

Introduction to game design, prototyping, and development : from concept to playable game with Unity and C

Bond, Jeremy Gibson, author

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Abstrak

Learn All the Design & Development Skills You Need to Make Great Games with Unity, the Worlds Most Popular Professional Game Engine If you want to design and develop games, there is no substitute for strong, hands-on experience with modern techniques and tools. That is exactly what this book provides. Leading instructor and indie game developer Jeremy Gibson Bond covers all three disciplines that you need to succeed: game design theory, rapid iterative prototyping, and practical programming. Building on two previous best-sellers, this Third Edition contains hundreds of improvements across more than 400 new pages, all designed to make it even easier to understand and more useful in modern game development. The five game tutorials have been thoroughly revised and expanded to cover even more best practices for prototyping and development, and all examples now use Unity 2020.3 LTS (Long Term Support), a stable and feature-rich standard for years to come. The new content includes greatly enhanced tutorials, a chapter on Unitys high-performance Data-Oriented Tech Stack (DOTS), new Coding Challenges to help you transition to making your own games from scratch, and tips on next steps after you have finished the book. The revamped website includes playable versions of all example games, plus an exciting new tool that provides immediate feedback on potential errors in your own code