

Unity Card Game Template

Jonathan Linowes

[A Quick Guide to Card Games with Unity](#) Patrick Felicia, Why this book can help you to get started fast with Card Games and Unity It can be intimidating to start with Unity, and while several books can provide comprehensive information, you may, like many other readers, just want to focus on a specific topic and get started fast. This book is part of a series entitled A Quick Guide To, and does just this. In this book series, you have the opportunity to get started on a specific topic in less than 60 minutes, delving right into the information that you really need. Of course, you can, after reading this book, move-on to more comprehensive books; however, quite often, you may have little time to complete a project or to get comfortable with a topic fast. In this book entitled A Quick Guide to Card Games with Unity, you will discover how to create most of the features found in card games by using simple techniques , and you will learn and practice as you go. By following the techniques and suggestions described in this short book, I can promise you that you will get started very fast and create a simple card matching game. Along the way, you will also learn about C#, sprites, and events and combine these skills to create a card game. Content and structure of this book In this book, you will learn about card games with Unity, including: - Setting-up the interface. - Creating a game manager. - Adding multiple cards automatically. - Associating the correct image to each card. - Shuffling the cards. - Allowing the player to choose and move cards. - Checking for a match The main idea behind this book is to help you to get started quickly with card games. So, if you want to start creating challenging games with simple, yet effective techniques : download this book now!

The Ultimate Guide to 2D games with Unity Patrick Feliia,2020-07-31 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

Unity in Action, Third Edition Joseph Hocking,2022-02-08 *Unity in Action, Third Edition* teaches you to create games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality.

Mastering Unity 2D Game Development Simon Jackson,2014-08-26 If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

3D Game Development with Unity Franz Lanzinger,2022-04-07 This book teaches beginners and aspiring game developers how to develop 3D games with Unity. Thousands of commercial games have been built with Unity. This book combines a practical, step-by-step approach with explanations of the underlying theory that are reinforced with hundreds of screenshots and several larger projects. Building on the knowledge developed in *2D Game Development for Unity*, this book uses the Blender software for 3D modelling and texturing, GIMP for 2D art, Audacity for sound effects, and MuseScore for music composition and notation. Readers can follow the step-by-step guides and create an introductory racing game, a 3D maze game, and a 3D FPS adventure game as they progress through the chapters. The book contains numerous color illustrations and online access to easily downloadable game assets, code, and project files. Written to be accessible and easy to follow, this book will be a valuable resource to both beginner and aspiring game developers that want to develop 3D games with Unity. Franz Lanzinger is an independent game developer, author, and pianist. He is the owner of Lanzinger Studio located in Sunnyvale, California. His game development career spans almost 40 years starting with the coin-op classic *Crystal Castles* at Atari in 1983, continuing with *Ms. Pacman* and *Toobin' for the NES*, published by Tengen in 1990. Franz has been an indie game developer since 1991. He worked on *SNES Rampart*, *Championship Pool*, and *NCAA Final Four Basketball*, as well as *Gubble* for the PC, Mac, and PlayStation. This is Franz's third book about game development. He is currently working on a remaster of *Gubble*. In his spare time, he is the piano accompanist for the Valley Chorale and the

Serendipity Choir. Go to franzlanzinger.com for the latest news about Franz as well as resources for his books.

