

---

# Create 2d Mobile Games With Corona Sdk For Ios And Android David Mekersa

---

Recognizing the habit ways to acquire this book **Create 2d Mobile Games With Corona Sdk For Ios And Android David Mekersa** is additionally useful. You have remained in right site to start getting this info. acquire the Create 2d Mobile Games With Corona Sdk For Ios And Android David Mekersa connect that we have enough money here and check out the link.

You could purchase guide Create 2d Mobile Games With Corona Sdk For Ios And Android David Mekersa or get it as soon as feasible. You could quickly download this Create 2d Mobile Games With Corona Sdk For Ios And Android David Mekersa after getting deal. So, considering you require the books swiftly, you can straight get it. Its for that reason categorically easy and for that reason fats, isnt it? You have to favor to in this aerate

*Create 2d Mobile Games With Corona Sdk For Ios And Android David Mekersa*

2022-09-29

---

## BISHOP EVELIN

---

*Create 2D Mobile Games with Corona SDK* Packt Publishing Ltd

Explore the full features of Unity 5 for 2D game development by building three amazing complete game projects About This Book\* Explore the 2D architecture of Unity 5, and the tools and techniques for developing 2D games\* Discover how to use Unity's 2D tools, including Sprites, physics, and maps, to create different genres of games\* Practical tutorial on the intermediate and advanced development concepts in Unity 5 to create three interesting and fully functional games Who This Book Is For If you've got the basics of 2D development down, push your skills with the projects in this hands-on guide. Diversify your portfolio and learn the skills to build a range of awesome 2D game genres. What You Will Learn\* Explore sprites and their vital role in 2D games\* Move and animate your sprites, and apply them to a 2D platformer game\* Set up a user interface that allows navigation through the 2D games\* Apply 2D physics to game objects and finish off the platformer game\* Set up game events to trigger and NPCs, and create a role playing game\* Add artificial intelligence to game characters to add some life to game NPCs\* Create 2D maps and add them to the strategy game In Detail Flexible, powerful, and full of rich features-Unity 5 is the engine of choice for AAA 2D and 3D game development. With comprehensive support for over 20 different platforms, Unity boasts a host of great new functions for making 2D games. Learn how to leverage these new options into awesome 2D games by building three complete game projects with the Unity game tutorials in this hands-on book. Get started with a quick overview of the principle concepts and techniques needed for making 2D games with Unity, then dive straight in to practical development. Build your own version of Super Mario Brothers as you learn how to animate sprites, work with physics, and construct brilliant UIs in order to create a platformer game. Go on a quest to create a complete RPG game discovering NPC design, event triggers, and AI programming. Finally, put your skills to the test against a real challenge - designing and constructing a complex strategy game that will draw on and develop all your previously learned skills.

**Mastering Android Game Development with Unity** "O'Reilly Media, Inc."

This book teaches beginners and aspiring game developers how to develop 2D games with Unity. Thousands of commercial games have been built with Unity. The reader will learn the complete

process of 2D game development, step by step. The theory behind each step is fully explained. This book contains numerous color illustrations and access to all source code companion videos. Key Features: Fully detailed game projects from scratch. Beginners can do the steps and create games right away. No coding experience is necessary. Numerous examples take a raw beginner toward professional coding proficiency in C# and Unity. Includes a thorough introduction to Unity 2020, including 2D game development, prefabs, cameras, animation, character controllers, lighting, and sound. Includes a step-by-step introduction to Unity 2019.3. Extensive coverage of GIMP, Audacity, and MuseScore for the creation of 2D graphics, sound effects, and music. All required software is free to use for any purpose including commercial applications and games. Franz Lanzinger is the owner and chief game developer of Lanzinger Studio, an independent game development and music studio in Sunnyvale, California. He started his career in game programming in 1982 at Atari Games, Inc., where he designed and programmed the classic arcade game Crystal Castles. In 1989, he joined Tengen, where he was a programmer and designer for Ms. Pac-Man and Toobin' on the NES. He co-founded Bitmasters, where he designed and coded games including Rampart and Championship Pool for the NES and SNES, and NCAA Final Four Basketball for the SNES and Sega Genesis. In 1996, he founded Actual Entertainment, publisher and developer of the Gubble video game series. He has a B.Sc. in mathematics from the University of Notre Dame and attended graduate school in mathematics at the University of California at Berkeley. He is a former world record holder on Centipede and Burgertime. He is a professional author, game developer, accompanist, and piano teacher. He is currently working on remaking the original Gubble game in Unity and Blender.

