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Autore	Finnegan Thomas
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Note generali	"Learn by doing : less theory, more results"--Cover. Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Saying Hello to Unity and Android; Understanding what makes Unity great; Understanding what makes Android great; Understanding how Unity and Android work together; Differences between Pro and Basic; License comparison overview; Setting up the development environment; Time for action - installing the JDK; Time for action - installing the Android SDK; Time for action - installing Unity 3D; Optional code editor; Connecting to a device Time for action - simple device connection Time for action - connecting trickier devices; Unity Remote; Building a simple application; Time for action - Hello World; Summary; Chapter 2: Looking Good - Graphical Interface; Creating a Tic-tac-toe game; Time for action - creating Tic-tac-toe; Finishing the game; Time for action - finish creating the game; GUI Skins and GUI Styles; A prettier form of Tic-tac-toe; Time for action - styling the game; Dynamic positioning; Time for action - the dynamic GUI; A better way to build to device; Time for action - build and run;

Summary

Chapter 3: The Backbone of Any Game - Meshes, Materials, and Animations
Setting up; Time for action - the setup; Importing the meshes; Time for action - importing the tank; Tank import settings; Setting up the tank; Time for action - creating the tank; Time for action - keeping score; Time for action - controlling the chassis; Time for action - controlling the turret; Time for action - putting the pieces together; Creating the materials; Time for action - creating the city; Time for action - moving treads; Animations; The target's animations; Time for action - setting up target animations
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Time for action - creating the target state machine; Time for action - scripting the target; Creating the prefab; Time for action - creating the target; Ray tracing to shoot; Time for action - simple shooting; Summary; Chapter 4: Setting the Stage - Camera Effects and Lighting; The camera effects; Skyboxes and distance fog; Time for action - adding a skybox and distance fog; Target indicator; Time for action - creating the pointer; Time for action - controlling the indicator; Time for action - working with a second camera; Turbo boost; Time for action - using the boost effect
Lights
Time for action - adding more lights; Lightmaps; Time for action - creating a lightmap; Cookies; Time for action - applying headlights; Blob shadow; Time for action - a tank with a shadow; Summary; Chapter 5: Getting Around - Pathfinding and AI; Understanding AI and pathfinding; The NavMesh; Time for action - creating the NavMesh; The NavMeshAgent component; Time for action - creating the enemy; The chase; Time for action - the player is over here; Time for action - chasing the player; Being attacked; Time for action - getting ready to fire; Attacking the enemy
Time for action - giving it a weakness

Sommario/riassunto

Unity Android Game Development by Example Beginner's Guide consists of different game application examples. No prior experience with programming, Android, or Unity is required. You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity. Great for developers new to Unity, Android, or both, this book will walk you through everything you need to know about game development for the Android mobile platform. No experience with programming, Android, or Unity is required. Most of the assets used in each chapter project are
