1.	Record Nr.	UNINA9910522980403321
	Autore	Brusca Victor G.
	Titolo	Advanced Unity game development : build professional games with Unity, C#, and Visual studio / / Victor G. Brusca
	Pubbl/distr/stampa	New York : , : Apress, , [2022] ©2022
	ISBN	1-4842-7851-8
	Descrizione fisica	1 online resource (363 pages)
	Disciplina	794.81526
	Soggetti	Computer games - Programming Video games - Programming C (Computer program language)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Introduction and Getting Started -- Chapter 2: Game Specifications -- Chapter 3: Base Class -- Chapter 4: Interaction Classes -- Chapter 5: Advanced Interaction Classes -- Chapter 6: Helper Classes -- Chapter 7: Input Classes -- Chapter 8: Menu System Classes -- Chapter 9: Player and Game State Classes Part 1 -- Chapter 10: Player and Game State Classes Part 2 -- Chapter 11: Making it Professional -- Chapter 12: Adding a New Racetrack -- Chapter 13: Conclusion.
	Sommario/riassunto	Jump start your Unity game development journey with a detailed review of a complete, professionally built game using Unity, C#, and Visual Studio. Gain invaluable experience with code structure, project structure, centralization of game state data, controlled initialization of script components, AI opponents, multiple input sources, player preferences, a full HUD and menu system, music and sound effects, level/track building, and more. Author Victor Brusca walks you through the game's code, scripts, and overall structure, all the while showing you how the code works within the Unity engine to define a complete, refined game. Starting with game specifications, the book covers base classes, basic interaction classes, advanced interaction classes, helper classes, input classes, and abstraction of raw input. Next, you'll dive

into the menu system and see how a full, complete menu and HUD are coded and set up in the project through a detailed review of the code and working examples. Subsequently, you'll gain insight on player and game state management, and the author will demystify the component-based structure of Unity games by demonstrating how to maintain order and centralization. Lastly, you will review pertinent build and project settings while learning techniques to profile and check the performance of your games, and tie it all together by building a new racetrack for the included game project. On completing this book, you'll have gained experience through the detailed review of a hover car racing game using C#, Unity Coding, Visual Studio, Unity C# Project Management, Unity Environment, Unity Project Management and more. What You Will Learn Understand Unity project design and implementation with regard to code base and scene hierarchy/game objects Learn to implement game mechanics connected to Unity scene game objects with working demonstrations Review professional topics, such as AI opponents, data persistence, menu systems, etc., and implement in the included project Create a complete game from ground up using prefab models and the code reviewed throughout the text Who This Book Is For Readers with some coding experience, an understanding of classes in an OOP language, and solid experience using the Unity Editor. The code is reviewed and explained in detail on a class-by-class basis while also providing an overview of the overall structure of the code base, project, and scenes.