

Make a 2D Arcade Game in a Weekend



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Condition: New. Publisher/Verlag: Springer, Berlin | With Unity | Make a 2D Arcade Game in a Weekend with Unity is a beginner's guide to creating and completing your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C sharp language, then build the UX to complete your game. By the time you have finished, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. - Takes you through building a classic Atari style brick breaker game - Provides you the basic knowledge for building games - Teaches you how to script and design UI elements of the game | Part 1. Getting Started 1. Introduction to Unity 2. Understanding the Unity Mobile Environment Part 2. Designing and Building the Game 3. Defining Game Layout and Environment 4. Creating Style and Flow 5. Adding Sound and Music 6. Scripting Game Rules and Logic Part 3. Extending and Releasing the Game 7. Choosing a Menu System 8. Integrating with Social Media 9. Publishing to the App Store Part 4. Appendixes Appendix A. Cross Platform Considerations Appendix B. Guerrilla Marketing Tactics | Format: Paperback | Language/Sprache: english | 296 gr | 237x161x10 mm | 159 pp.



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