Learn and create

Unity 5

From Zero to Proficiency
(Beginner)

A step-by-step guide to coding your first game

Patrick Felicia

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   Unity from Zero to Proficiency (Beginner) Patrick Felicia,2019-02-13 Second Edition updated for Unity 2017 Published in February 2018 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 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 second book in the series you will become comfortable with scripting in Unity by creating a simple survival game 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 Full project and code solutions in JavaScript and 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 JavaScript 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 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 with them Chapter 7 provides answers to Frequently Asked Questions FAQs e g scripting audio AI or user interface If you want to start scripting with Unity using a tried and tested

method download this book now   **A Quick Guide to c# with Unity** Patrick Felicia,2017-08-02 Why this book can help you to get started fast with C in Unity It can be intimidating to start with Unity and while several books can provide comprehensive information you may like many other readers just want to focus on a particular topic and get started fast This book is part of a series entitled Quick Guides and does just this In this book series you have the opportunity to get started on a particular topic in less than 60 minutes delving right into the information that you really need Of course you can after reading this book move on to more comprehensive books however quite often you may have little time to complete a project or to get comfortable with a topic fast In this book entitled A Quick Guide to C in Unity you will discover how to program in C and you will learn most of the foundation blocks that you need to get started with C e g variables methods events or Object Oriented concepts using a hands on approach where you learn and practice as you go By following the techniques and suggestions described in this short book I can promise you that you will get started very fast and create your own C scripts Along the way you will also learn about best coding practices as well as common errors and how to avoid them easily Content and structure of this book In this book you will learn about using C with Unity including Object Oriented Principles e g classes variable scope events constructors etc Variables conditional statements loops and other useful structures Common C methods used in Unity and their uses The work flow involved in creating and running a script in Unity The main idea behind this book is to help you to get started quickly with C So if you want to start coding in C with Unity download this book now   Unity From Zero to Proficiency (Foundations) Patrick Felicia,2017-11-01 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 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 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 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 this book now **Unity 5 from Zero to Proficiency** Patrick Felicia,2015 **Unity from Zero to Proficiency (Proficient)** Patrick Felicia,2019-10-15 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 If you were ever interested in creating systems for your game to speed up your coding and create and maintain levels easily then this book is for you The book includes a list of the learning objectives at the start of each chapter step by step activities and quizzes to test your knowledge and the content of each chapter is as follows Chapter 1 gives an introduction to the RPG genre You will learn the design principles that will help you to speed up your development process Chapter 2 helps you to create and animate your main 3D character add a camera that will follow this character as well as a mini map You will also learn to use ProBuilder to create a village Chapter 3 explains how to create a dialogue system from an XML file and how to integrate it seamlessly into your game Chapter 4 explains how you can create a simple inventory system and use it to collect store and use items that you will find in your quest Chapter 5 shows you how to create a shop where the player can buy items that will then be added to the inventory Chapter 6 explains how you can create different types of animated and intelligent NPCs that will challenge the player Chapter 7 explains how you can create a quest system based on an XML file to manage the objectives for each of your levels You will learn to read and use this file for your game Chapter 8 explains how you can create an XP attribution system where the player can use the Xps gained in the previous level to

