



Community Experience Distilled

Creating E-Learning Games with Unity

Develop your own 3D e-learning game using gamification, systems design, and gameplay programming techniques

David Horachek

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PUBLISHING community experience distilled

Creating E Learning Games With Unity Horachek David

Chao Zhang



Creating E Learning Games With Unity Horachek David:

Creating E-Learning Games with Unity David Horachek,2014-03-25 This book is an easy to follow guide that incrementally develops the game framework and missions step by step with each chapter Extensive source code is provided and explained in detail to support and explain each of the concepts in the book This book is intended for novice game programmers with a little experience in Unity3D who want to learn how to program eLearning games Educators and trainers who want to use Unity in an eLearning setting will also benefit from the book It would be helpful to have a basic understanding of the concepts such as Unity scripting and the Finite State Machine FSM but no prior experience in game development is required

Building an RPG with Unreal Steve Santello,Alan R. Stagner,2016-01-28 Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C Blueprints and UMG to create a role playing game RPG efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective step by step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG you are this book s target reader The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level What You Will Learn Program gameplay elements in C in Unreal Create custom game data for entities such as players and enemies Create a turn based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world developers are looking for the best ways of creating games of any genre in the engine This book will lay out the foundation of creating a turn based RPG in Unreal Engine 4 The book starts by walking you through creating a turn based battle system that can hold commands for party members and enemies You ll get your hands dirty by creating NPCs such as shop owners and important mechanics that make up every RPG such as a currency system inventory dialogue and character statistics Although this book specifically focuses on the creation of a turn based RPG there are a variety of topics that can be utilized when creating many other types of genres By the end of the book you will be able to build upon core RPG framework elements to create your own game experience Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG By the end of the book you will have considerably leveled up your ability to make your own game

Creating E-learning Games with Unity David Horachek,2014

Learning Unity Physics K. Aava Rani,2014-10-29 If you are familiar with the fundamentals of Physics and have basic experience of Unity game development but have no knowledge of using the two together then this book is for you

Books in Print Supplement ,1982 Game Development Patterns with Unity 2021 David Baron,2021-07-30 Solve your programming woes in Unity with practical design propositions Key Features Gain a comprehensive overview of Unity engine architecture and coding model Build a complete racing game using software design

patterns and understand how to implement them in Unity Download the source code of the complete prototype demonstrating each of the software patterns used Book Description This book is written for every game developer ready to tackle the bigger picture and start working with advanced programming techniques and design patterns in Unity Game Development Patterns with Unity 2021 is an introduction to the core principles of reusable software patterns and how to employ them to build components efficiently In this second edition you ll tackle design patterns with the help of a practical example a playable racing game prototype where you ll get to apply all your newfound knowledge Notable updates also include a game design document GDD a Unity programming primer and the downloadable source code of a complete prototype Your journey will start by learning about overall design of the core game mechanics and systems You ll discover tried and tested software patterns to code essential components of a game in a structured manner and start using classic design patterns to utilize Unity s unique API features As you progress you ll also identify the negative impacts of bad architectural decisions and understand how to overcome them with simple but effective practices By the end of this Unity book the way you develop Unity games will change you ll adapt a more structured scalable and optimized process that will help you take the next step in your career What you will learn Structure professional Unity code using industry standard development patterns Identify the right patterns for implementing specific game mechanics or features Develop configurable core game mechanics and ingredients that can be modified without writing a single line of code Review practical object oriented programming OOP techniques and learn how they re used in the context of a Unity project Build unique game development systems such as a level editor Explore ways to adapt traditional design patterns for use with the Unity API Who this book is for This book is for Unity game developers who want to learn industry standards for building Unity games Knowledge of the Unity game engine and programming in the C language is a must so if you re a beginner try our Learning C by Developing Games with Unity 2021 handbook instead **Unity 5** Chris Dickinson,Greg Lukosek,John P. Doran,2017-07-14 Explore every nook and cranny of Unity 5 to turn your imaginations into realityAbout This Book Demystify the C programming language in Unity 5 x Unleash the power of Unity to create a wide variety of projects in numerous genres and formats Master the art of optimization for Unity 5 x applications with tips and techniques that will further enhance your game Who This Book Is ForBeginner level Unity developers who do not have much programming experience What You Will Learn Master the art of applying C in Unity Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Create and code a good looking functional UI system for your game Find out how to create exciting and interactive games using GUIs Work with different animation assets and components to enhance your game further Personalize your game by learning how to use Unity s advanced animation system Create visualize and edit animated creatures to add to your already amazing game Familiarize yourself with the tools and practices of game development Discover how to create the Game Manager class to generate game levels and develop UI for

