

# [PDF] Unity In Action: Multiplatform Game Development In C# With Unity 5

Joe Hocking - pdf download free book

GAME PROGRAMMING Copyrighted Material

## Unity in Action by Joe Hocking

This book helps readers build successful games with the Unity game development platform. You will use the powerful C# language, Unity's intuitive workflow tools, and a state-of-the-art rendering engine to build and deploy mobile, desktop, and console games. Unity's single code-base approach minimizes inefficiency switching among development tools and concentrates your attention on making great interactive experiences.

Unity in Action teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Each sample project illustrates specific Unity features and game development strategies. As you read and practice, you'll build up a well-rounded skill set for creating graphically driven 2D and 3D game applications.

### What's Inside

- Program characters that run, jump, and interact
- Build code architectures that manage the game's state
- Connect your games to the internet to download live data
- Deploy games to platforms including web and mobile
- Covers Unity version 5.0

You'll need to know how to program in C# or a similar OOP language. No previous Unity experience or game development knowledge is assumed.

Joe Hocking is a software engineer specializing in interactive media development. He works for Sengier Games and teaches classes in game development at Columbia College Chicago.

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“Joe Hocking wastes none of your time and gets you coding fast.”

—From the Foreword by Jesse Schell, author of *The Art of Game Design*

“Gets you up and running in no time.”

—Sergio Arbes, codirector

“The text is clear and concise, and the examples are outstanding.”

—Dan Kacmar, Sr. Wolters Kluwer

“All the roadblocks experienced, and I took my game from concept to build in short order.”

—Philip Taffe, SORHOLD LLC

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## Description:

### Summary

*Unity in Action* teaches you how to write and deploy games. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Based on Unity version 5.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

## About the Book

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## About the Author

**Joe Hocking** is a software engineer specializing in interactive media development. He works for Synapse Games and teaches classes in game development at Columbia College Chicago.

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About the Book. Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical Unity in Action teaches with good clean code, that gives ideas on how to alter it for more interesting results. I went in thinking of this as if it was a class, only at my own time and pace. But I am learning, have good references to what I need to do, and how it works, plus the ability to alter the code to try out new ideas. As a programmer, but with no C# experience, Joe Hocking does an amazing job of introducing you to Unity scripting and rapidly integrating small scripts that serve as fundamental components to building a game. The examples are to the point, and are fairly quick to breeze through! Read more.