

# Learning Unity iOS Game Development

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*Learning Unity iOS Game Development*

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## MCLEAN PHOEBE

Unity in Action Packt Publishing Ltd

This second edition of C# Game Programming Cookbook for Unity 3D expounds upon the first with more details and techniques. With a fresh array of chapters, updated C# code and examples, Jeff W. Murray's book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 2D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in C# suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game's sound in a dedicated audio chapter covering topics such as audio mixers, fading, and audio ducking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, C#-based framework Extensive breakdowns of all the important classes Example projects illustrate and break down common and important Unity C# programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, target chasing and line-of-sight patrolling behaviors), user interface Canvas management and fading, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced C# programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering C# and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world's largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

**Beginning Unity Android Game Development** CRC Press

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

*Mac Application Development by Example* CRC Press

Unity has established itself as a powerful force for developing games. If you love mobile games and want to learn how to create them but have no idea where to begin, this book is for you. It takes a step-by-step approach to build an endless runner game using Unity, along with covering examples on how to create a game that is uniquely your own.

**Holistic Game Development with Unity** CRC Press

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 **Build Once, Deploy Anywhere** Pearson Education If you are a game developer, designer, artist, or a beginner in the gaming industry, and want to make iOS games efficiently at a low cost, this book is ideal for you.

*Learning C# by Developing Games with Unity 2020* Learning Unity iOS Game Development

Master the art of programming games for Android using the Unity3D game engine. This book will help you understand basic concepts of game development in Unity. By the end of Beginning Unity Android Game Development, you will have the knowledge to confidently build an Android game. The book starts by explaining simple programming concepts to make beginners comfortable with the jargon. You will then learn to navigate around the Unity interface and use basic tools (hand, move, rotate, scale, and rect). You will also be acquainted with the creation of basic 3D objects in the game while understanding the purpose of several of Unity's windows. In the last chapters, you will learn to create a simple game for Android using the concepts studied in the previous chapters. Scripts will be written to handle the behaviors of the player and enemies as well as to handle other aspects of the game. The author shares tips along the way to help improve in-game performance, such as switching to the universal rendering pipeline when targeting mobile platforms. At the end of the book, you will have a solid knowledge in making basic Android games that can be upgraded later to make more complex games. What You Will Learn Explore basic Unity and C# programming concepts and scripting for Android games Navigate around the Unity interface and use its basic tools Make the most of popular components and features of Unity Write an Android game with optimizations Who This Book Is For Absolute beginners learning to program games for the Android platform using Unity3D. Basic knowledge of programming would be beneficial for the reader but is not required.

*iOS Games by Tutorials* Addison-Wesley Professional

Master the advanced concepts of game development for iOS to build impressive games About This Book Create a complete game with advanced techniques through the course of the book using in-depth, hands-on instructions Learn how to multi-task and improve performance optimization in your game playing experience The author, Miguel, has 11 years of iOS game development using xcode and has released over 10 games to the Apple AppStoreMaster player movement using touch controls as well as discuss motion controls Who This Book Is For This book is for those who have created an iOS game already and want to hone their skills. A reasonable level of knowledge and an understanding of the core elements and applications would be helpful. What You Will Learn Blast off and start developing fun games Optimize the assets for the best performance in the game app Master player movement using touch controls as well as discuss motion controls Perform bug Squashing by testing and debugging Design interesting various characters and enemies for your game Test your game on both, the simulator on the computer and on real devices Tweak and fine tune the code and graphics before the release of your app Uncover some awesome new gameplay by adding in multiplayer elements, to get more people playing together In Detail iOS is an operating system for Apple manufactured phones and tablets. Mobile gaming is one of the fastest-growing industries, and compatibility with iOS is now becoming the norm for game developers. SpriteKit is part of the native SDK from Apple, and enables developers to make simple entry into game development without unnecessary overhead and a long learning process. SpriteKit also provides other functionality that is useful for games, including basic sound playback support and

physics simulation. In addition, Xcode provides built-in support for SpriteKit so that you can create complex special effects and texture atlases directly in Xcode. This combination of framework and tools makes SpriteKit a good choice for games and other apps that require similar kinds of animation. Become a master in iOS game development through this fast and fun guide! In the beginning, we'll tell you everything you need to plan and design your game. You'll then start developing your game through step-by-step instructions using the various built-in technologies of Xcode. From there on, we discuss how to deploy your game to the iOS App Store, as well as monetizing it to make more revenue. You will also learn advanced techniques to improve your game playing experience, including better multi-tasking, improved performance optimization, battery management, and more. To end the book off, we'll show you how to update your game with different features, then port the update to the App Store. Style and approach This book provides an easy-to-understand and fun approach to game development, with step-by-step instructions and detailed explanation of each block of code. The topics covered range from easy to advanced, so buckle up for a fast-paced ride!