increase his her skills e g accuracy power etc Chapter 9 shows you how you can create a maze randomly using a procedural method so that the maze is different every time the game is played Chapter 10 combines the skills that you have learned so far to create a final level where the player needs to eliminate guards collect gold and also defeat the boss After reading this book you will become a better game programmer improve your knowledge of coding and unity understand how to make a more complex product learn some techniques to make an RPG game more modular especially the quest system use reusable code assets that you can employ in your own game create an inventory for your characters and much more If you want to get started with your first RPG in Unity and learn reusable systems for your other games using a tried and tested method buy this book now   **Unity 5 from Zero to Proficiency (Intermediate)** PATRICK. FELICIA,2016-04-21 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 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 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 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 Rigiddbody 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   Unity from Zero to Proficiency (Beginner) Patrick Felicia,2019-03-28 Newly Edited and Updated Version Third Edition for Unity 2019 Get started with C programming and Unity without the headaches Without my 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 nine chapters that painlessly teach you the necessary skills to master C with Unity and to create both 2D and 3D interactive games What you will learn After completing this book you will be able to Code in C Understand and apply C concepts Create a 3D adventure game with the main character a timer and a mini map Display and update a user interface with text and images Create and use C variables and methods for your game Include intelligent NPCs that chase the player Create a 2D word guessing games and an infinite runner Load new scenes from the code based on events in your games Content and structure of this book The content of each chapter is as follows Chapter 1 introduces some core programming and C principles Chapter 2 helps you to code your first script in C Chapter 3 gets you to improve your scripting skills enhance your game and add more interaction with a scoring system collisions detection and access to new levels Chapter 4 shows you how to create and update the user interface of your game with text and images In Chapter 5 you will add a splash screen a simple inventory system and sound effects as well as a mini map Chapter 6 explains how to add Non Player Characters NPCs that will chase the player Chapter 7 explains how to create a 2D word guessing game 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 method download this book now   **Unity from Zero to Proficiency (Advanced)** Patrick Felicia,2018-02-27 Newly Edited and Updated Version Third Edition for Unity 2019 Create multiplayer games and procedural levels and boost game performances without the headaches Without this book most people spend too long trying to develop and optimize their game the hard way This book is the only one that will get you to create entertaining games and optimize your code without wasting so much time It includes six chapters that painlessly teach you the necessary skills to automatise the creation of multiple game levels using only a few lines of code you will create multiplayer games and also make it possible for players to save their score and other features

between games even if they play on different devices finally you will learn to create fast and responsive games by optimizing your code What you will learn After completing this book you will be able to Create levels procedurally with C save yourself time and speed up the level design process Create levels randomly so that they are different every time the scene is loaded and add re playability to your game Read XML files using C and use the data within to create levels Create a space simulation using XML and C and make your scene customizable Connect to a database from Unity to save and retrieve the player s score Create a simple network tank game with projectiles and explosions Create a Simon game Optimize your code and your project s structure Content and structure of this book The content of the books is as follows In Chapter 1 you will learn to create multiple scenes using a few lines of codes and see how it can save you a lot of time and also provide new and fresh levels to the player every time they play your game along the way you will also create automatic 3D indoor and outdoor environments a complete solar system simulation and a randomly generated maze that you can use for your RPGs In Chapter 2 you will learn how to save data from your game to a database so that players score can be saved between games even if they play on different devices along the way you will also learn to set up your own database and combine C PHP and MySQL even if you have never used these before to transfer data between Unity and your online database In Chapter 3 you will create a simple but fun network tank game and gain skills that will make it possible to create and deploy your own networked multi player game In Chapter 4 you will design and implement your version of the Simon game a very popular memory game in 1970s whereby the player has to memorize an increasing sequence of colors and sounds along the way you will learn how to create and use a finite state machine a very important concept in computer science to manage your game and the player s entries In Chapter 5 you will learn how to optimize your code so that your game is always fast and responsive and so that players enjoy their experience and want to play it again along the way you will also learn how to organize your project and use the best approach to develop your game Chapter 6 provides answers to frequently asked questions If you want to start creating multi player games and procedural levels using a tried and tested method download this book now **Paperbound Books in Print** ,1982 **Unity from Zero to Proficiency (Foundations): A Companion Book** Patrick Felicia,2024-08-01 This book is a companion manual for Unity from Zero to Proficiency Foundations offering tips projects and exercises for both students and teachers alike In This Companion Book Each Chapter Includes a Section for Both Students and Instructors Students will find a wide range of information to both challenge them and strengthen their knowledge and skills in game programming These consist of Chapter Summaries Key concepts and takeaways important terms and definitions and practical applications of the concepts Challenging Questions Yes No questions short answer questions and open ended discussion questions Practice Exercises Hands on activities real world scenarios to apply the concepts and step by step guides to completing tasks Projects Comprehensive projects that apply all key concepts from the chapter Additional Resources Links tools and other resources to support their progress Teachers will find a wealth of information and resources

