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ISBN	1-84969-527-X
Edizione	[3rd ed.]
Descrizione fisica	1 online resource (572 p.)
Collana	Learn by doing: less theory more results
Disciplina	794.81526
Soggetti	Video games - Design Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references and index.
Sommario/riassunto	This is a practical and light-hearted guide to get to grips with creating your first games, with easy-to-follow, step-by-step tutorials using the award winning Unity engine.If you've ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development, then this is the book for you. Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine, as will anyone who has never handled the Unity engine before.