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| Nota di contenuto | Cover; Copyright; Credits; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Experiencing the OUYA; Setting up the console; Networking; Displaying games; Time for action - installing your first game; Playing the OUYA; Touch controls; Summary; Chapter 2: Installing Unity and the OUYA ODK; Installing the game engine; Time for action - setting up Unity; Downloading and configuring additional packages; Time for action - downloading Java, the Android SDK, and the ODK; Modifying the PATH variable Time for action - editing PATH on Mac OS Time for action - editing PATH on Windows; Installing packages with the Android SDK; Time for action - installing Android packages; Configuring the USB connection; Time for action - configuring the USB driver on Windows; Time for action - export OUYA packages from Unity; Time for action - importing packages into a new workspace; Summary; Chapter 3: Diving into Development; Creating a 3D text prototype; Time for action - manipulating the scene; Time for action - creating and scripting 3D text; Creating a custom function Time for action - writing a function Time for action - capturing data with return values; Time for action - controlling functions with |

parameters; Making our scripts interactive; Time for action - adding keyboard interaction to scripts; Deploying our code on OUYA; Time for action - running your first test on OUYA; Summary; Chapter 4: Moving Your Player with Controller Input; Creating an interactive marble prototype; Time for action - setting the scene; Time for action - importing a Unity input script; Time for action - turning input into movement; Time for action - movement with the OUYA SDK Adding additional functionality to our marbleTime for action - adding button features; Time for action - improving the camera; Completing our game; Time for action - adding a goal zone; Summary; Chapter 5: Enhancing Your Game with Touch Dynamics; Using the touchpad to interact with buttons; Creating the cannonball prototype; Time for action - creating a cannon prefab; Time for action - creating an interactive button; Time for action - adding an impulse force to a rigidbody component; Using cursor data to add touch input to games; Time for action - reading mouse position in Unity Time for action - creating a vector from cursor movementIncorporating touch data into your mechanics; Time for action - hiding the cursor on the screen; Time for action - creating a target for the cannon; Summary; Chapter 6: Saving Data to Create Longer Games; Creating collectibles to save; Time for action - creating a basic collectible; Time for action - scripting the collectible; Time for action - accessing the scripts on other objects; Saving data with the Unity engine; Time for action - saving data with PlayerPrefs; Time for action - setting up a GUI Text object Using save data in multiple scenes

Sommario/riassunto

""OUYA Game Development by Example"" consists of different game application examples. No prior experience with programming is required. You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners.Using this book, you can get started with creating games without any game development experience. This book is perfect for anyone that wants to make video games but is unsure of where to start. It covers elements of game design, art, and programming comprehensively, and the engine used throughout all of the tutorials is very beginn
