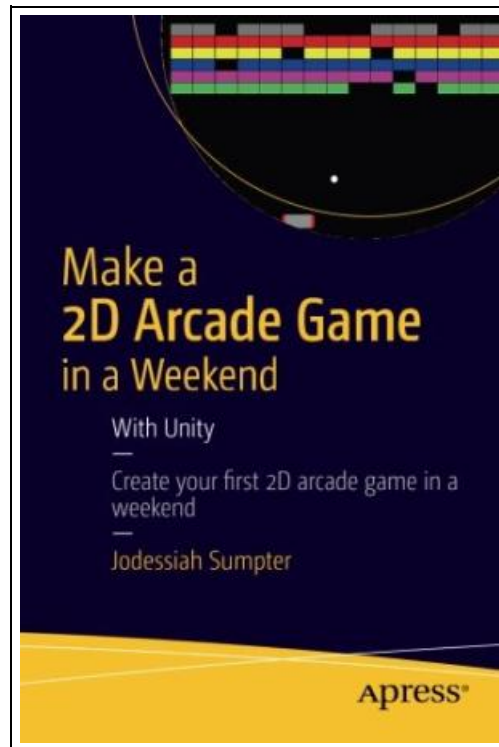# Make a 2D Arcade Game in a Weekend

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Reviews

This pdf is fantastic. It really is basic but shocks inside the 50 % in the pdf. I realized this pdf from my i and dad encouraged this pdf to discover.

(Hunter Witting)

MAKE A 2D ARCADE GAME IN A WEEKEND

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 Started1. Introduction to Unity2. Understanding the Unity Mobile EnvironmentPart 2. Designing and Building the Game3. Defining Game Layout and Environment4. Creating Style and Flow5. Adding Sound and Music6. Scripting Game Rules and LogicPart 3. Extending and Releasing the Game7. Choosing a Menu System8. Integrating with Social Media9. Publishing to the App StorePart 4. AppendixesAppendix A. Cross Platform ConsiderationsAppendix B. Guerrilla Marketing Tactics | Format: Paperback | Language/Sprache: english | 296 gr | 237x161x10 mm | 159 pp.

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