theory or overwhelmed by jargon Whether you re a complete beginner or an aspiring indie developer this book walks you through building fully functional 2D and 3D games from scratch including player movement UI physics AI mobile support and even multiplayer Each chapter builds your skills through hands on projects turning concepts into working code and polished gameplay You ll master essential topics like Unity 6 fundamentals and the new UI Toolkit Rigidbody physics and animation workflows Creating platformers FPS mechanics and mobile optimized games Saving loading data using ScriptableObjects and object pooling Syncing multiplayer actions with Netcode for GameObjects Building for Android iOS PC and WebGL Author Gildon M Miles is a seasoned developer and game educator recognized for his practical no nonsense teaching style His focus on clarity structure and proven techniques makes this book a trusted blueprint for modern Unity development If you re tired of fragmented tutorials or AI generated fluff this book gives you the professional grade up to date guidance you need whether you re learning for fun preparing for a career or building your first game studio portfolio Build real games Learn Unity 6 Start creating today A Beginner's Guide to 2d Shooter Games With Unity Patrick Felicia,2017-02-02 In this book the second in the Beginner s Guide series you will create a simple 2D shooter game create challenging gameplay and learn techniques to code more in less time 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 scoring system and lives e g keeping track of the score user interface menus and in game information for 2D games movement of the spaceship e g left right up and down missiles and explosions i e fire missiles or create animated explosions upon collision Artificial intelligence e g moving independently or attacking the player and improving your C programing and Unity skills e g important and useful functions and principles that you can reuse in your own games The main idea behind this book is to save you some headaches when you need to create your 2D shooter and to help you to find the time to actually code your game by explaining simple and effective ways and best coding 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 Creating a Simple Level shows you how to create a simple level for a shooter game including a spaceship that you can move in all directions missiles that you can fire and meteorites that appear in random locations and that can be destroyed or avoided by the player Chapter 2 Adding Special Effects explains how it is possible to

create simple yet effective visual effects to improve your game Along the way you will learn how to use sprite sheets and slice them to create your own animations Chapter 3 Improving our Game explains how you can add some interesting Artificial Intelligence to the NPCS i e enemies so that they can detect and shoot at the player you will also learn how to keep track of the health of the player and the NPCs Chapter 4 Polishing up the game shows and explains how to make the game even more challenging by progressively increasing the difficulty levels of the game to add a temporary shield to the player along with sound effects Chapter 5 provides answers to Frequently Asked Questions FAQs related to the topics covered in this book Chapter 6 summarizes the topics covered in the book and provides you with more information on the next steps The method explained in this book has been tried and tested and I can guarantee that after reading this book you will be able to create your own 2D shooter games this is because the book includes step by step instructions plenty of screenshots and explanations and a format that is easy to read just like a friend or a friendly instructor would explain coding to you in a casual way yet concise accurate and informative After buying the book you also get access to the author if you have any question and to plenty of free add ons worth over 100 exclusively made available to you including a member area with weekly updates a private Facebook group where you can post your questions over 25 tutorials video and text cheat sheets discounted paperback copies and much more

The Enigmatic Realm of **Building An Fps Game With Unity**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing in short supply of extraordinary. Within the captivating pages of **Building An Fps Game With Unity** a literary masterpiece penned by a renowned author, readers set about a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book is core themes, assess its distinct writing style, and delve into its lasting impact on the hearts and minds of those who partake in its reading experience.

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