to help them prepare structure and lead classes where Unity is used These consist of Lesson Plans Objectives key points and activities Teaching Tips How to explain complex concepts common pitfalls faced by students and how to engage students with different skill levels Assessment Tools Suggestions for assignments projects and quizzes including question banks Together this book will help both students and teachers not only understand the skills and knowledge provided in each chapter but also challenge students to further develop their creative and problem solving skills Why Choose This Book Comprehensive Learning Path Structured approach from basic concepts to advanced techniques in Unity and game programming Real World Projects Apply your knowledge through practical game development projects quizzes and challenges Expert Guidance Benefit from the author s extensive experience as an instructor providing clear explanations and valuable insights Support and Resources Access additional resources and support to enhance your learning Who Will Benefit from This Book Teachers Equip yourself with the tools and knowledge to effectively teach Unity and game development Students Gain valuable skills in game development and programming preparing you for future careers in technology Educational Institutions Enhance your curriculum with interactive and engaging content fostering a dynamic learning environment Hobbyists and Enthusiasts Anyone interested in learning Unity will find this book a valuable resource for self study Start your journey today and transform your classroom with Unity Buy now and empower yourself and your students with cutting edge skills in game development   Unity from Zero to Proficiency (Foundations) Patrick Felicia,2019-02-04 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 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 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 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 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

Resources in Education ,1983   *Unity 6 from Zero to Proficiency (Foundations)* Patrick Felicia,2025-07-01 Master Unity 6 Faster Are you ready to create your own epic games This book is your ultimate ticket to mastering Unity game development Purchase of the print or Kindle book includes a free PDF eBook New version for Unity 6 including Two full chapters on Unity 6 Visual Scripting 5 Video Tutorials to help you get started with Unity 6 i e interface objects visual scripts etc Are you ready to turn your gaming passion into reality This book is your ultimate guide to mastering Unity game development no prior experience needed Dive into the exciting world of Unity and learn step by step how to design captivating 3D environments program engaging gameplay mechanics and create stunning visual effects Imagine building your dream games and impressing friends or future employers with your skills This book series equips you with the essential knowledge and hands on practice to become a confident Unity developer Don t miss out on this opportunity join the thriving game development community and bring your imagination to life Grab your copy now and embark on your journey to becoming a pro Unity developer What You Will Learn After completing this book you will be able to Master the key features needed to create 3D game environments Quickly build and navigate realistic indoor and outdoor scenes Create a 3D maze with lights walls and textures Use ProBuilder to design a house Create a realistic island with trees beaches mountains and water Export your games to the web Code an adventure game using Unity Visual Scripting where your player must escape an army of bots Implement key mechanics like collision detection scoring debug messages level loading and NPC animation movement using visual scripting Master Unity and Programming for All Beginners in Game Development Learn the

fundamentals and confidently build your first games through step by step guidance Aspiring Game Designers Turn creative ideas into playable games with immersive environments and mechanics Indie Game Developers Boost your Unity skills with advanced features and best practices Students and Educators A comprehensive and accessible resource for learning or teaching Unity Career Switchers Transition into the game industry with confidence and a solid foundation in Unity development Topics Included in This Book Installing Unity 6 Getting Familiar with the Interface Creating and Exporting a Scene Applying Colors and Textures to Objects Managing Cameras Using First and Third Person Controllers Moving Scaling and Rotating Objects Creating Indoor Scenes with Textured Cubes Designing an Island with a Volcano Trees Beaches and Buildings Building a Realistic Village with ProBuilder Understanding Visual Scripting Concepts Creating a Simple Clicking Game Creating intelligent Bots that follow the player Developing an Adventure Game with Item Collection and NPC Avoidance Unleash Your Game Development Potential Today This comprehensive book stands out for its beginner friendly approach step by step tutorials and practical examples ensuring you become a skilled Unity 6 developer faster than ever Unlock your game development potential buy this book now and start creating your dream games today __Cincinnati Magazine__ ,2005-04 Cincinnati Magazine taps into the DNA of the city exploring shopping dining living and culture and giving readers a ringside seat on the issues shaping the region __Forthcoming Books__ Rose Arny,1999 *Unity from Zero to Proficiency (Advanced)* Patrick Felicia,2019-10-07 Third Edition updated for Unity 2019 Published in October 2019 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 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 You will also learn how to generate a random maze procedurally as well as an outdoor environment in the same style as Minecraft 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 shows you how to create a 2D game where the player has to memorize and to play an increasing sequence of colors and sounds in a similar way as the Simon game that was popular in the 80s Chapter 5 explains advanced techniques to boost the performance of your game and to make your code and project easily maintainable Chapter 6 provides answers to frequently asked questions __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   Subject Guide to Books in Print ,1975   The Software Encyclopedia ,1986   *Unity from Zero to Proficiency (Intermediate)* Patrick Felicia,2018-02-27 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 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 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 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 Rigiddbody 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 If you want to start programming in C using a tried and tested method download this

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