



Unity 5.x Game Development Blueprints

John P. Doran

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Key Features

- 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.

Book Description

This 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 developer

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 playing

About the Author

John P. Doran is a technical game designer who has been creating games for over 10 years. He has worked on an assortment of games in teams from just himself to over 70 in student, mod, and professional projects.

He previously worked at LucasArts on Star Wars: 1313 as a game design intern. He later graduated from DigiPen Institute of Technology in Redmond, WA, with a Bachelor of Science in Game Design.

John is currently a designer in DigiPen's Research and Development branch in Singapore. He is also the lead instructor of the DigiPen-Ubisoft Campus Game Programming Program, instructing graduate level students in an intensive, advanced-level game programming curriculum. In addition to that, he also tutors and assists students on various subjects while giving lectures on C#, C++, Unreal, Unity, game design, and more.

He is the author of Unreal Engine Game Development Cookbook, Building an FPS Game with Unity, Unity Game Development Blueprints, Getting Started with UDK, UDK Game Development, Mastering UDK Game Development, and co-wrote UDK iOS Game Development Beginner's Guide, all available from Packt Publishing. More information about him can be found on his website, <http://johnpdoran.com>.

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