**Game Development Essentials Game Project Management**

3b6ef772d73e466d17d6f76d9fa3f2bb

Game Development Essentials: Game Artificial Intelligence

 iOS 9 Game Development Essentials

Cocos2D Game Development Essentials

Foundation Game Design with HTML5 and JavaScript

Haxe Game Development Essentials

Game Development Essentials

Sunday Scrabble Game

SFML Game Development Essentials

Marmalade SDK Mobile Game Development Essentials

Game Development Essentials: An Introduction

Unity Game Development Essentials

Developing 2D Games with Unity

Game Programming with Unity and C# Agile Game Development

with Scrum (Adobe Reader) Unity 3.x Game Development Essentials

LibGDX Game Development Essentials

Unity Game Development Cookbook

Mobile Game Design Essentials

Game Development Essentials: Online Game Development

SFML Game Development Essentials

Players Making Decisions

Learning Unreal Engine Game Development

Game Development Essentials: Game Interface Design

Game development essentials

Fundamentals of Game Development

Game Development Essentials

iPhone iOS 4 Development Essentials - Xcode 4 Edition

Game Development Essentials

Creating Games with Unity and Maya

Godot Engine Game Development Projects

Game Development Essentials: Online Game Development

Starling Game Development Essentials

Unity 2017 Game Development Essentials, Third Edition

**Game Development Essentials: Game Artificial Intelligence**

SFML Game Development is a fast-paced, step-by-step guide, providing you with all the knowledge and tools you need to create your first game using SFML 2.0. SFML Game Development addresses ambitious C++ programmers who want to develop their own game. If you have plenty of ideas for an awesome and unique game, but don't know how to start implementing them, then this book is for you. The book assumes no knowledge about SFML or game development, but a solid understanding of C++ is required.

**iOS 9 Game Development Essentials**

With an innovative, business-model approach, Game Development Essentials: Online Game Development provides the essentials needed to achieve long-term success with Massively Multiplayer Online Games (MMOGs). This book takes a significant and valuable departure from traditional game development books by addressing MMOG development as a complex, multi-faceted, service-oriented business, instead of focusing solely on technical, artistic, or design techniques. The resulting multi-dimensional focus allows readers to design their game and organize their development process with the entire business in mind. Coverage includes the key differences between single player games and MMOGs, as well as how the various components of the development process, such as the business model, marketing plan, gaming community and technical constraints, influence one another and determine the success of the MMOG. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Cocos2D Game Development Essentials**

Covering the complex topic of game interface design, GAME DEVELOPMENT ESSENTIALS: GAME INTERFACE DESIGN, is back with an all new Second Edition. This comprehensive introductory text immerses readers in the foundation, theory, and practice of interface creation, while including interviews with working professionals, examples from every gaming era and many genres, and hundreds of screenshots from contemporary games. Also featured are an expanded practice section with a wide variety of real world design examples, coverage of interface design for mobile and motion-sensing devices, multiplayer games, and much more. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating winning, interactive interfaces and user experiences. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
**Foundation Game Design with HTML5 and JavaScript**

Written by veterans who are currently working in the game industry, *Fundamentals of Game Development* is unique because it provides the practical aspects of the processes involved in developing and completing game projects. Using examples and exercises, this book provides a hands-on approach that walks the reader through the entire process of developing a game from concept to completion. Ideal for introductory game development and game production courses the book covers history, game genre, design, story-telling, character creation, pre-production, code release, career descriptions, and more.

**Haxe Game Development Essentials**

If you are a Java developer who wants to learn LibGDX and create great games, then this book is for you. To take full advantage of this book, you are expected to be familiar with Java or any other object-oriented language. Experience of using Eclipse will be very useful.

