



Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity

By Simon Jackson

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Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity By Simon Jackson

Become an expert in Unity3D's new 2D system, and then join in the adventure to build an RPG game framework!

About This Book

- Learn the advanced features of Unity 2D to change and customize games to suit your needs
- Discover tips and tricks for Unity2D's new toolset
- Understand scripting, deployment, and platform integration with an example at each step
- Get a whole life-cycle overview of game development, from advanced scripting, monetization, marketing and deployment

Who This Book Is For?

- If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

In Detail

- Unity3D has long been seen as a massive 3D game-making middleware system, with lots of power and an easy-to-use editor. Now, with 2D games back in fashion, Unity has created a 2D toolset for developers with the know-how to create great games.

If you are looking for a book that will show you how to make a fully functional, customizable RPG game end to end, then this is the book for you. You will learn how to build an RPG game framework, learning lots of tips and tricks along the way, from advanced C# scripting to getting the most out of Unity's built in features such as Mecanim and curves in ways you may have not even considered.

By the end of this book, you will be able to architect, create, deploy, and integrate your game with all of your intended platforms, and have the knowledge to build and customize the Unity editor for the games you create

with confidence. You will also be tooled with tricks from the trade on marketing, monetization, targeting as many platforms as possible, with a keen focus on how to best profit from your title.

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Editorial Review

About the Author

Simon Jackson

Simon Jackson has been a tinkerer, engineer, problem solver, and solution gatherer ever since his early years. In short, he loves to break things apart, figure out how they work, and then put them back together; usually better than before. He started way back when with his first computer, the Commodore Vic20. It was simple, used a tape deck, and forced you to write programs in basic or assembly language; they were fun times. From there, he progressed through the ZX Spectrum +2 and the joyous days of modern graphics, but still with the 30 minutes load times from a trusty tape deck. Games were his passion even then, which led to many requests for another gaming machine, but Santa brought him an Amstrad 1640, his first PC. From there, his tinkering and building exploded, and that machine ended up being a huge monstrosity with so many add-ons and tweaked fixes. He was Frankenstein, and this PC became his own personal monster crafted from so many parts. Good times. This passion led him down many paths, and he learned to help educate others on the tips and tricks he learned along the way; these skills have equipped him well for the future. Today, he would class himself as a game development generalist. He works with many different frameworks, each time digging down, ripping them apart, and then showing whoever would listen through his blog, videos, and speaking events on how to build awesome frameworks and titles. This has been throughout many generations of C++, MDX, XNA (what a breath of fresh air that was), MonoGame, Unity3D, The Sunburn Gaming Engine, HTML, and a bunch of other proprietary frameworks he did them all. This gives a very balanced view of how to build and manage many different types of multiplatform titles. He didn't stop there as he regularly contributed to the MonoGame project, adding new features and samples, and publishing it on NuGet. He also has several of his own open source projects and actively seeks any new and interesting ones to help with. By day, he is a lowly lead technical architect working in the healthcare industry seeking to improve patients' health and care through better software (a challenge to be sure). By night, he truly soars! Building, tinkering, and educating while trying to push game titles of his own. One day they will pay the bills, but until then, he still leads a double life.

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