the game Use the Unity Profiler to find bottlenecks anywhere in your application and discover how to resolve them
Implement best practices for C scripting to avoid common mistakesIn DetailUnity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency If you love games and want to learn how to make them but have no idea where to begin then this course is built just for you This learning path is divided into three modules which will take you in this incredible journey of creating games The course begins with getting you started with programming behaviors in C so that you can create 2D games in Unity You will begin by installing Unity and learning about its features You will learn how to perform object oriented programming and discover how to manage the game play loop generate game levels and develop a simple UI for the game By the time this module comes to a close you will have mastered the art of applying C in Unity It is now time we put into use what we learned in the previous module into reality as we move onto the second module Here we will be building 7 8 action packed games of different difficulty levels Each project will focus on key Unity features as well as game strategy development This module will mark your transformation from an application developer to a full fledged Unity game developer Who wouldn t love a game that is fully perfect functional and without any glitches The third module deals with just that by teaching how to enhance your game by learning game optimization skills Here you ll gain an understanding of possible solutions to any problem and how to implement them You will then learn everything you need to know about where performance bottlenecks can be found why they happen and how to work around them With this massive wealth of knowledge at the end of this learning path you will be able to leverage an array of game development techniques to create your own basic games while resolving any issues that you encounter Style and approachThis learning path should be treated as the complete package necessary for building games It is a step by step guide to develop a game from scratch by applying the fundamentals of C and Unity scripting with a reference guide in the end to solve all your gaming problems

Game Development Fundamentals with Unity Mark Lassoff,Stone eLearning,2020 Game development is a challenging and rewarding experience so to make it easier we have created Swords and Shovels to prepare you for the journey ahead Unity has so much to offer game developers today all you have to do is harness that power This Unity Authorized skill path will teach you the essential tools and skills used to create fantastic games in Unity For those interested in game development there are multiple opportunities to work in the industry From designing and producing games to creating game art to coding all fields of digital are represented in the game development industry You ll learn all the basics as you create your game with Jack s expert help and mentoring It will be challenging but it will also be fun Jack will provide full explanations for each function and leave you confident in creating your own games with the Unity engine We ll provide all the components for you to create the game as Jack does In fact it s best for you take this course with your laptop open and create the game as Jack is comparing your results to his Requirements PC Laptop or MAC capable of running Unity 2017

Free Personal Edition Free Disk Space at least 6 GB on PC to install Unity Regular internet access for Q A and downloading required components Able to perform common computer tasks Programming experience is not required but it will be very helpful if you have some or little knowledge about it Who this course is for Who wants to start learning game development in Unity Engine Beginners who don t know how to start or wants to refresh their fundamentals in Game Development Any Graphics Designer or Artists who wants to learn and use their assets in games Those who are curious that how games are developed and needs knowledge about it

Mastering Web Development with AngularJS and Bootstrap K. Aava Rani,2016-06-30 With the increasing interest in AngularJS and Bootstrap around the technical world you could say that it is setting a trend to help users achieve great workflows using Grunt and Yeoman Built to create dynamic web applications AngularJS uses the MVC or MVVM architecture and simplifies the development of complex web applications by extending your application s framework The combination of AngularJS and Bootstrap aims to help developers easily create modern powerful customized web applications From the start this book will cover how to set up your workflow with Yeoman and Grunt create excellent architecture design and customize the layout and utilize the innovative and user friendly features of Bootstrap By working through the chapters you will quickly master the development process with the MVC architecture and move on to using AngularJS directives and HighCharts to create charts for financial projects Master the usage of Firebase with AngularJS and learn to manipulate data in your chart Finally we will deal with more advanced topics such as how to use websockets handle interaction and animations and create model popups and the best practices when troubleshooting code errors

Learning C# by Developing Games with Unity 2021 Harrison Ferrone,2021-10-29 Learn C programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series Includes invitation to join the online Unity Game Development community to read the book alongside peers Unity developers C programmers and Harrison Ferrone Purchase of the print or Kindle book includes a free eBook in the PDF format Key FeaturesLearn C programming basics terminology and coding best practicesBecome confident with Unity fundamentals and features in line with Unity 2021Apply your C knowledge in practice and build a working first person shooter game prototype in UnityBook Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform

