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

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Mastering Unity 2D Game Development

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

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Synopsis

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 ForIf 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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Customer Reviews

EDIT - 11/17/14 - This review is for the first edition of the book. I was given a second edition to re-review and will update accordingly.DISCLAIMER - I was given a review copy of the book by a PacktPub representative and asked to provide an honest review.Mr. Jackson's book comes a lot closer to my ideal Unity 3D book than almost any other author I've come across. Mastering Unity2D Game Development as a whole has some very valuable information targeted at experienced developers. However, the package is so confusingly presented that chances are you won't see it unless you are willing to break through the tough outer shell to get at the creamy goodness inside.I am a hobbyist game developer by night, but by day I am a professional software engineer. I have well over a decade of experience, and currently work for a 3,000+ employee organization based in the United States. I am a college graduate with several recognized industry certifications. I am very comfortable with the C# language and SDLC best practices in general. I frequent the Unity 3D forums a lot as a hobbyist developer (I have one release under my belt), and I have had a LOT of trouble finding a Unity book that falls in what I believe is the gap between "learning Unity" without having to deal with the "learning how to program" content. I don't want to learn how to code. I want to learn how to use Unity from a programmer's perspective, while also learning about some game development nuances, tips, and techniques for certain situations.Next - this book was reviewed using Unity 4.6 Beta build 17. This build includes the new but not-stable-as-of-this-review UX system. The book was written with version 4.

If you're interested in getting into game development, then chances are you've heard of Unity. Unity is a development middleware- a software platform and engine that basically streamlines and simplifies the process. Not only that, but it has utilities to easily port your software to various platforms, including PC, iOS, Wii U, and many, many more. "Mastering Unity 2D Game Development" is an eBook that will teach you the ins and outs of using Unity to create 2D games, and walks you through a sample RPG project; going as far as to provide you with a library of sample code and free graphical/audio assets. Beyond that, the book also covers a multitude of other subjects pertinent to creating and selling your game. You get technical advice such as how to extend and add on to the Unity editor itself, and effectively deploying to the multiple platforms that Unity supports. There is also a lot of important info on the non-tech side; work flow and project management, planning and preparation for publishing, and even a bit on APIs and different monetization options.Is this book right for me?"Mastering Unity 2D Game Development" is essentially Beginner to Intermediate in terms of difficulty. It is advisable that you're familiar with the

terms used, as well as some basic coding knowledge; though the explanations are fairly thorough. The book even starts off with a more casual, inviting tone, great for starting out; though it feels more like a tech-manual grind later as the details pile on. This approach works well enough here. With the chapter layout and plethora of samples, you can jump in and out for reference pretty freely. However, this also exposes the title's biggest weakness.

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