Unity 2021 Cookbook Matt Smith, Shaun Ferns, Chris Gregan, 2021-09-06 Discover the latest features of Unity 2021 and dive deeper into the nuances of professional game development with Unity Key Features Discover the latest features of Unity 2021 including coverage of AR/VR development Follow practical recipes for better 2D and 2D character development with Unity GameKits Learn powerful techniques and expert best practices in building 3D objects, textures, and materials Book Description If you are a Unity developer looking to explore the newest features of Unity 2021 and recipes for advanced challenges, then this fourth edition of Unity Cookbook is here to help you. With this cookbook, you'll work through a wide variety of recipes that will help you use the essential features of the Unity game engine to their fullest potential. You familiarize yourself with shaders and Shader Graph before exploring animation features to enhance your skills in building games. As you progress, you will gain insights into Unity's latest editor, which will help you in laying out scenes, tweaking existing apps, and building custom tools for augmented reality and virtual reality (AR/VR) experiences. The book will also guide you through many Unity C# gameplay scripting techniques, teaching you how to communicate with database-driven websites and process XML and JSON data files. By the end of this Unity book, you will have gained a comprehensive understanding of Unity game development and built your development skills. The easy-to-follow recipes will earn a permanent place on your bookshelf for reference and help you build better games that stay true to your vision. What you will learn Discover how to add core game features to your projects with C# scripting Create powerful and stylish UI with Unity's UI system, including power bars, radars, and button-driven scene changes Work with essential audio features, including background music and sound effects Discover Cinemachine in Unity to intelligently control camera movements Add visual effects such as smoke and explosions by creating and customizing particle systems Understand how to build your own Shaders with the Shader Graph tool Who this book is for If you're a Unity developer looking for better ways to resolve common recurring problems with recipes, then this book is for you. Programmers dipping their toes into multimedia features for the first time will also find this book useful. Before you get started with this Unity engine book, you'll need a solid understanding of Unity's functionality and experience with programming in C#.

Hands-On Unity 2020 Game Development Nicolas Alejandro Borrromeo, 2020-07-29 Build immersive game experiences using the new Unity 2020 features with this practical guide Key Features Unleash the capabilities of C# scripting for creating immersive UI, graphics, Game AI agents and much more Explore Unity's latest tools, including Universal Render Pipeline, Shader Graph, and VFX graph, to enhance graphics and animation Get started with building augmented reality experience using Unity's AR Foundation Book Description Over the years, the Unity game engine has extended its scope from just being about creating video games to building AR/VR experiences, complex simulations, real-time realistic rendering, films, and serious games for training and education. Its features for implementing gameplay, graphics, and customization using C#

programming make Unity a comprehensive platform for developing professional-level, rich experiences. With this book, you'll be able to build impressive Unity projects in a step-by-step manner and apply your knowledge of Unity concepts to create a real-world game. Complete with hands-on tutorials and projects, this easy-to-follow guide will show you how to develop your first complete game using a variety of Unity tools. As you make progress, you'll learn how to make the most of the Unity Editor and create scripts using the C# programming language. This Unity game development book will then take you through integrating graphics, sound, and animations and manipulating physics to create impressive mechanics for your games. You'll also learn how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs in a performant way. Finally, you'll get to grips with Unity's AR Foundation for creating AR experiences for 3D apps and games. By the end of this book, you'll have developed a complete game and will have built a solid foundation using Unity's tooling ecosystem to develop game projects of any scale. What you will learn

- Write scripts for customizing various aspects of a game, such as physics, gameplay, and UI
- Program rich shaders and effects using Unity's new Shader Graph and Universal Render Pipeline
- Implement postprocessing to increase 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
- Implement game artificial intelligence (AI) to control character behavior
- Detect and fix optimization issues using profilers and batching

Who this book is for This book is for game developers looking to migrate to the Unity game engine. If you are a developer with some exposure to Unity, this book will help you explore its latest features. Prior experience with C# programming is required to get the most out of the book.

Developing 2D Games with Unity Jared Halpern, 2018-11-28 Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. *Developing 2D Games with Unity* can show you the way.