**Haxe Game Development Essentials**

Design, build, and publish an iOS game from scratch using the stunning features of iOS 9 About This Book Create storyboards in Xcode from concept to code and design Chalk out your game's overall navigation and structure Work with 2D and 3D game development tools Who This Book Is For This book is intended for game developers who wish to develop 2D and 3D games for iPhone and iPad. If you are a developer from another platform, or game engine such as Android or Unity, a current iOS developer wishing to learn more about Swift and the latest features of iOS 9, or even if you are new to game development, then this book is for you. Some prior programming knowledge is recommended, but not required. What You Will Learn Familiarise yourself with both basic and advanced Swift game development code Understand the structure and flow of a typical iOS app Work with the SpriteKit framework to make 2D games, sprites, and overlays Discover 3D game development with SceneKit Visually design levels and game assets with XCode 7's latest features Explore the concept of component-based structuring with iOS 9's GameplayKit Beta test and publish your game with iTunes Connect In Detail Game development has always been a combination of programming and art, and mobile game development is no exception to this rule. The iOS platform has been both a staple in the ever-growing mobile game market, as well as a launching point for many game developers (hobby and career-wise). The features and frameworks available in iOS 9 continue to cater to the synergy of design and computer engineering, using tools that allow developers to take a game idea from concept to application in record time. Whether you are new to iOS and game development as a whole, or are an experienced programmer wanting to learn the latest features of the platform, iOS 9 Game Development Essentials will provide you with crucial insight into this widely used platform. Starting with the Swift programming language, this book gets the ball rolling with code concepts and game-centric code samples right from the get-go, giving you get a solid understanding of Apple's cutting-edge programming language. The book takes you through iOS game development concepts and introduces the various frameworks that allow you to develop robust, reusable, and intelligent game components in both 2D and 3D game environments. Style and approach This book is a step-by-step guide into the code and concepts of iOS apps. Each chapter contains diagrams that showcase the features of the platform, along with code samples from Apple and code samples exclusive to this book.

**Game Development Essentials**

Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine About This Book Learn the modern, cross-platform language Haxe to build games without any trouble Create engaging 2D games that are compatible with desktop, web, and mobile platforms Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide Who This Book Is For This book is for game developers with some experience programming games on one or more platforms already. If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly, this book is for you. Having prior experience with a language similar to Haxe, such as ActionScript or JavaScript will help, but isn't required. What You Will Learn Understand the fundamentals of the Haxe programming language Set up a development environment that will work on Windows, Mac,
Online Library Game Development Essentials Game Project Management

and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop, web, and mobile platforms In Detail Haxe is a powerful and high-level multi-platform language that's incredibly easy to learn. Used by thousands of developers and many high-profile companies, Haxe is quickly emerging as a forerunner in the area of cross-platform programming. OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless. HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before. Cross-platform development has been supercharged using the Haxe programming language, making it increasingly easy and hassle-free to develop multi-platform games. If you've programmed games before and want to learn out how to deliver games across multiple platforms, or develop games faster, then Haxe Game Development Essentials is the book for you. It starts by showing you how to set up your development environment, then running you through some Haxe language fundamentals, and finally taking you through the process of programming a game from start to finish. You will learn how to create a side scrolling shooter game using HaxeFlixel. Next you will learn to enhance the game with new gameplay features, user interfaces, animations, sound, and configuration files to make your game expandable. Once your game is built and ready, you will learn how to deploy it to web, Android, iOS, and desktop systems. By the end of this book, you will be confident about creating multi-platform games using Haxe, OpenFL, and HaxeFlixel in a faster and easier way. Style and approach Since this book is aimed at people who have worked on games before, this book is written in a way that will get you quickly up to speed with a new set of tools, but will still be accessible for less experienced developers. Each chapter covers an essential milestone in building a game from start to finish. The chapters move in a logical fashion, starting with the basics of Haxe development and ending with preparing a game for deployment.

