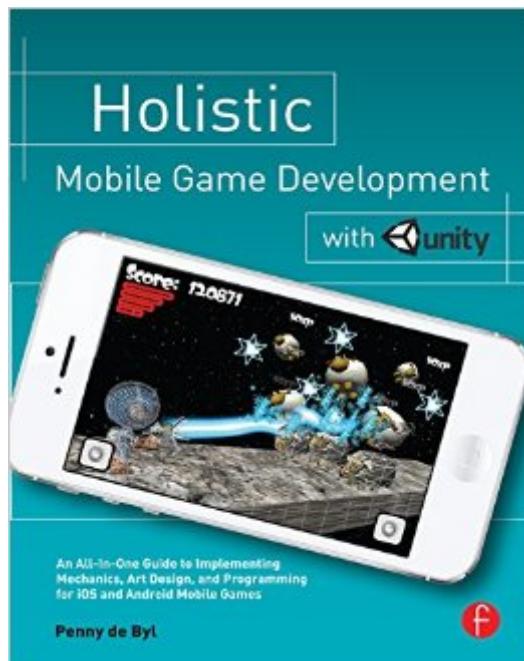


The book was found

Holistic Mobile Game Development With Unity



Synopsis

Holistic Mobile Game Development with Unity: An All-In-One Guide to Implementing Mechanics, Art Design and Programming for iOS and Android GamesMaster mobile game design and development in this all-in-one guide to creating iOS and Android games in the cutting-edge game engine, Unity. By using Penny de Bylâ™s holistic method, you will learn about the principles of art, design, and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry. In addition, hands-on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store. Over 70 practical step-by-step exercises recreating the game mechanics of contemporary mobile games, including Angry Birds, Temple Run, Year Walk, Minecraft, Curiosity Cube, Fruit Ninja, and more. Design principles, art, and programming in unison â€“ the one-stop shop for indie developers requiring interdisciplinary skills in their small teams. An introduction to essential two- and three-dimensional mathematics, geometry and physics concepts. A portfolio of royalty free reusable game mechanics and assets. Accompanying website, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and teaching resources. Challenge questions and lesson plans are available online for an enhanced learning experience.

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Customer Reviews

This all-in-one guide to creating iOS and Android games, the cutting-edge game engine. Excellent book with more than 70 practical recreating the game mechanics. Highly recommended to everyone interested in the game development.

Excellent guide implementation of several of the most successful mechanical/gameplays in the videogame market; 100% recommended for those who have the approach to learn the best tips for game development on unity (c# + 4.x). Very good methodology and writing; there are comments about no complaints on Kindle versions, plus the printed version and is almost a bible and reference guide for development in unity.greetings to all.[nkt]-----Excelente guÃ-a de implementaciÃ-n de varias de las mÃ©jicas mas exitosas en el mercado de los videojuegos; 100% recomendado para todos aquellos que tienen el enfoque de aprender los mejores tips de desarrollo para videojuegos sobre unity (c# + 4.x). Muy buena metodologÃ-a y redacciÃ-n; hay quejas sobre las versiones kindle, mÃ;s, la versiÃ-n impresa es casi una biblia y guÃ-a de referencia para el desarrollo en unity.un saludo a todos.[nkt]

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