procedural programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What you will learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you re a developer programmer hobbyist or anyone who wants to get started with Unity and C programming in a fun and engaging manner this book is for you You ll still be able to follow along if you don t have programming experience but knowing the basics will help you get the most out of this book *Hands-On Unity 2021 Game Development* Nicolas Alejandro Borromeo, 2021-08-20 Achieve mesmerizing game experiences using the latest Unity 2021 features by following a practical approach to building professional games Key Features Unleash the capabilities of C scripting to create UIs graphics game AI agents and more Explore Unity s latest tools including Universal Render Pipeline Shader Graph UI Toolkit Visual Scripting and VFX graph to enhance graphics and animation Build an AR experience using Unity s AR Foundation Book Description Learning how to use Unity is the quickest way to creating a full game but that s not all you can do with this simple yet comprehensive suite of video game development tools Unity is just as useful for creating AR VR experiences complex simulations real time realistic rendering films and practical games for training and education Hands On Unity 2021 Game Development outlines a practical journey to creating your first full game from the ground up building it step by step and applying your knowledge as you progress Complete with hands on tutorials and projects this easy to follow guide will teach you how to develop the game using several Unity tools As you advance you will learn how to use the Unity engine create simple scripts using C integrate graphics sound and animations and manipulate physics to create interesting mechanics for your game You ll be able to apply all the knowledge that you gain to a real world game Later chapters will show you how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs efficiently Finally you ll work with Unity s AR tools to create AR experiences for 3D apps and games By the end of this Unity book you will have created a complete game and built a solid foundation in using a wide variety of Unity tools What you will learn Explore both C and Visual Scripting tools to customize various aspects of a game such as physics gameplay and the UI Program rich shaders and effects using Unity s new Shader Graph and Universal Render Pipeline Implement postprocessing to improve graphics quality with full screen effects Create rich particle systems for your Unity games from scratch using VFX Graph and Shuriken Add animations to your game using the Animator Cinemachine and Timeline Use the brand new UI Toolkit package to create user interfaces Implement game AI to control character behavior Who this book is for

This book is best suited for game developers looking to upgrade their knowledge and those who want to migrate their existing skills to the Unity game engine Those with prior Unity knowledge will also benefit from the chapters exploring the latest features While you ll still able to follow along if you don t have any programming experience knowing the fundamentals of C programming will help you get the most out of this book **Unity Game Development in 24 Hours, Sams Teach Yourself** Mike Geig,2021-10-08

In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside Kerbal Space Program Subnautica and many other sizzling hot games This book s straightforward step by step approach teaches you everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Unity game development tasks Four sample game projects illustrate the topics Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and Tips point out shortcuts and solutions Learn how to Get up and running fast with the Unity 2021 game engine and editor Work efficiently with Unity s graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity s terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity s Animation and Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity s 2D tools and Tilemap Apply the finishing touches and deploy your games

Learning 2D Game Development with Unity Matthew Johnson (Computer programmer),James A. Henley,2014 The Unity Engine Tutorial for Any Game Creator Unity is now the world s 1 game engine thanks to its affordability continuous improvements and amazing global community With Unity you can design code and author your game once and then deploy it to multiple platforms reaching huge audiences and earning maximum returns Learning 2D Game Development with Unity will help you master Unity and build powerful skills for success in today s game industry It also includes a bonus rundown of the new GUI tools introduced in Unity s version 4.6 beta With this indispensable guide you ll gain a solid practical understanding of the Unity engine as you build a complete 2D platform style game hands on The step by step project will get you started fast whether you re moving to Unity from other engines or are new to game development This tutorial covers the entire development process from initial concept plans and designs to the final steps of building and deploying your game It illuminates Unity s newly integrated 2D toolset covering sprites 2D physics game scripts audio and animations Throughout it focuses on the simplest and lowest cost approaches to game development relying on free software and assets Everything you ll need is provided Register your book at informit.com title 9780321957726 to access assets code listings and video tutorials

on the companion website Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes animation controllers and scripting Build a 2D game world from beginning to end Establish player control Construct movements that feel right Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play

Unity 2D Game Development Dave

Calabrese,2014-03 A fun easytofollow experience that takes you from an empty project in Unity 4.3 all the way to a finished functional 2D platformer while giving you challenges and ideas to take what you learn in this book and expand upon it This book is ideal for anyone who wants to learn how to build 2D video games or who just wants to expand their knowledge of the Unity game engine It would be helpful to know how to navigate your way around Unity and some basic C before getting started with this book however if you don't no worries we will point you in the right direction

Game Development with Unity for .NET Developers Jiadong Chen,Ed Price,2022-05-27 Get up and running with Unity with the help of expert guidance for addressing the performance issues encountered in Unity development Key Features Discover solutions to common problems faced by .NET developers while creating games in Unity Explore tips tricks best practices and advanced Unity coding techniques for creating impressive games Understand how to program with C code using Unity's built in modules and add engaging effects Book Description Understand what makes Unity the world's most widely used real time 3D development platform and explore its powerful features for creating 3D and 2D games as well as the Unity game engine and the Microsoft Game Dev including the Microsoft Azure Cloud and Microsoft Azure PlayFab services to create games You will start by getting acquainted with the Unity editor and the basic concepts of Unity script programming with C You'll then learn how to use C code to work with Unity's built in modules such as UI animation physics video and audio and understand how to develop a game with Unity and C As you progress through the chapters you'll cover advanced topics such as the math involved in computer graphics and how to create a custom render pipeline in Unity with the new Scriptable Render Pipeline all while optimizing performance in Unity Along the way you'll be introduced to Microsoft Game Dev Azure services and Azure PlayFab and using the Unity3D PlayFab SDK to access the PlayFab API By the end of this Unity book you'll have become familiar with the Unity engine and be ready to develop your own games while also addressing the performance issues that you could encounter in the development process What you will learn Get to grips with using the Unity Editor Use C scripts to work with Unity's built in modules such as UI animation physics video and audio Create a custom render pipeline in Unity Engine with the latest Scriptable Render Pipeline Write high performance multithreaded code with the latest DOTS in Unity Discover the Azure PlayFab Client library for C in Unity Understand how the asset management and serialization