*Practical Android 4 Games Development* Packt Publishing Ltd

Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX to complete your game. By the time you have finished Make a 2D Arcade Game in a Weekend with Unity, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade classic game is a great way to learn the foundations of game design. While you do need to have a basic

understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. Takes you through building a classic Atari style brick breaker game Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game

*Make a 2D Arcade Game in a Weekend* Packt Publishing Ltd

Learn Unity game development & C# scripting. Build games with Unity and use Unity 2018 & C# to build 2D games. About This Video This course has been specifically designed for people with a basic understanding and some prior knowledge of coding and the relevant terminology. Some programming experience is preferable as this course focuses solely on Google's real-time database, Firebase. In Detail Want to learn how to build games by building small, simple and fun games? Then this is the perfect course for you. After finishing this course, you will have built fully functional games with Unity and C#. Learn the basic concepts, tools, and functions that you will need to build fully functional games with C# and the Unity game engine. Build a strong foundation in Unity Game Development with this course. Get Started with Unity's 2D Components Create your portfolio of game projects Learning the fundamentals of Unity 2D & 3D game development puts a powerful and very useful tool at your fingertips. Unity is free, easy to learn, has excellent documentation, and is the game engine used for building games. Jobs in Unity game development are plentiful and being able to learn C# scripting along with Unity game development will give you a strong background from which to build awesome games more easily. Content and Overview - Starting with the installation of Unity and Visual Studio, this course will take you through the process of learning game development with Unity by building 5 awesome 2D & 3D game projects. You will build your first 2D game in 1 hour. For the beginner programmers, there's a separate section about C# scripting, which will teach the fundamentals of C# scripting for game development in Unity. With these basics mastered, the course will take you through building different example games with Unity to learn more about the process of creating mobile android games with Unity. Students completing the course will have the knowledge to create fully-functional games with Unity and C# and will be able to use their C# skills to build any other useful program they want.

**Create 2D Mobile Games with Corona SDK** Apress

Create 2D Mobile Games with Corona SDK Focal Press

Unity 2017 2D Game Development Projects CRC Press

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In *Learn Unity for 2D Game Development*, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, *Learn Unity for 2D Game Development* will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices. What you'll learn How to create a 2D workflow in Unity Customizing the Unity Editor How to generate atlas textures and textured quads

Animation effects and camera configuration Handling user input Creating a game from start to finish Optimizing for mobile devices Who this book is for Game development students and professionals, indie developers, game artists and designers, and Unity developers looking to improve their workflow and effectiveness. Table of Contents 1. Unity Basics for 2D Games 2. Materials and Textures 3. Quick 2D Workflow 4. Customizing the Editor with Editor Classes 5. Procedural Geometry and Textured Quads 6. Generating Atlas Textures 7. UVs and Animation 8. Cameras and Pixel Perfection 9. Input for 2D Games 10. Getting Started with a 2D Game 11. Completing the 2D Card Game 12. Optimization 13. Wrapping Things Up

*Game Development with Unity and C# - Build a 2D Target Shooting Game in One Hour* Apress

Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity.

Developing 2D Games with Unity Packt Publishing

Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one

that will get you to learn Unity fast without wasting so much time. It includes 15 chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games. What you will learn After completing this book, you will be able to: - Code in C#. - Understand and apply C# concepts. - Create 2D games. - Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle. - Create and use C# variables and methods for your game. - Include intelligent NPCs that chase the player. - Manage collisions, key inputs, and colliders. - Create an update a user interface. - Load new scenes from the code, based on events in your games. Content and structure of this book The content of each chapter is as follows: - Chapters 1, 2, 3, 4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous “Simon Game”. - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now

[Windows Mobile Game Development Apress](#)

Create fun cross platform mobile games easily with a unified code base About This Video Course helps you to create your own simple engine for mobile games. Learn why to use physics to control the characters and handle collisions Shows comprehensive ways of how to move on to actually game creation, post engine creation In Detail In this course, we are going to learn the fun part - creating a game! We will start by designing the game and how you want it to work, before learning about the basic game loop and an introduction to the physics system Farseer. You will then move on to building our game by starting with the platforms that the player will jump on, and then actually creating our main character Zippy. You then need to create some enemies to make the game more interesting, and add some collectibles to get as you progress. The final part will then put all this together into a level class, as well as creating the UI and the main menu so that players can navigate to different sections of the game.

*The Ultimate Guide to 2D games with Unity Apress*

Build the Next Great Android Game! Learning Android Game Programming is your hands-on, start-to-finish guide to creating winning games for today’s rapidly growing Android mobile device marketplace. If you have even basic Android development experience, Rick Rogers will help you build on your knowledge to quickly create low-budget 2D mobile games that sell. The book starts with an up-to-the-minute overview of today’s Android mobile games marketplace, reviews each leading genre, and teaches you the foundational concepts of game development. You’ll design a simple game, then master every step of game development with AndEngine—the powerful, open source, free game-development engine. Every chapter teaches with sample code you can actually use, including many examples drawn from the published game, Virgins Versus Vampires (V3). With

this book you’ll learn how to Use free Android tools for creating code, artwork, and sound Implement the “game loop” that is at the heart of Android games Bring your game to life with scene transitions and entity modifiers Make the most of bitmap and vector graphics, sprites, and animation Integrate user input via touch, multitouch, keyboard, voice recognition, accelerometer, location, and compass Build infinite virtual worlds with tile maps Create, save, and reuse powerful particle effects Find, acquire, modify, and use background music and sound effects Implement highly realistic physics effects with Box2D Use AI techniques to make your games smarter and more fun Build a scoring framework based on collisions between your game elements Download the free version of Virgins Versus Vampires (V3) from Android Market today, as you learn how to build the game in this book [Learn 2D Game Development with C# Apress](#)

