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ISBN	1-78355-905-5
Descrizione fisica	1 online resource (266 p.)
Collana	Community Experience Distilled
Disciplina	794.81526
Soggetti	Computer games - Programming Real-time programming Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting to Know Unity; Overview; Game development's background; Introducing Unity; Setting up Unity; Creating a new 2D project; Unity Editor interface; Toolbar; Scene View; Game View; Project Browser; Creating assets; Searching assets; Setting favorites; The Unity Asset Store; Importing assets; Hierarchy; Parenting; Creating GameObjects; The Inspector; Adding components; Extra Views; Console; Animation; Sprite Editor; Animator; Profiler; Summary Chapter 2: Setting the SceneOverview; What is a background?; Two methods to set a background; Setting a background using a static image; Importing our asset; Sprite settings within the Inspector; Texture Type; Sprite Mode; Packing Tag; Pixels to Units; Pivot; Filter Mode; Platform settings; Applying our settings; Assigning our asset to a GameObject; The toolbar method; The quick alternative method; GameObject Inspector settings; Position background; Color background; Layer background; Setting a background using a tileset; Seamless textures; Corner pieces; The grid settings; Creating a prefab

The resulting environmentCamera settings; Setting the foreground; Summary; Chapter 3: Add Some Character; Overview; What is a sprite?; Creating a sprite; Image editing software; Sprite sheet; Raster versus vector; File formats; Importing a sprite; Slicing sprite sheets; Sprite Editor; Manual slicing; Adding and removing a selection area; Toolbar controls; Automatic slicing; Slicing type - automatic; Slicing type - grid; Texture atlasing; What is a texture atlas?; Sprite packer; Adding our character; Sprite Renderer; Animating a sprite; Animation Editor; Dopesheet 2D animation; Animator

SummaryChapter 4: Code Control; Overview; Why do we need code?; Programming languages; Levels of programming languages; Machine language; Assembly language; High-level languages; Scripting languages; UnityScript versus C# versus Boo; Code fundamentals; Data types; Operators; Functions; Conditional statements; If...else; Using comments; Classes; Private versus public; Importing external libraries; Code editor; Hello world; Controlling the character; Destroying the enemy; Coroutines; Namespaces; Unity Scripting Reference; Summary; Chapter 5: What's Your Input?; Overview; Input versus output

Input in gamesOutput in games; Input types; Output types; Visual output; Audio; Controller vibration; Unity Input Manager; Detecting input; Buttons; OnGui; GUILayout.Button; Game controls; Raycasting; Summary; Chapter 6: Game #1 - Roguelike; Overview; What is Roguelike?; Adding a background; Animating the hero; The Walking Down animation; The Walking Left animation; The Walking Right animation; The Walking Up animation; Movement controls; Movement Controls Animator; Movement controls script; Randomly spawning enemies; Animating the enemy; Enemy movement; Shooting projectiles

Detecting collisions

Sommario/riassunto

If you are interested in creating your very own 2D games from scratch, then this book will give you all the tools you need to succeed. Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity, this book is for you.