**Sunday Scrabble Game**

Game Development Essentials: Game Testing & QA, International Edition explains the history of testing, basic and advanced techniques, educational background, and available online resources on testing. With Game Development Essentials: Game Testing & QA, dedicated gamers can learn what it takes to become a professional, well-paid QA or production testers - entering the game industry from the front door. Through first-hand experience and deep research, the authors shed light on the history of testing, basic and advanced techniques, job-hunting, and moving up in the ladder of game development.

**SFML Game Development**

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software. Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race. Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

**Marmalade SDK Mobile Game Development Essentials**

GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, International Edition is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game
development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

**Game Development Essentials: An Introduction**

A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games.

**Unity Game Development Essentials**

An easy-to-follow primer on the fundamentals of digital game design. The quickly evolving mobile market is spurring digital game creation into the stratosphere, with revenue from games exceeding that of the film industry. With this guide to the basics, you'll get in on the game of digital game design while you learn the skills required for storyboarding, character creation, environment creation, level design, programming, and testing. Teaches basic skill sets in the context of current systems, genres, and game-play styles. Demonstrates how to design for different sectors within gaming including console, PC, handheld, and mobile. Explores low-poly modeling for game play. Addresses character and prop animation, lighting and rendering, and environment design. Discusses the path from concept to product, including pre- and post-production. Includes real-world scenarios and interviews with key studio and industry professionals. With Game Design Essentials, you'll benefit from a general-but-thorough overview of the core art and technology fundamentals of digital game design for the 21st century.

**Game Programming with Unity and C#**

A step-by-step guide that paves the way for developing fantastic games with Unreal Engine 4. About This Book Learn about game development and the building blocks that go into creating a game. A simple tutorial for beginners to get acquainted with the Unreal Engine architecture. Learn about the features and functionalities of Unreal Engine 4 and how to use them to create your own games. Who This Book Is For If you are new to game development and want to learn how games are created using Unreal Engine 4, this book is the right choice for you. You do not need prior game development experience, but it is expected that you have played games before. Knowledge of C++ would prove to be useful. What You Will Learn Learn what a game engine is, the history of Unreal Engine, and how game studios create games. Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level. Understand the basic structures of objects in a game, such as the differences between BSP and static meshes. Make objects interactive using level blueprints. Learn more about computer graphics rendering; how materials and light are rendered in your game. Get acquainted with the Material Editor to create materials and use different types of lights in the game levels. Utilize the various editors, tools, and features such as UI, the particle system, audio, terrain manipulation, and cinematics in Unreal Engine 4 to create game levels. In Detail Unreal Engine 4 is a powerful game development engine that provides rich functionalities to create 2D and 3D games across multiple platforms. Many people know what a game is and they play games every day, but how many of them know how to create a game? Unreal Engine technology powers hundreds of games, and thousands of individuals have built careers and companies around skills developed using this engine. Learning Unreal Engine 4 Game Development starts with small, simple game ideas and playable projects that you can actually finish. The book first teaches you the basics of using Unreal Engine to create a simple game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. The complexity will increase over the chapters and the examples chosen will help you learn a wide variety of game development techniques. This book aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this book, you'll have learnt about the entire Unreal suite and know how to successfully create fun, simple games. Style and approach This book explains in detail what goes into the development of a game,
provides hands-on examples that you can follow to create the different components of a game, and provides sufficient background/theory to equip you with a solid foundation for creating your own games.

**Agile Game Development with Scrum (Adobe Reader)**

Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch—including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

**Unity 3.x Game Development Essentials**


**LibGDX Game Development Essentials**

Game Development Essentials: An Introduction, 2nd Edition offers a thorough and insightful introduction to the game development industry, with industry updates that will keep readers current and well-prepared for a career in the field. The book begins with a highly informative chapter on the evolution of game development, providing a historical context for later chapters, and moves on to examine content creation and the concepts behind the development of story, character, environment, level design, user interface, and sound. With the same engaging writing style and examples that made the first edition so popular, this new edition features expanded coverage of today's hottest topics - such as next-generation platforms (Xbox 360, PS3, and Wii), level design, interface design, project management, serious games, game accessibility, and online social networks. New game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

