

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

Simon Jackson

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**Simon Jackson : Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity:

3 of 3 people found the following review helpful. A fantastic book and still compatible with Unity 5.xBy KizunaI use Unity 5.0.0 and this book was made with Unity 4.3 and 4.6 in mind. Regardless, in a matter of 3 hours, I got through the first 3 chapters of the book, implementing and debugging (any errors and typos that I made) the code and resources given in this book and have had 0 compatibility issues. Everything runs smoothly and I am learning a good bit about how things should work so that whenever I make my own project at the end of this, I will be able to do the file structures and such without any issues. I honestly did not read the full title of this book, so I had no idea that it was based around designing an RPG until after I delved into the book itself. Regardless, I have had ideas in the past for RPG style games that I wanted to make, so this will get me the skills and mindset necessary to create an RPG style

game.0 of 0 people found the following review helpful. It's an OK book, but be prepared to face struggles...By TomGoing through this book now...I'm getting frustrated with it at times...The way the chapters are structured it's hard to tell if the author wants you to do what's written in the section of the book, or just read the section. Also there are about 200 posts to the Errata, so if you do buy the book go to the errata and read through it to get an understanding of where all the screw ups are. The websites that he references to go to where you get your assets has changed their layout, so you'll have a slight headache trying to find what you need, this isn't covered in the Errata I just found out.Overall, the book contains some useful information, but I voted only a 3 due to the ease of getting through the chapters. It is frustrating, but that comes with any new skill you're trying to learn. The way in which this book is structured makes it even more frustrating at times.1 of 1 people found the following review helpful. An excellent introductory text to 2D Game DevelopmentBy Armando De La TorreAn excellent introductory text to 2D Game Development. The explanations are clear and easy to follow. There are some minor changes that have to be made to the code due to Unity version changes.If you want to learn how to use Unity for 2d Games, this is the right book to start with.

Become an expert in Unity3D's new 2D system, and then join in the adventure to build an RPG game framework!About This BookLearn the advanced features of Unity 2D to change and customize games to suit your needsDiscover tips and tricks for Unity2D's new toolsetUnderstand scripting, deployment, and platform integration with an example at each stepGet a whole life-cycle overview of game development, from advanced scripting, monetization, marketing and deploymentWho 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 DetailUnity3D 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.

About the AuthorSimon 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.