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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: Introduction to E-Learning and the Three Cs of 3D Games; Understanding e-learning; Introducing our game - Geography Quest; Comprehending the three Cs; Creating our first scene; Developing the character system; Building character representation; Developing the camera code; Implementing GameCam.cs; Developing the player controls code; Implementing PlayerControls.cs; Try it out; Summary; Chapter 2: Interactive Objects and MissionMgr; Understanding the base scripts Building an interactive objectImplementing the CustomGameObj script; Implementing the InteractiveObj script; Implementing the ObjectInteraction script; Implementing the InventoryItem script; Implementing the InventoryMgr script; Implementing the DisplayInventory method; Implementing the MissionMgr script; Implementing the Mission script; Implementing the MissionToken script; Implementing the SimpleLifespanScript; Putting it all together; Testing the mission system; Try it out!; Summary; Chapter 3: Mission One - Find the Facts; Finding the facts; Designing games to maximize fun The teaching loop in game designImplementing the core classes for mission one; Creating a terrain; Creating the FlagLocators; Creating the

FlagMonument; Creating the MonumentMgr; Creating the InventoryPlaceOnMonument class; Creating the MissionMgrHelper script; Creating the TriviaCardScript script; Creating the SetupMissionOne script; Creating the flag Prefabs; Creating the pop-up card Prefabs; Creating the mission pop-up Prefab; Creating the mission reward Prefabs; Creating the FoundAllTheFlags Prefab; Creating the ReturnedTheFlagsResult Prefab; Configuring the mission manager Playing the levelSummary; Chapter 4: Mission One - Future Proofing the Code; Reorganizing our GameObjects in the Scene view; Creating a global scene; Creating a first level scene; Adding new scenes to the project; Creating the PopupMainMenu GameObject; An introduction to Finite State Machines; Implementing an FSM in a game; Switch Case FSM; Classes implementation of FSM; Implementing the GameMgr script; Reflecting on our code changes; Analyzing code functionality; Updating some systems; Making the ScorePlate active; Updating the player motion algorithm; Playing the level!; Summary Chapter 5: User Interfaces in UnityGetting familiar with Unity UI classes; Developing the pop-up system; Exploring the GUILayout component; Interpreting the members on GUILayout; Exploring the GUILayout component; Exploring the TextMesh component; Ideal use of TextMesh; Creating clickable text elements; Detecting mouse clicks; Detecting mouse over; Detecting leaving mouse over; Exploring UnityScript and the GUILayout object; Using GUILayout; Creating a clickable button; Detecting a mouse click; Building the main menu pop up; Testing our work; Future extensions; Summary Chapter 6: NPCs and Associated Technology

Sommario/riassunto

Unity is a fully integrated development engine providing the required functionality to create games and interactive 3D content, while reducing the time, effort, and cost of developing the content. Nowadays, many people have started to use Unity in an eLearning setting as it allows them to create real-world scenarios, or models, for training purposes. With Unity, one can develop video games that are not only fun, but are also effective teaching and learning tools. When properly designed, an engaging game is an ideal platform for the presentation, testing, and application of learning objectives.