Unity 2017 Mobile Game Development Apress

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.

**C# Game Programming Cookbook for Unity 3D** Packt Pub Limited

Embrace the mobile gaming revolution by creating popular iOS games with Swift 4.2 Key Features Learn to create games for iPhone and iPad with the latest Swift Programming language Understand the fundamental concepts of game development like game physics, camera action, sprites, controls, among others Build Augmented reality games using ARKit for true performance Book Description Swift is the perfect choice for game development. Developers are intrigued by Swift and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features - including its new ones for game development. Using SpriteKit, you will learn how to animate sprites and textures. Along the way, you will master physics, animations, and collision effects and how to build the UI aspects of a game. You will then work on creating a 3D game using the SceneKit framework. Further, we will look at how to add monetization and integrate Game Center. With iOS 12, we see the introduction of ARKit 2.0. This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices. In the next section, we will dive into creating Augmented Reality games using SpriteKit and SceneKit. Then, finally, we will see how to create a Multipeer AR project to connect two devices, and send and receive data back and forth between those devices in real time. By the end of this book, you will be able to create your own iOS games using Swift and publish them on the iOS App Store. What you will learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit and SceneKit Set up a scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun, repeatable action Make use of animations, graphics, and particles to polish your game Understand the current mobile monetization landscape Integrate your game with Game Center Develop 2D and 3D Augmented Reality games using Apple's new ARKit framework Publish your game to the App Store Who this book is for If you wish to create and publish iOS games using Swift, then this book is for you. No prior game development or experience with Apple ecosystem is needed.

*An All-in-one Guide to Implementing Game Mechanics, Art, Design, and Programming* CRC Press

Discover how to use Unity with Xcode to create fun, imaginative 3D games for iPhone and iPad.

This book shows you how to optimize your game for both speed and quality, how to test and profile

your game, and how to get the most out of your iOS device features, including the gyroscope and accelerometer. You'll also learn how to incorporate the latest Game Center improvements in iOS into your game, how to make sure your game gets into the App Store, and even how to promote your app and track revenue. Unity is an incredibly powerful and popular game creation tool, and Unity 5 brings even more great features, including Mecanim animation. If you have a great 3D game idea, and you want to make it a reality in the App Store, then [Learn Unity 5 for iOS Game Development](#) has exactly what you need. What You'll Learn How to include iAds How to integrate Game Center leaderboards and achievements How to profile and optimize performance Who This Book Is For iOS developers interested in using Unity and Unity developers who want to customize their games for iOS devices.

*Learning Unity iOS Game Development* Packt Publishing Ltd

Build exciting games with Unity on iOS and publish them on the App Store About This Book Take advantage of Unity 5's new tools to create a fully interactive mobile game Learn how to connect your iTunes developer account and use Unity 5 to communicate with it Use your Macintosh computer to publish your game to the App Store Who This Book Is For This book is for iOS developers who want to learn how to build games with Unity for the iOS platform. Some prior experience in game development would be useful. What You Will Learn Create your own iTunes Connect Developer account and create an app within it Set up iTunes Game Center features in iTunes Connect so you can use them within Unity 5 Construct a game using C# that allows users to interactively control the game character Use Unity 5's editor window to create a custom editor tool specific for the game made in the book Store and keep track of data so the player is able to collect in-game pick-ups that can be used to purchase in-game goods Use all game features so the player is able to fully navigate menus between the front menu and in the game state Make, test, and finally release builds so you can play on your device and then submit the game to Apple for review In Detail Over recent years, the market for mobile game development using Unity has grown multi-fold with an overwhelming 600 million gamers playing games developed using Unity engine. The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store. From beginners, to those who are experienced making video games, this book goes through the steps of using Unity 5 to make a game from the ground up and setting the game up with iTunes Game Center features. The book begins with an introduction to setting up an iTunes Connect developer account, this will allow you to use Unity to its full potential with iOS. You will create a new app in iTunes Connect with the settings for Apple approval. You will learn, in detail, how to use Unity 5 and the programming language C# to make a fully interactive game that keeps track of player progress, Game Center Leaderboards, and Achievements, as well as displaying iAds and offering In-App purchases. Moving on, you'll discover how to create development and release builds, enabling you to test the game on your device before finally submitting the game for Apple's approval. By the end of the book, you will have a complete understanding of how iTunes and Unity can be used in combination to build and publish a fully interactive and reliable game to the App Store. Style and approach This is a step-by-step guide that covers the fundamentals of gaming and reveals the secrets of building and monetizing games for the iOS platform.