**Unity Game Development Cookbook**

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

**Mobile Game Design Essentials**

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It’s no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You’ll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks,
and solutions—all based firmly in reality and hard-won experience. Coverage includes
Understanding Scrum's goals, roles, and practices in the context of game development
Communicating and planning your game’s vision, features, and progress Using iterative techniques
to put your game into a playable state every two to four weeks— even daily Helping all team
participants succeed in their roles Restoring stability and predictability to the development
process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large,
geographically distributed development teams Getting started: overcoming inertia and integrating
Scrum into your studio's current processes Increasingly, game developers and managers are
recognizing that things can’t go on the way they have in the past. Game development organizations
need a far better way to work. Agile Game Development with Scrum gives them that—and brings
the profitability, creativity, and fun back to game development.

**Game Development Essentials**

Sunday Scrabble - which is played by arranging nine store-bought, off-the-shelf, Scrabble boards
into a composite three-board by three-board (forty-five-square by forty-five-square) mega grid and
combining the corresponding nine standard bags of one hundred tiles each into a single Sunday
bag of nine hundred tiles all told - gets even better and better as you vary the minimum word-width
from the classic two letters to seven letters, one more letter at a time. So says the author after 120,
two-person games of Sunday Scrabble while meticulously recording the turn-by-turn results.
Games 1-20 play two-letter words on up. Games 21-40 play three-letter words on up. Games 41-60
play four-letter words on up. Games 61-80 play five-letter words on up. Games 81-100 play six-
letter words on up. Games 101-120 play seven-letter words on up

**Unity 3D and PlayMaker Essentials**

Written in a non-technical manner, Game Development Essentials: Game Industry Career Guide is
a valuable asset for anyone looking for a job, not only in the game industry but also in any field
requiring technical expertise and creative talent. Not only does it discuss what skills game
companies need, it also gives extensive advice and insights on writing a solid résumé, building a
portfolio that will attract game companies, and preparing for telephone and personal interviews.

**Game Design Essentials**

Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine
About This Book Learn the modern, cross-platform language Haxe to build games without any
trouble Create engaging 2D games that are compatible with desktop, web, and mobile platforms
Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact
guide Who This Book Is For This book is for game developers with some experience programming
games on one or more platforms already. If you want to leverage your game development
experience on one platform to develop for multiple platforms and to get up and running quickly,
this book is for you. Having prior experience with a language similar to Haxe, such as ActionScript
or JavaScript will help, but isn't required. What You Will Learn Understand the fundamentals of the
Haxe programming language Set up a development environment that will work on Windows, Mac,
and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user
interface Enhance the gameplay experience with cool animations Improve immersion by adding
sound Make your game modular and easily expandable using configuration files Compile games
that will work on desktop, web, and mobile platforms In Detail Haxe is a powerful and high-level
multi-platform language that's incredibly easy to learn. Used by thousands of developers and many
high-profile companies, Haxe is quickly emerging as a forerunner in the area of cross-platform
programming. OpenFL builds on top of Haxe to make developing for multiple platforms quick and
painless. HaxeFlixel provides you with the tools you need to build amazing 2D games easier than
ever before. Cross-platform development has been supercharged using the Haxe programming
language, making it increasingly easy and hassle-free to develop multi-platform games. If you've
programmed games before and want to learn out how to deliver games across multiple platforms,
or develop games faster, then Haxe Game Development Essentials is the book for you. It starts by
showing you how to set up your development environment, then running you through some Haxe
language fundamentals, and finally taking you through the process of programming a game from
start to finish. You will learn how to create a side scrolling shooter game using HaxeFlixel. Next
you will learn to enhance the game with new gameplay features, user interfaces, animations, sound, and configuration files to make your game expandable. Once your game is built and ready, you will learn how to deploy it to web, Android, iOS, and desktop systems. By the end of this book, you will be confident about creating multi-platform games using Haxe, OpenFL, and HaxeFlixel in a faster and easier way. Style and approach Since this book is aimed at people who have worked on games before, this book is written in a way that will get you quickly up to speed with a new set of tools, but will still be accessible for less experienced developers. Each chapter covers an essential milestone in building a game from start to finish. The chapters move in a logical fashion, starting with the basics of Haxe development and ending with preparing a game for deployment.