This book is a detailed guide to create and deploy mobile games on multiple mobile platforms with an emphasis on practical examples that help you learn how to make your own games quickly and efficiently. This book is for developers who are new to mobile game development or who have tried the native development of mobile games and want a simpler, faster tool that can support a wide variety of platforms and devices. Readers are expected to be at least partially familiar with the Lua game scripting language that Gideros uses for its scripts.

**Unity 2D Game Development Cookbook** Packt Publishing Ltd

This book is intended for both professionals game developers and hobbyist who are interested in making games with Unity. Users are expected to have knowledge of basics / fundamentals of unity 2D game development and should have a working knowledge of C#.

**2D Game Development with Unity** Addison-Wesley

Practical Android 4 Games Development continues your journey to becoming a hands-on Android game apps developer. This title guides you through the process of designing and developing game apps that work on both smartphones and tablets, thanks to the new Android SDK 4.0 which merges the User Interface and Experience APIs and more. The author, J.F. DiMarzio, has written eight books, including Android: A Programmer's Guide—the first Android book approved by Google—recently updated and translated for sale in Japan. He has an easy-to-read, concise, and logical writing style that is well suited for teaching complex technologies like the Java-based Android. From 2D-based casual games to 3D OpenGL-based first-person shooters, you find that learning how to create games on the fastest growing mobile platform has never been easier. Create 2D and 3D games for Android 4.0 phones and tablets such and the Motorola Xoom Build your own reusable “black box” for game development Easy-to-follow examples make creating the sample games a hands-on experience

**Mobile Game Development with Unity** Apress

Build classic arcade, shooter and platform games with Unity 2D toolset Key Features Leverage the amazing new functionalities of the latest Unity 2017 2D toolkit. Learn to create 2D characters, animations, fast and efficient game play experiences while keeping your games very lightweight Create engaging games that enable you to perform intergalactic warfare and also fun games similar to temple run and so on. Book Description 2D games are everywhere! Timeless and popular, 2D games represent a substantial segment of the games market. The Unity engine has revolutionized the gaming industry, by making it easier for game developers to create quality games on a budget. If you are looking for a guide to create 2D games using Unity 2017, look no further. With this book,



you will learn all the essentials of 2D game development by creating three epic games in a step-by-step manner throughout the course of this book. The first game will have you collecting as many cakes as possible. The second will transport you to outer space to traverse as far as possible while avoiding enemy spaceships. The last game will have you running and jumping across platforms to collect coins and other exotic items. Throughout all these three games, you will create characters, make them move, and create some enemies. And then, of course, write code to destroy them!. After showing you the necessities of creating a game, this book will then help you to porting the game to a mobile platform, and provide a path to publish it on the stores. By the end of this book, you will not only have created three complete great games, but be able to apply your knowledge to create and deploy your own games. What you will learn Work with Unity 2017's new 2D workflow and create a 2D scene Set the scene with different types of backgrounds, either static or dynamically using a tileset Bring your character to life through simple animations Understand the core concepts of programming by creating basic code that controls a character and destroys an enemy Create buttons and game controls by using code snippets for input detection Develop three 2D games from genres such as classic arcade, space shooter, and platformer games Add audio and feedback and deploy your games Who this book is for 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. No C# knowledge is required, all you need is basic coding and scripting knowledge. 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.

**Haxe Game Development Essentials** Packt Publishing Ltd

Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets. Beginning Android Games, Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in Android. What You'll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For People with a basic knowledge of Java who want to write games on the Android platform. It also offers information for experienced game developers about the pitfalls and peculiarities of the platform.

**Creating a 2D Platformer** Patrick Felicia

This book will provide you with a comprehensive guide to developing games for both the Windows Mobile platform and the Windows Phone using the industry standard programming languages C# and VB .NET. You will be walked through every aspect of developing for the Windows Mobile platform—from setting up your development environment for the first time to creating advanced 3D graphics. Finally, you'll learn how you can make your applications available to others, whether

distributing for free or selling online. Using extensive code samples throughout, you'll gather all the information needed to create your own games and distribute them successfully for others to enjoy. Aimed primarily at C# developers, almost everything in the book can be used in VB .NET too. For those areas where this is not the case, workarounds are suggested so that VB .NET developers are still able to use the techniques described.