*Code in C# and build 3D games with Unity, 4th Edition* Apress

Holistic Mobile Game Development with Unity: An All-In-One Guide to Implementing Mechanics, Art Design and Programming for iOS and Android Games Master mobile game design and development in this all-in-one guide to creating iOS and Android games in the cutting-edge game engine, Unity. By using Penny de Byl's holistic method, you will learn about the principles of art, design, and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry. In addition, hands-on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store. Over 70 practical step-by-step exercises recreating the game mechanics of contemporary mobile games, including Angry Birds, Temple Run, Year Walk, Minecraft, Curiosity Cube, Fruit Ninja, and more. Design principles, art, and programming in unison - the one-stop shop for indie developers requiring interdisciplinary skills in their small teams. An introduction to essential two- and three-dimensional mathematics, geometry and physics concepts. A portfolio of royalty free reusable game mechanics and assets. Accompanying website, [www.holistic3d.com](http://www.holistic3d.com), features project source code, instructional videos, art assets, author blog, and teaching resources. Challenge questions and lesson plans are available online for an enhanced learning experience.

**Pro Unity Game Development with C#** Packt Publishing Ltd

Unity Android Game Development by Example Beginner's Guide consists of different game application examples. No prior experience with programming, Android, or Unity is required. You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity. Great for developers new to Unity, Android, or both, this book will walk you through everything you need to know about game development for the Android mobile platform. No experience with programming, Android, or Unity is required. Most of the assets used in each chapter project are provided with the book, but it is assumed that you have some access to basic image and model creation software. You will also need access to an Android powered device.

*Learning C# by Developing Games with Unity 2021* Apress

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design* Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

**Beginning 2D iOS, Tvos, Macos & Watchos Game Development with Swift 3** Muska/Lipman

The Unity engine game development tool is a multi-platform engine and editor rolled into one. It is an ideal development tool for independent developers and students, and many pro studios turn to it for fast prototyping. Unity allows developers to create a single game and release it on many platforms including Android, iOS, and the web. This completely updated edition of *GAME DEVELOPMENT WITH UNITY* is a tutorial-style guide that provides a complete overview of the Unity editor along with step-by-step projects covering every basic functional aspect, from asset importing to publishing. Each chapter includes tutorials and small assignments geared toward making a larger game. You will learn the basics of design and level theory and prototyping concepts in the virtual world. You will also learn how to polish and publish your finished game. A companion website features software, sample levels, source code and more. Start learning Unity today with *GAME DEVELOPMENT WITH UNITY, SECOND EDITION*.

**Mastering iOS Game Development** Apress

Unity is an incredibly powerful and popular game creation tool, and Unity 4 brings even more great features, including Mecanim animation. Learn Unity 4 for iOS Game Development will show you how to use Unity with Xcode to create fun, imaginative 3D games for iPhone, iPad, and iPod touch. You'll learn how to optimize your game for both speed and quality, how to test and profile your game, and how to get the most out of your iOS device features, including the gyroscope and accelerometer. You'll also learn how to incorporate the latest Game Center improvements in iOS 6 into your game, how to make sure your game gets into the App Store, and even how to promote

your app and track revenue. If you have a great 3D game idea, and you want to make it a reality in the App Store, then [Learn Unity 4 for iOS Game Development](#) has exactly what you need.