**Battlefield 4 Game Guide**

A project based guides to learn animation, advanced shaders, environments, particle rendering, and networked games with Godot 3.0 Key Features Learn the art of developing cross-platform games Leverage Godot's node and scene system to design robust, reusable game objects Integrate Blender easily and efficiently with Godot to create powerful 3D games Book Description Godot Engine Game Development Projects is an introduction to the Godot game engine and its new 3.0 version. Godot 3.0 brings a large number of new features and capabilities that make it a strong alternative to expensive commercial game engines. For beginners, Godot offers a friendly way to learn game development techniques, while for experienced developers it is a powerful, customizable tool that can bring your visions to life. This book consists of five projects that will help developers achieve a sound understanding of the engine when it comes to building games. Game development is complex and involves a wide spectrum of knowledge and skills. This book can help you build on your foundation level skills by showing you how to create a number of small-scale game projects. Along the way, you will learn how Godot works and discover important game development techniques that you can apply to your projects. Using a straightforward, step-by-step approach and practical examples, the book will take you from the absolute basics through to sophisticated game physics, animations, and other techniques. Upon completing the final project, you will have a strong foundation for future success with Godot 3.0. What you will learn Get started with the Godot game engine and editor Organize a game project Import graphical and audio assets Use Godot’s node and scene system to design robust, reusable game objects Write code in GDScript to capture input and build complex behaviors Implement user interfaces to display information Create visual effects to spice up your game Learn techniques that you can apply to your own game projects Who this book is for Godot Engine Game Development Projects is for both new users and experienced developers, who want to learn to make games using a modern game engine. Some prior programming experience in C and C++ is recommended.

**Game Development Essentials: Online Game Development**

Game designers today are expected to have an arsenal of multi-disciplinary skills at their disposal in the fields of art and design, computer programming, psychology, economics, composition, education, mythology—and the list goes on. How do you distill a vast universe down to a few salient points? Players Making Decisions brings together the wide range of topics that are most often taught in modern game design courses and focuses on the core concepts that will be useful for students for years to come. A common theme to many of these concepts is the art and craft of creating games in which players are engaged by making meaningful decisions. It is the decision to move right or left, to pass versus shoot, or to develop one’s own strategy that makes the game enjoyable to the player. As a game designer, you are never entirely certain of who your audience will be, but you can enter their world and offer a state of focus and concentration on a task that is intrinsically rewarding. This detailed and easy-to-follow guide to game design is for both digital and analog game designers alike and some of its features include: A clear introduction to the discipline of game design, how game development teams work, and the game development process Full details on prototyping and playtesting, from paper prototypes to intellectual property protection issues A detailed discussion of cognitive biases and human decision making as it pertains to games Thorough coverage of key game elements, with practical discussions of game mechanics, dynamics, and aesthetics Practical coverage of using simulation tools to decode the magic of game balance A full section on the game design business, and how to create a sustainable lifestyle within it.
**Unreal Engine 4 Game Development Essentials**

Written by experts with years of gaming industry experience developing today's most popular games, Game Development Essentials: Game Artificial Intelligence provides an engaging introduction to real world game artificial intelligence techniques. With a clear, step-by-step approach, the book begins by covering artificial intelligence techniques that are relevant to the work of today's developers. This technical detail is then expanded through descriptions of how these techniques are actually used in games, as well as the specific issues that arise when using them. With a straightforward writing style, this book offers a guide to game artificial intelligence that is clear, relevant, and updated to reflect the most current technology and trends in the industry. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**LibGDX Game Development Essentials**

GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, 3E is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also gives readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Players Making Decisions**

In introducing new students to video game development, there are two crucial components to consider: design and implementation. Unity 3D and PlayMaker Essentials: Game Development from Concept to Publishing provides theoretical background on topics such as characters, stories, level design, interface design, audio, game mechanics, and tools and skills needed. Each chapter focuses on a specific topic, with topics building upon each other so that by the end of the book you will have looked into all the subjects relevant to creating your own game. The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker. Download boxes are included throughout the book where you can get the version of the game project under discussion or other content to add to the project, as well as any supplementary video tutorials that have been developed. Addressing both theoretical and practical aspects, Unity 3D and PlayMaker Essentials enables you to understand how to create a game by having you make a game. By gradually completing your own design document through the course of the book, you will become familiar with core design principles while learning the practical skills needed to bring your unique game to life.

**Learning Unreal Engine Game Development**

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

**Game Development Essentials**
Go through 3D game development techniques using Unity Key Features Kick-start your game development career and build ready-to-play 2D and 3D games with ease Understand the key concepts in game design including scripting, physics, instantiation, particle effects, and more Build games that run on desktop, mobile, and the web Book Description Unity is the most popular game engine among Indie developers, start-ups, and medium to large independent game development companies. This book is a complete exercise in game development covering environments, physics, sound, particles, and much more—to get you up and running with Unity rapidly. In this informal guide, you'll get to grips with the basics of game development, starting off with using C# for scripting. You'll get the hang of Unity's development environment and will be able to set up the required assets for your first 2D game. You'll work on animating your player and getting it to move in the 2D environment. Next, you'll see how to build the game in 3D, making use of Unity's new 3D animation system. After building a beautiful 3D environment for the game, you'll work with the latest physics system that Unity has to offer and will make your assets interactive. You'll induce artificial intelligence into the enemies and develop a mechanism to hit them with rocks and punches. Once you've made things pretty with the particle system, you'll move on to optimize the game, adding a cross-platform ready UI, and publishing your game across multiple platforms. You'll walk away with a cool 2D parallax side parallax game and an even cooler third-person 3D adventure game, but most importantly, with the confidence to build your own games.

What you will learn
- Script games using C#
- Build your very first 2D and 3D games
- Work through the key concepts in game development such as animations, physics, and scripting
- Test and optimize your games to attain great performance
- Create fully functional menus, HUDs, and UI
- Create player character interactions with AI and NPC

Who this book is for
- If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games with ideas bubbling away in the back of your mind, Unity and this book should be your starting point.

Game Development Essentials: Game Interface Design

Designed for beginners with no knowledge or experience in game development or programming, this book teaches the essentials of the Unity game engine, the C# programming language, and the art of object-oriented programming. New concepts are not only explained, but thoroughly demonstrated. Starting with an introduction to Unity, you'll learn about scenes, GameObjects, prefabs, components, and how to use the various windows to interact with the engine. You'll then dive into the fundamentals of programming by reviewing syntax rules, formatting, methods, variables, objects and types, classes, and inheritance, all while getting your hands dirty writing and testing code yourself. Later, the book explains how to expose script data in the Inspector and the basics of Unity's serialization system. This carefully crafted work guides you through the planning and development of bare bones, simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way, allowing you to focus on the implementation of game mechanics first and foremost. Through these example projects, the book teaches input handling, rigidbodies, colliders, cameras, prefab instantiation, scene loading, user interface design and coding, and more. By the end, you'll have built a solid foundation in programming that will pave your way forward in understanding core C# syntax and fundamentals of object-oriented programming—not just what to type but why it's typed and what it's really doing.

Game Programming with Unity and C# will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to independently seek further information on yet-untouched concepts and challenges. What You'll Learn Understand the fundamentals of object-oriented computer programming, including topics specifically relevant for games. Leverage beginner-to-intermediate-level skills of the C# programming language and its syntax. Review all major component types of the Unity game engine: colliders and rigidbodies, lights, cameras, scripts, etc. Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences. Who This Book Is For Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills.

