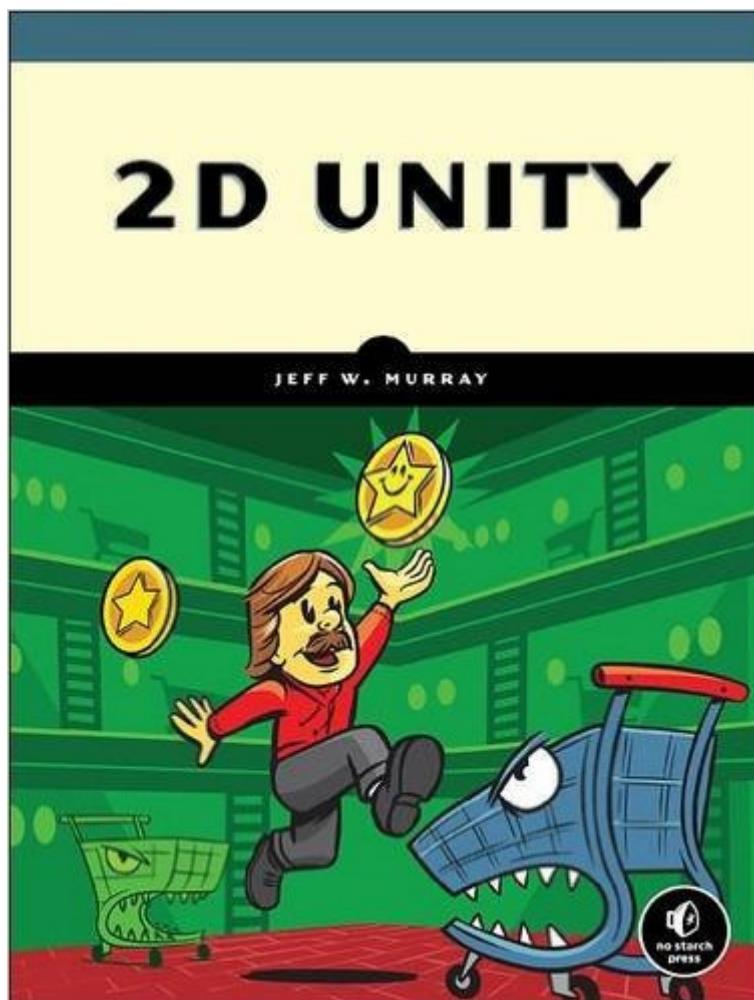


The book was found

2D Unity: Your First Game From Start To Finish



Synopsis

Have you ever wanted to make a video game, but didn't know where to start? 2D Unity is an approachable guide to making your own games using Unity, the powerful, free-to-use development platform. 2D Unity contains hands-on projects that get you started making games from the ground-up. Unity's complex interface can be intimidating at first, but each chapter includes patient, step-by-step instructions that walk you through its core functionality like importing images, organizing project files, and using its visual Scene editor to set up all the parts of your game. Along the way, you'll draw pixel art, design tile-based levels, and learn introductory game programming in C#. You'll also learn how to:

- Animate sprites for player characters, enemies, and obstacles
- Spawn objects and use Unity's physics engine to drop them
- Show particle effects when parts of your game environment get destroyed
- Program a level builder that turns a block of text into a complete 2D level
- Design graphical user interfaces, including your game's main menu
- Create autonomous enemies like evil shopping carts of doom
- You'll start out making short arcade-like games like a colorful brick buster and a top-down tile-based game to learn the basics, and you'll build your way up to making a classic 2D platforming game, a la Donkey Kong. By the end, you'll have the skills you need in order to make the 2D games you've always wanted to play.

Book Information

Paperback: 312 pages

Publisher: No Starch Press; 1 edition (July 30, 2016)

Language: English

ISBN-10: 1593277016

ISBN-13: 978-1593277017

Shipping Weight: 1.1 pounds

Average Customer Review: Be the first to review this item

Best Sellers Rank: #5,280,728 in Books (See Top 100 in Books) #56 in Books > Teens > Education & Reference > Science & Technology > Computers > Programming #81 in Books > Teens > Hobbies & Games > Games & Activities > Computer & Video Games #2765 in Books > Computers & Technology > Games & Strategy Guides > Game Programming

[Download to continue reading...](#)

2D Unity: Your First Game from Start to Finish Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity Start Late, Finish Rich: A No-Fail Plan for Achieving Financial Freedom at Any Age (Finish Rich Book Series) Unity 5 from Zero to Proficiency (Foundations): A

step-by-step guide to creating your first game Small Time Operator: How to Start Your Own Business, Keep Your Books, Pay Your Taxes, and Stay Out of Trouble (Small Time Operator: How to Start Your ... Keep Yourbooks, Pay Your Taxes, & Stay Ou) Unity 3.x Game Development Essentials Art for Kids: Comic Strips: Create Your Own Comic Strips from Start to Finish The Ultimate Rice Cooker Cookbook : 250 No-Fail Recipes for Pilafs, Risottos, Polenta, Chilis, Soups, Porridges, Puddings and More, from Start to Finish in Your Rice Cooker (Non) The Ultimate Rice Cooker Cookbook: 250 No-Fail Recipes for Pilafs, Risotto, Polenta, Chilis, Soups, Porridges, Puddings, and More, from Start to Finish in Your Rice Cooker, Vol. 2 Music Habits - The Mental Game of Electronic Music Production: Finish Songs Fast, Beat Procrastination and Find Your Creative Flow Building a Deck: Expert Advice from Start to Finish (Taunton's Build Like a Pro) Trim Carpentry and Built-Ins: Taunton's BLP: Expert Advice from Start to Finish (Taunton's Build Like a Pro) Manga Crash Course: Drawing Manga Characters and Scenes from Start to Finish Secrets of Acrylic - Landscapes Start to Finish (Essential Artist Techniques) From Cotton to T-shirt (Start to Finish, Second Series: Everyday Products) From Sheep to Sweater (Start to Finish, Second Series: Everyday Products) From Kernel to Corn (Start to Finish, Second (Paperback)) From Shoot to Apple (Start to Finish, Second (Paperback)) From Oil to Gas (Start to Finish, Second Series: Everyday Products) From Iron to Car (Start to Finish, Second Series: Everyday Products)

[Dmca](#)