



Unity in Action: Multiplatform Game Development in C# with Unity 5

By Joe Hocking

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Summary

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on Unity version 5.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Book

This book helps readers build successful games with the Unity game development platform. You will use the powerful C# language, Unity's intuitive workflow tools, and a state-of-the-art rendering engine to build and deploy mobile, desktop, and console games. Unity's single codebase approach minimizes inefficient switching among development tools and concentrates your attention on making great interactive experiences.

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Each sample project illuminates specific Unity features and game development strategies. As you read and practice, you'll build up a well-rounded skill set for creating graphically driven 2D and 3D game applications.

You'll need to know how to program, in C# or a similar OO language. No previous Unity experience or game development knowledge is assumed.

What's Inside

- Program characters that run, jump, and interact
- Build code architectures that manage the game's state
- Connect your games to the internet to download live data

- Deploy games to platforms including web and mobile
- Covers Unity 5

About the Author

Joe Hocking is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.

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Editorial Review

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"Joe Hocking wastes none of your time and gets you coding fast." - from the foreword by Jesse Schell, Author of "The Art of Design"

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