Game Development Essentials

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In
addition to the fundamentals, you’ll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity’s ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity’s updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the PlayStation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you’ve always dreamed about. Developing 2D Games with Unity can show you the way. What You’ll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop. Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

**Fundamentals of Game Development**

Master the basics of Unreal Engine 4 to build stunning video games. About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features. Create dream video games with the help of the different tools Unreal Engine 4 offers. Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide. Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI. Get to know more about the Material Editor and how it works. Add a post process to the scene and alter it to get a unique look for your scene. Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints. Find out more about Static and Dynamic lighting and the difference between various lights. Use Matinee to create cut scenes. Create a health bar for the player with the use of Unreal Motion Graphics (UMG). Get familiar with Cascade Particle Editor. In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we’ll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

**Game Development Essentials**

This is a practical, project-based guide that will help the reader to build Isometric, turn-based games using Starling. If you are an ActionScript developer and want to create cross-platform games with Starling, this book is for you. The FlagDefense game covers some complex topics in game development which are beneficial even for those who are already creating games with Starling. Prior knowledge of Starling will help, but is not necessary.

**iPhone iOS4 Development Essentials - Xcode 4 Edition**
With an innovative, business-model approach, Game Development Essentials: Online Game Development provides the essentials needed to achieve long-term success with Massively Multiplayer Online Games (MMOGs). This book takes a significant and valuable departure from traditional game development books by addressing MMOG development as a complex, multi-faceted, service-oriented business, instead of focusing solely on technical, artistic, or design techniques. The resulting multi-dimensional focus allows readers to design their game and organize their development process with the entire business in mind. Coverage includes the key differences between single player games and MMOGs, as well as how the various components of the development process, such as the business model, marketing plan, gaming community and technical constraints, influence one another and determine the success of the MMOG. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Game Development Essentials**

If you are a Java developer who wants to learn LibGDX and create great games, then this book is for you. To take full advantage of this book, you are expected to be familiar with Java or any other object-oriented language. Experience of using Eclipse will be very useful.

**Creating Games with Unity and Maya**

A practical tutorial that's easy to follow with lots of tips, examples and diagrams, including a full game project that grows with each chapter, This book targets Professional and Indie game developers who want to develop games quickly and easily to run across a huge range of smartphones and tablets. You are expected to have some experience writing games using C++ on other platforms. Its aim is to show how to take your existing skills and apply them to writing games for mobile devices (including iOS and Android) by explaining the use of the Marmalade SDK. Familiarity with games and 3D graphics programming would be helpful. No knowledge of specific mobile SDKs such as iOS or Android is required.

**Godot Engine Game Development Projects**

Game Development Essentials is the only four-color text in the market that offers a comprehensive introduction on game project management in an informal and accessible style, while concentrating on both theory and practice. Game Development Essentials is the only four-color text in the market that offers a comprehensive introduction on game project management in an informal and accessible style, while concentrating on both theory and practice.

**Game Development Essentials: Online Game Development**

If you are a game developer with experience in Objective-C and are interested in creating games for iOS or Android, this is the book for you. It will help you to quickly get started with Cocos2D and guide you through the process of creating a game, giving you the essential skills and knowledge you need to do so.

**Starling Game Development Essentials**

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you’ve never done any programming before and don’t know where to start, this book will show you how to make games from start to finish. You’ll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You’ll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web.
Online Library Game Development Essentials Game Project Management

or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

**Unity 2017 Game Development Essentials, Third Edition**

Find tips, tricks, hacks and cheats with our ProGamer eBook guides. Play the game as a pro and beat your opponents to advance further in the game. Complete all levels with ease and find useful insight secrets from professional gamers. Become the expert with this easy to understand eBook gaming guide.

Copyright code: 3b6ef772d73e466d17d6f76d9fa3f2bb