**Gideros Mobile Game Development Apress**

A practical guide on how to use Unity for building cross-platform mobile games and Augmented Reality apps using the latest Unity 2020 toolset Key Features Create, deploy, and monetize captivating and immersive games on Android and iOS platforms Take your games into the real world by adding augmented reality features to your mobile projects Kick-start your mobile game development journey with step-by-step instructions and a demo game project Book Description Unity 2020 brings a lot of new features that can be harnessed for building powerful games for popular mobile platforms. This updated second edition delves into Unity development, covering the new features of Unity, modern development practices, and augmented reality (AR) for creating an immersive mobile experience. The book takes a step-by-step approach to building an endless runner game using Unity to help you learn the concepts of mobile game development. This new edition also covers AR features and explains how to implement them using ARCore and ARKit with Unity. The book explores the new mobile notification package and helps you add notifications for your games. You'll learn how to add touch gestures and design UI elements that can be used in both landscape and portrait modes at different resolutions. The book then covers the best ways to monetize your games using Unity Ads and in-app purchases before you learn how to integrate your game with various social networks. Next, using Unity's analytics tools, you'll enhance your game by gaining insights into how players like and use your game. Finally, you'll take your games into the real world by implementing AR capabilities and publishing them on both Android and iOS app stores. By the end of this book, you will have learned Unity tools and techniques and be able to use them to build robust cross-platform mobile games. What you will learn Design responsive user interfaces for your mobile games Detect collisions, receive user input, and create player movements for your mobile games Create interesting gameplay elements using inputs from your mobile device Explore the mobile notification package in Unity game engine to keep players engaged Create interactive and visually appealing content for Android and iOS devices Monetize your game projects using Unity Ads and in-app purchases Who this book is for If you are a game developer or mobile developer who wants to learn Unity and use it to build mobile games for iOS and Android, then this Unity book is for you. Prior knowledge of C# and Unity will be beneficial but is not mandatory.

**Learn Unity for 2D Game Development** Springer

Do you want to build mobile games, but lack game development experience? No problem. This practical guide shows you how to create beautiful, interactive content for iOS and Android devices with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison (iOS Swift Game Development Cookbook) provide a top-to-bottom overview of Unity's features with specific, project-oriented guidance on how to use them in real game situations. Over the course of this book, you'll learn hands-on how to build 2D and 3D games from scratch that will hook and delight players. If you have basic programming skills, you're ready to get started. Explore the basics of Unity, and learn

how to structure games, graphics, scripting, sounds, physics, and particle systems Use 2D graphics and physics features to build a side-scrolling action game Create a 3D space combat simulator with projectile shooting and respawning objects, and learn how to manage the appearance of 3D models Dive into Unity's advanced features, such as precomputed lighting, shading, customizing the editor, and deployment

**Unity 2020 Mobile Game Development** Packt Publishing Ltd

Learn the art of making Android games and turn your game development dreams into reality About This Book Leverage the latest features of Android N to create real-world 2D games Architect a 2D game from scratch and level up your Android game development skill Transition from developing simple 2D games to 3D games using basic Java code Who This Book Is For If you are a mobile developer who has basic Java programming knowledge, then this book is ideal for you. Previous Android development experience is not needed; however, basic mobile development knowledge is essential. What You Will Learn Understand the nuts and bolts of developing highly interactive and interesting games for Android N Link the interface to the code used in games through simple methods Interact with the images on the screen and also learn to animate them Set and save the game state and save high scores, hit points, and so on for your games Get a grasp of various collision techniques and implement the bounding box technique Convert your 2D games to 3D

games using Android N Get an understanding of the process of UI creation using Android Studio In Detail In this book, we'll start with installing Android studio and its components, and setting it up ready for Android N. We teach you how to take inputs from users, create images and interact with them, and work with sprites to create animations. You'll then explore the various collision detection methods and use sprites to create an explosion. Moving on, you'll go through the process of UI creation and see how to create buttons as well as display the score and other parameters on screen. By the end of the book, you will have a working example and an understanding of a 2D platform game like Super Mario and know how to convert your 2D games to 3D games. Style and approach This easy-to-understand guide follows a step-by-step approach to building games, and contains plenty of graphical examples for you to follow and grasp quickly, giving you the chance to implement the concepts practically.

**Building RESTful Python Web Services** Apress

Learn how to build games that work on several mobile devices, including phones and tablets powered by iOS, Android, and Blackberry. This practical book shows you how to get started with the Unity game development ecosystem for creating beautiful, interactive 3D and 2D content. You'll get a top-to-bottom overview of Unity's features—including its game engine, integrated development environment (IDE), and ready-made assets—with specific, project-oriented guidance on how to use those features in real games that will hook and delight players on any mobile platform.