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Titolo	Ouya Unity game development / / Gary Riches
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2013
ISBN	9781783559718 1783559713
Edizione	[1st ed.]
Descrizione fisica	1 online resource (118 p.)
Collana	Community experience distilled
Disciplina	794.8
Soggetti	Video games - Design Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover -- Copyright -- Credits -- About the Author -- Acknowledgment -- About the Reviewers -- www.PacktPub.com -- Table of Contents -- Preface -- Chapter 1: What Is Ouya and Why Does It Matter? -- The early years -- The crash -- The recovery -- Home computers -- Advancement of games consoles -- The first indie console -- Cellular games -- The iPhone -- The competitors -- Current day -- The Ouya -- The release -- Summary -- Chapter 2: Setting Up Unity and the Ouya Plugin -- Installing the Android SDK -- Installing Java -- Setting up the Android SDK -- Setting up the Android NDK -- Connecting Ouya to your Windows computer -- Connecting Ouya to your Mac computer -- Ouya Development Kit -- Unity project -- Bundle identifier -- Setting up Ouya Panel -- Ouya required prefabs -- Building, running, and compiling an application -- Summary -- Chapter 3: Setting Up Your Game -- Boo, C#, or UnityScript -- Boo -- UnityScript -- C# -- The project structure -- Setting up your Scenes -- Scripts and MonoDevelop -- Scene progression -- The Title Screen menu -- Advancing to the game -- Ouya controller support -- Creating the level -- Prefabs -- Creating a Prefab -- Materials -- Multidimensional arrays -- The BuildLevel method -- Summary -- Chapter 4: Adding a Character and Making Them Move -- Making the camera move -- Making the character move -- Ouya controller support -- Animating the character -- Summary -- Chapter 5: Adding Finesse

	to Your Game -- Texturing your Prefabs -- Adding a background -- Adding extra levels -- Level complete detection -- Moving to the next level -- Restarting our level -- Adding sounds -- Summary -- Chapter 6: Show Me the Money! -- Setting up your purchase -- Setting up your game -- Implementing the Ouya payment framework -- How to manage your purchases -- Getting the list of products -- Limiting your levels. Unlocking levels for people who have paid -- Buying your product -- Adding a new menu item -- The buy method -- Hiding menu items -- Submitting your game -- Summary -- Chapter 7: Building Cross-platform Games -- Platform Dependent Compilation -- Changing the TitleScreen scene -- Removing In-App Purchases -- Mobile controls -- Summary -- Index.
Sommario/riassunto	A clear, concise, and practical guide that will teach you how to build your own console game and become an indie developer.This book is for game developers who are interested in developing games for the Ouya console on the Unity game engine. It is assumed that you have a basic understanding of Unity.

2.

Record Nr.	UNINA9911020106903321
Titolo	Functional synthetic receptors / / Thomas Schrader, Andrew D. Hamilton (eds.)
Pubbl/distr/stampa	Weinheim, : Wiley-VCH, c2005
ISBN	9786610520596 9781280520594 1280520590 9783527605729 352760572X 9783527605538 3527605533
Descrizione fisica	1 online resource (442 p.)
Classificazione	35.53
Altri autori (Persone)	SchraderThomas HamiltonAndrew D
Disciplina	547.1226
Soggetti	Supramolecular chemistry Cell receptors
Lingua di pubblicazione	Inglese

Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Functional Synthetic Receptors; Table of Contents; Preface; List of Contributors; 1 Artificial (Pseudo)peptides for Molecular Recognition and Catalysis; 1.1 Introduction; 1.2 Recognition of Biological Targets by Pseudo-peptides; 1.2.1 Introduction; 1.2.2 Polyamides as Sequence-specific DNA-minor-groove Binders; 1.2.3 Peptide Nucleic Acids; 1.2.4 Protein Recognition by (Pseudo)peptides; 1.3 Synthetic (Pseudo) peptide-based Supermolecules: From Structure to Function; 1.3.1 Catalytic (Pseudo)peptides; 1.3.2 (Pseudo)peptides Altering Membrane Permeability 1.3.3 Nanoparticle- and Dendrimer-based Functional (Pseudo) peptides1.4 Combinatorial Selection of Functional (Pseudo)peptides; 1.5 Conclusions; References; 2 Carbohydrate Receptors; 2.1 Introduction; 2.2 Carbohydrate Receptors Employing Noncovalent Interactions; 2.2.1 Recognition in Organic Solvents; 2.2.2 Recognition in Two-phase Systems; 2.2.3 Carbohydrate Recognition in Water; 2.3 Receptors Employing B-O Bond Formation; 2.3.1 Carbohydrate Recognition in Water; 2.3.2 Carbohydrate Recognition in Water; References; 3 Ammonium, Amidinium, Guanidinium, and Pyridinium Cations; 3.1 Introduction 3.2 Ammonium Cations3.2.1 New Receptor Structures; 3.2.2 Theoretical Investigations; 3.2.3 New Functions; 3.2.4 Peptide and Protein Recognition; 3.2.5 Conclusion and Outlook; 3.3 Amidinium Cations; 3.3.1 Introduction; 3.3.2 Artificial Receptors; 3.3.3 Conclusion; 3.4 Guanidinium Cations; 3.4.1 Introduction; 3.4.2 Artificial Receptors; 3.4.3 Conclusion; 3.5 Pyridinium Cations; 3.5.1 Introduction; 3.5.2 Artificial Receptors; 3.5.3 Conclusion; 3.6 Conclusions and Outlook; References; 4 Artificial Pyrrole-based Anion Receptors; 4.1 Introduction; 4.2 Anions in Biological Systems 4.3 Cationic Pyrrole-based Receptors4.3.1 Cyclic Receptors; 4.3.2 Linear Receptors; 4.4 Neutral Pyrrole-based Anion Receptors; 4.4.1 Cyclic Receptors; 4.4.2 Linear Receptors; 4.5 Anion Carriers in Transport Applications; 4.6 Anion Sensing; 4.7 Guanidinium-based Anion Receptors; 4.8 Amide-based Anion Receptors; 4.9 Urea-based Anion Receptors; 4.10 Conclusions; Acknowledgment; References; 5 Molecular Containers in Action; 5.1 Introduction; 5.2 Variety of Molecular Containers; 5.3 Chemistry Inside Capsules; 5.3.1 Observing Unusual Species Through Encapsulation 5.3.2 Changing Reaction Rates by Encapsulation5.3.3 Encapsulated Reagents; 5.4 Storage of Information Inside Capsules; 5.5 Materials and Sensors by Encapsulation; 5.5.1 Molecular Containers as Sensors and Sensing Materials; 5.5.2 Supramolecular Polymers; 5.6 Biologically Relevant Encapsulation; 5.6.1 Entrapment of Biologically Active Guests; 5.6.2 Encapsulation of Gases; 5.7 Concluding Remarks; Acknowledgment; References; 6 Formation and Recognition Properties of Dynamic Combinatorial Libraries; 6.1 Introduction; 6.2 Covalent Interactions Used in DCC Design 6.2.1 Acyl Hydrazone and Imine Exchange
Sommario/riassunto	A timely overview of this rapidly-expanding topic, covering the most important classes of compounds and incorporating the latest literature. With its application-oriented approach, this book is the first to emphasize current and potential applications, extending to such fields as materials science, bioorganic chemistry, medicinal chemistry, and

organic synthesis. In the biological context in particular, the book clarifies which receptor systems work well in water or better under physiological conditions.From the contents:* Amino Acid, Peptid and Protein Receptors* Carbohydrate Rece