system within Unity really works Explore some of the most commonly used profiler tools in Unity development Who this book is for The book is for developers with intermediate NET and C programming experience who are interested in learning game development with Unity Basic experience in C programming is assumed **Unity 2D Game Development by Example Beginner's Guide** Venita Pereira,2014-08-14 If you are interested in creating your very own 2D games from scratch then this book will give you all the tools you need to succeed Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity this book is for you **Unity 3D Game Development** Anthony Davis,Travis Baptiste,Russell Craig,Ryan Stunkel,2022-08-29 Create ready to play 3D games with reactive environments sound dynamic effects and more Key Features Build a solid foundation for game design and game development Understand the fundamentals of 3D such as coordinates spaces vectors and cameras Get to grips with essential Unity concepts including characters scenes terrains objects and more Book DescriptionThis book written by a team of experts at Unity Technologies follows an informal demystifying approach to the world of game development Within Unity 3D Game Development you will learn to Design and build 3D characters and game environments Think about the users interactions with your game Develop an interface and apply visual effects to add an emotional connection to your world Gain a solid foundation of sound design animations and lighting Build test and add final touches The book contains expert insights that you ll read before you look into the project on GitHub to understand all the underpinnings This way you get to see the end result and you re allowed to be creative and give your own thoughts to design as well as work through the process with the new tools we introduce Join the book community on Discord to read this book with Unity game developers and the team of authors Ask questions build teams chat with the authors participate in events and much more The link to join is included in the book What you will learn Learn fundamentals of designing a 3D game and C scripting Design your game character and work through their mechanics and movements Create an environment with Unity Terrain and ProBuilder Explore instantiation and rigid bodies through physics theory and code Implement sound lighting effects trail rendering and other dynamic effects Create a short fully functional segment of your game in a vertical slice Polish your game with performance tweaks Join the book club to read alongside other users and Unity experts and ask the authors for help when stuck Who this book is for Our goal with this book is to enable every reader to build the right mindset to think about 3D games and then show them all the steps we took to create ours The main target audience for this book is those with some prior knowledge in game development though regardless of your experience we hope to create an enjoyable learning journey for you **Holistic Game Development with Unity** Penny De Byl,2012 The art of programming mechanics Real world mechanics Animation mechanics Game rules and mechanics Character mechanics Player mecahnics Environmental mechanics Mechanics for externl forces **Gamification with Unity 5.x** Lauren S. Ferro,2016-11-28 Build exhilarating gaming experiences using a wide range of game elements in Unity 5 x About This Book Achieve your goals in a fun filled way by creating gamification projects from

scratch Leverage the Unity 5 X toolkit to create stunning and appealing projects Make your transition towards a pro project manager developer by learning tricks and techniques Who This Book Is For If you are a project manager game developer or programmer who wants to create successful end to end gamification projects from scratch then this is the book for you You do not need any previous experience of working with Unity 5 X All the details required to make the most of gamifying your projects are provided in the book What You Will Learn Assess your learners abilities by setting up challenges and quests Implement the game elements that relate to the project into Unity Publish your own task management application to better engage readers Improve your design using methods of playtesting and iteration Issue OpenBadges to recognize achievements and set up an online database to store your users achievements In Detail Are you looking at implementing gamification techniques for your business and wondering where to get a complete rundown of all the tricks and techniques Well you have come to the right place This book will start right from the basics such as gameplay elements and their functionalities before gradually moving onto creating your first gamification project from scratch You ll be given the tools and shown how to perform various techniques for creating gamified applications in different contexts Finally you will implement various game elements into Unity publish your own task management application and get to know the best practices and approaches when designing gamified experiences Style and approach This book takes a real world case studies approach moving ahead in a step by step tutorial manner You will create your own project from scratch and the practical examples will help you create a successful gamification project

Coding Activities for Developing Games in Unity® Josh Romphf, 2021-07-15 Used by blockbuster game studios indie developers and computer science educators the Unity Game Engine is one of the world s most popular tools for creating real time interactive graphics This volume provides an accessible introduction to the expansive Unity ecosystem through a series of unique activities that illustrate some of the important concepts of game development and real time graphics programming In a computer driven world these coding skills are useful for not just game development but also contribute to core computer literacy

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