



# Unity 5.x Game Development Blueprints

*John P. Doran*

Download now

[Click here](#) if your download doesn't start automatically

# Unity 5.x Game Development Blueprints

*John P. Doran*

**Unity 5.x Game Development Blueprints** John P. Doran

## Key Features

- Unleash the power of C# coding in Unity and the state of the art Unity rendering engine.
- Through this unique project-based approach, you will create 7-8 action-packed games from scratch.
- This assortment of games will take you on a fun-filled journey of becoming a full-fledged Unity game developer.

## Book Description

This book will help you to create exciting and interactive games from scratch with the Unity game development platform. We will build 7-8 action-packed games of different difficulty levels, and we'll show you how to leverage the intuitive workflow tools and state of the art Unity rendering engine to build and deploy mobile desktop as well as console games.

Through this book, you'll develop a complete skillset with the Unity toolset. Using the powerful C# language, we'll create game-specific characters and game environments. Each project will focus on key Unity features as well as game strategy development. This book is the ideal guide to help your transition from an application developer to a full-fledged Unity game developer

## What you will learn

- Find out how to create exciting and interactive games using GUIs
- Prepare animations to be imported and exported
- Personalize your animation game with Unity's advanced animation system
- Work with different animation assets and components
- Customize the game by modifying the player properties and creating exterior environments
- Create, visualize, and edit animated creatures
- Familiarize yourself with best practices for Unity 5.x animation using iTween
- Design character actions and expressions
- Customize your game and prepare it for playin

## About the Author

**John P. Doran** is a technical game designer who has been creating games for over 10 years. He has worked on an assortment of games in teams consisting of just himself to over 70 people in student, mod, and professional projects in different roles, from game designer to lead UI programmer. He previously worked at LucasArts on Star Wars: 1313 as a game designer. He later graduated from DigiPen Institute of Technology in Redmond, WA, with a Bachelor of Science in game design.

John is currently a part of DigiPen's Research and Development branch in Singapore in addition to DigiPen Game Studios. He is also the lead instructor of the DigiPen-Ubisoft Campus Game Programming Program, instructing graduate-level students in an intensive, advanced-level game programming curriculum. In addition to that, he also tutors and assists students in various subjects and gives lectures on C#, C++, Unreal, Unity, game design, and more.

He is the author of Unreal Engine Game Development Cookbook, Building an FPS Game in Unity, Unity Game Development Blueprints, Getting Started with UDK, UDK Game Development, Mastering UDK Game Development, and he cowrote UDK iOS Game Development Beginner's Guide, all available from Packt Publishing. More information about him can be found at <http://johnpdoran.com>.

## Table of Contents

1. 2D Twin-stick Shooter
2. Creating GUIs
3. GUIs Part 2 – Clicker Game
4. Mobile Endless Game – Procedural Content
5. Shooting Gallery – Working with Animations and Tweens
6. Side-scrolling Platformer
7. First Person Shooter Part 1 – Creating Exterior Environments
8. First-person Shooter Part 2 – Creating Interior Environments
9. First Person Shooter Part 3 – Implementing Gameplay and AI
10. Building an In-Game Level Editor
11. Finishing Touches

 [Download Unity 5.x Game Development Blueprints ...pdf](#)

 [Read Online Unity 5.x Game Development Blueprints ...pdf](#)

## Download and Read Free Online Unity 5.x Game Development Blueprints John P. Doran

---

### From reader reviews:

#### **Carlos Pollard:**

Why don't make it to be your habit? Right now, try to ready your time to do the important work, like looking for your favorite book and reading a guide. Beside you can solve your trouble; you can add your knowledge by the publication entitled Unity 5.x Game Development Blueprints. Try to face the book Unity 5.x Game Development Blueprints as your buddy. It means that it can to become your friend when you experience alone and beside associated with course make you smarter than ever before. Yeah, it is very fortunated for you. The book makes you more confidence because you can know anything by the book. So , we should make new experience in addition to knowledge with this book.

#### **Walter Knight:**

Now a day people who Living in the era everywhere everything reachable by talk with the internet and the resources within it can be true or not demand people to be aware of each data they get. How a lot more to be smart in receiving any information nowadays? Of course the reply is reading a book. Studying a book can help folks out of this uncertainty Information specially this Unity 5.x Game Development Blueprints book since this book offers you rich details and knowledge. Of course the knowledge in this book hundred per cent guarantees there is no doubt in it as you know.

#### **Josephine Widman:**

Playing with family within a park, coming to see the coastal world or hanging out with close friends is thing that usually you may have done when you have spare time, subsequently why you don't try thing that really opposite from that. 1 activity that make you not experiencing tired but still relaxing, trilling like on roller coaster you are ride on and with addition of information. Even you love Unity 5.x Game Development Blueprints, you can enjoy both. It is great combination right, you still would like to miss it? What kind of hang type is it? Oh can occur its mind hangout guys. What? Still don't understand it, oh come on its identified as reading friends.

#### **Glenn Connelly:**

Many people spending their period by playing outside having friends, fun activity with family or just watching TV all day long. You can have new activity to shell out your whole day by looking at a book. Ugh, think reading a book can actually hard because you have to bring the book everywhere? It fine you can have the e-book, getting everywhere you want in your Cell phone. Like Unity 5.x Game Development Blueprints which is having the e-book version. So , why not try out this book? Let's notice.

**Download and Read Online Unity 5.x Game Development  
Blueprints John P. Doran #32O7H45YW96**

## **Read Unity 5.x Game Development Blueprints by John P. Doran for online ebook**

Unity 5.x Game Development Blueprints by John P. Doran Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Unity 5.x Game Development Blueprints by John P. Doran books to read online.

### **Online Unity 5.x Game Development Blueprints by John P. Doran ebook PDF download**

**Unity 5.x Game Development Blueprints by John P. Doran Doc**

**Unity 5.x Game Development Blueprints by John P. Doran Mobipocket**

**Unity 5.x Game Development Blueprints by John P. Doran EPub**