



# Learn Unity for Windows 10 Game Development

*Sue Blackman, Adam Tuliper*

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## **Learn Unity for Windows 10 Game Development** Sue Blackman, Adam Tuliper

This book will take you through the process of creating a game for the Windows Phone market with a heavy emphasis placed on optimization and good design decisions. On your way, you will be introduced to key Unity concepts and functionality, weigh the pros and cons of various possibilities, and gain a good working knowledge of scripting in the Unity environment using both JavaScript and C#.

You will start by exploring the Unity editor and experimenting with staple game functionality. If you are new to scripting or just new to C#, you will be able to investigate syntax, commonly used functions, and communication required to bring your ideas to life. With the book's included art assets, you will learn the ins and outs of asset choices and management while making use of Unity's 2D physics, Shuriken particle systems and Mecanim's character and state management tools.

Finally, you will bring it all together to create a multi-level game as you learn how to incorporate mobile specific functionality, test on a Windows Phone device, and others for Windows 10 and ultimately, publish your game to the Windows App Store. You'll even learn about marketing and monetization in the mobile game market.

### **What You Will Learn:**

- C# basics for Unity
- Working with the Unity Editor
- Managing assets
- Using the Mecanim animation system
- 2D features and physics
- Setting up your game for Windows Phone and other devices

### **Who This Book Is For:**

Game developers, hobbyists and game dev students who are new to Unity or Windows Mobile game development or both. JavaScript and C# experience are helpful, but C# experience is not required.

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