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Titolo	Accelerating Unity Through Automation : Power up Your Unity Workflow by Offloading Intensive Tasks
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ISBN	1-4842-9508-0
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Descrizione fisica	1 online resource (312 pages)
Soggetti	Automation Workflow
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Table of Contents -- About the Author -- About the Technical Reviewer -- Chapter 1: What Is Automation? -- What Does Automation Mean for a Unity Developer? -- What to Expect from This Title? -- Looking Ahead -- Chapter 2: What Is Gained Through Automation, the Highlights! -- Example Workflows -- 1. Checkout -- 2. Running Scripts – Bash/PowerShell/Python -- 3. NPM Build and Test -- 4. MSBuild Build and Test -- 5. Chat/Mail Integration (Slack/Email) -- 6. Schedule/Remove Backups -- 7. Upload Artifacts, Build, and Publish -- 8. Create Releases on GitHub -- 9. Update Project Management Solutions and Workflows -- 10. Generate Release Documentation -- 11. Publish Documentation -- 12. Varying Flows Based on the Submitter -- 13. Call External APIs for Analytics, Reporting, or PowerBI -- 14. Generate/Search for Gifs to Add to a Post/Issue When Crazyness Is Detected or a “imgtfy” Tag Is Used by an Admin -- 15. Convert Source Files (yaml/xml/json) to Other Formats or Perform Bespoke Actions -- 16. Integrate with Docker/Kubernetes -- 17. Manage Versioning -- 18. Run Unit Tests and Perform Actions Based on Results -- References -- Summary -- Chapter 3: Services Covered by This Title
Sommario/riassunto	Simon Jackson's 'Accelerating Unity Through Automation: Power Up Your Unity Workflow by Offloading Intensive Tasks' provides

comprehensive guidance on automating various tasks within the Unity development environment. The book covers workflows and services that can be automated to enhance productivity, such as running scripts, testing builds, managing versioning, and integrating with external APIs. Jackson aims to help developers streamline their processes, reduce manual effort, and leverage automation tools like Azure Pipelines and GitHub Actions. The intended audience includes Unity developers and software engineers seeking to optimize their development workflows.

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