**Unity iOS Essentials** Packt Publishing Ltd

Create a fully featured application that's both sophisticated and engaging. This book provides a detailed guide in developing augmented reality games that can take advantage of the advanced capabilities of new iOS devices and code while also offering compatibility with still supported legacy devices. No programming experience is necessary as this book begins on the ground floor with basic programming concepts in Unity and builds to incorporating input from the real world to create interactive realities. You'll learn to program with the Unity 2017 development platform using C#. Recent announcements of increased AR capabilities on the latest iPhones and iPads show a clear dedication on Apple's part to this emerging market of immersive games and apps. Unity 2017 is the latest version of this industry leading development platform and C# is a ubiquitous programming language perfect for any programmer to begin with. Using the latest development technologies, *Beginning iOS AR Game Development* will show you how to program games that interact directly with the real world environment around the user for creative fantastic augmented reality experiences. What You'll Learn Download assets from the Unity store Create a scene in Unity 2017 Use physics and controls on mobile devices Who This Book Is For Beginner programmers and/or people new to developing games using Unity. It also serves as a great introduction to developing AR games and educators teaching the subject at high school or higher levels.

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

"Beginning 2D iOS game development with Swift"--Page 1 of cover.

[Kickstart your C# programming and Unity journey by building 3D games from scratch, 6th Edition](#) Packt Pub Limited

Learn to create, publish and monetize your mobile games with the latest Unity 2017 tool-set easily for Android and iOS About This Book One-stop solution to becoming proficient in mobile game development using Unity 2017 Port your Unity games to popular platforms such as iOS and Android Unleash the power of C# scripting to create realistic gameplay and animations in Unity 2017. Who This Book Is For If you are a game developer and want to build mobile games for iOS and Android, then this is the book for you. Previous knowledge of C# and Unity is helpful, but not required. What You Will Learn Use Unity to build an endless runner game Set up and deploy a project to a mobile device Create interesting gameplay elements using inputs from your mobile device Monetize your game projects with Unity ads and in-app purchases Design UI elements that can be used well in Landscape and Portrait mode at different resolutions, supporting phones, tablets, and PCs. How to submit your game to the iOS and Android app stores In Detail Unity has established itself as an overpowering force for developing mobile games. If you love mobile games and want to learn how to make them but have no idea where to begin, then this book is just what you need. This book takes a clear, step-by-step approach to building an endless runner game using Unity with plenty of examples on how to create a game that is uniquely your own. Starting from scratch, you will build, set up, and deploy a simple game to a mobile device. You will learn to add touch gestures and design UI elements that can be used in both landscape and portrait mode at different resolutions. You will explore the best ways to monetize your game projects using Unity Ads and in-app purchases before you share your game information on social networks. Next, using Unity's analytics tools you will be able to make your game better by gaining insights into how players like and use your game. Finally, you'll learn how to publish your game on the iOS and Android App Stores for the world to see and play along. Style and approach This book takes a clear, step-by-step approach for Unity game developers to explore everything needed to develop mobile games with Unity.

**Build, deploy, and monetize games for Android and iOS with Unity** Apress

Learn How to Make Games with the Unity game engine! Unity is a popular game engine used by both by AAA studios and indie game developers alike. This book will introduce you how to create games with Unity whether you have some game development experience or you are a complete beginner. By the time you're finished reading this book, you will have made 4 complete mini-games, modeled your own game assets, and even played with virtual reality! These games include a twin stick shooter, a first person shooter, a 2D platformer, and tower defense game. Topics Covered in Unity Games by Tutorials: GameObjects: Learn about basic building blocks used to create your game. Components: Customize your GameObjects by the way of components. Physics: Unleash the power of the built-in physics engine. Animation: Learn how to bring your models to life

through Unity's animation system. Sound: Add depth to your games through Unity's powerful audio tools. Pathfinding: Learn about the pathfinding system to give direction to your monsters. User

Interface: Provide custom user interfaces for players to use in your game. Virtual Reality: Convert one of your games to be played in Virtual Reality. Modeling: Learn the basics of Blender and how to create and animate your creations. Publishing: Learn how to export your game to your computer,

web, and mobile devices. Unity 2D: A deep walkthrough on Unity's 2D system. And much more including a C# quick start guide, a Unity API overview, and saving game dat