What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

Unity in Action Joseph Hocking, 2018-03-27 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

Augmented Reality with Unity AR Foundation Jonathan Linowes, 2021-08-16 Explore the world of augmented reality development with the latest features of Unity and step-by-step tutorial-style examples with easy-to-understand explanations Key Features Build functional and interactive augmented reality applications using the Unity 3D game engine Learn to use Unity's XR and AR components, including AR Foundation and other standard Unity features Implement common AR

application user experiences needed to build engaging applications

Book Description Augmented reality applications allow people to interact meaningfully with the real world through digitally enhanced content. The book starts by helping you set up for AR development, installing the Unity 3D game engine, required packages, and other tools to develop for Android (ARCore) and/or iOS (ARKit) mobile devices. Then we jump right into the building and running AR scenes, learning about AR Foundation components, other Unity features, C# coding, troubleshooting, and testing. We create a framework for building AR applications that manages user interaction modes, user interface panels, and AR onboarding graphics that you will save as a template for reuse in other projects in this book. Using this framework, you will build multiple projects, starting with a virtual photo gallery that lets you place your favorite framed photos on your real-world walls, and interactively edit these virtual objects. Other projects include an educational image tracking app for exploring the solar system, and a fun selfie app to put masks and accessories on your face. The book provides practical advice and best practices that will have you up and running quickly. By the end of this AR book, you will be able to build your own AR applications, engaging your users in new and innovative ways. What you will learn

Discover Unity engine features for building AR applications and games

Get up to speed with Unity AR Foundation components and the Unity API

Build a variety of AR projects using best practices and important AR user experiences

Understand the core concepts of augmented reality technology and development for real-world projects

Set up your system for AR development and learn to improve your development workflow

Create an AR user framework with interaction modes and UI, saved as a template for new projects

Who this book is for This augmented reality book is for game developers interested in adding AR capabilities to their games and apps. The book assumes beginner-level knowledge of Unity development and C# programming, familiarity with 3D graphics, and experience in using existing AR applications. Beginner-level experience in developing mobile applications will be helpful to get the most out of this AR Unity book.

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration Mary Scannell, 2010-05-28 Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop

businesses alike, the exercises in *The Big Book of Conflict-Resolution Games* delivers everything you need to make your workplace more efficient, effective, and engaged.

Unity Certified Programmer: Exam Guide Philip Walker, 2020-06-30 A practical guide to Unity game scripting using C#, backed with practice tests, exam tips, and easy-to-follow examples to help you better prepare for the exam and become a pro in Unity programming

Key Features Discover the essentials of game scripting with Unity and C# to customize every aspect of your game

Overcome challenges in Unity game development using effective techniques and easy solutions

Pass the Unity certification exam with the help of mock tests, exam tips, and self-assessment questions

Book Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only validate your Unity knowledge and skills, but also enable you to be part of the Unity community. This study guide will start by building on your understanding of C# programming and take you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the core objectives of the Unity exam. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any recent Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the Animator, Particle Effects, Lighting, UI/UX, Scriptable Objects, and debugging. By the end of this book, you'll have developed a solid understanding of the different tools in Unity and understand how to create impressive Unity applications by making the most of its toolset. What you will learn

Discover techniques for writing modular, readable, and reusable scripts in Unity

Implement and configure objects, physics, controls, and movements for your game projects

Understand 2D and 3D animation and write scripts that interact with Unity's Rendering API

Explore Unity APIs for adding lighting, materials, and texture to your apps

Write Unity scripts for building interfaces for menu systems, UI navigation, application settings, and much more

Delve into SOLID principles for writing clean and maintainable Unity applications

Who this book is for The book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in the game or related industry. Basic knowledge of C# programming and Unity engine is required.

Unity from Zero to Proficiency (Proficient) Patrick Felicia, 2019-10-15 First Edition, Published in September 2019

Content and structure of this book In this book, the fifth book in the series, you will become comfortable with creating your own RPG. If you were ever interested in creating systems for your game to speed-up your coding and create and maintain levels easily, then this book is for you. The book includes a list of the learning objectives at the start of each chapter, step-by-step activities, and quizzes to test your knowledge, and the content of each chapter is as follows:

- Chapter 1 gives an introduction to the RPG genre. You will learn the design principles that will help you to speed-up your development process.
- Chapter 2 helps you to create and animate your main 3D character, add a camera that will follow this character as well as a

mini-map. You will also learn to use ProBuilder to create a village. - Chapter 3 explains how to create a dialogue system from an XML file, and how to integrate it seamlessly into your game. - Chapter 4 explains how you can create a simple inventory system and use it to collect, store, and use items that you will find in your quest. - Chapter 5 shows you how to create a shop where the player can buy items that will then be added to the inventory. - Chapter 6 explains how you can create different types of animated and intelligent NPCs that will challenge the player. - Chapter 7 explains how you can create a quest system based on an XML file to manage the objectives for each of your levels. You will learn to read, and use this file for your game. - Chapter 8 explains how you can create an XP attribution system where the player can use the Xps gained in the previous level to increase his/her skills (e.g., accuracy, power, etc.) - Chapter 9 shows you how you can create a maze randomly using a procedural method so that the maze is different every time the game is played. - Chapter 10 combines the skills that you have learned so far to create a final level where the player needs to eliminate guards, collect gold, and also defeat the boss. After reading this book you will become a better game programmer, improve your knowledge of coding and unity, understand how to make a more complex product, learn some techniques to make an RPG game more modular, especially the quest system, use reusable code/assets that you can employ in your own game, create an inventory for your characters and much more... If you want to get started with your first RPG in Unity and learn reusable systems for your other games, using a tried-and-tested method: buy this book now!

Confederation Gr. 7-8 Coreen Dutka,2013-01-13 Canadian history is brought to the forefront with our unit on the Confederation of Canada. Students learn about the origins of Canada by understanding the factors leading up to and including the Confederation of Canada. Our resource looks briefly at the historical background of this time and uses several different teaching methods to enable students to gather, interpret, analyze and synthesize information. Students will: understand the key roles of the Fathers of Confederation; recall the dates of important events surrounding the Confederation of Canada and the dates that each province of Canada entered into Confederation; and more. This Canada lesson provides a teacher and student section with a variety of reading passages, activities, crossword, word search, confederation monopoly, and answer key to create a well-rounded lesson plan.

Unity in Action, Third Edition Joe Hocking,2022-03-01 This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In Unity in Action, Third Edition, you will learn how to: Create characters that run, jump, and bump into things Build 3D first-person shooters and third-person action games Construct 2D card games and side-scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially-aware sound effects Connect your games to the internet for online play Deploy your games to desktop, mobile, and the web Thousands of new game developers have chosen Joe Hocking's Unity in Action as their first

step toward Unity mastery. Starting with the initial groundwork of a new game development project, you'll quickly start writing custom code instead of clicking together premade scripts. This fully updated third edition comes packed with fully refreshed graphics, Unity's latest features, and coverage of augmented and virtual reality toolkits. You'll master the Unity toolset from the ground up, learning the skills to go from application coder to game developer. Foreword by Jesse Schell. About the technology Writing games is rewarding and fun—and with Unity, it's easy to get started! Unity handles the heavy lifting, so you can focus on game play, graphics, and user experience. C# support and a huge ecosystem of prebuilt components help even first-time developers go from the drawing board to the screen fast. About the book Unity in Action, Third Edition teaches you to create games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality. What's inside Create characters that run, jump, and bump into things Script enemies with AI Play music and spatially-aware sound effects Deploy your games to desktop, mobile, and the web About the reader For programmers who know any object-oriented programming language. Examples are in C#. About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third-person 3D game: Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio: Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players' devices

Game Programming Patterns Robert Nystrom, 2014-11-03 The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. *Game Programming Patterns* tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

[Learn Unity for 2D Game Development](#) Alan Thorn, 2013-10-25 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.

Introduction to Game Design, Prototyping, and Development Jeremy Gibson Bond, 2022-08-05 *Learn All the Design & Development Skills You Need to Make Great Games with Unity, the World's Most Popular Professional Game Engine* If you want to design and develop games, there is no substitute for strong, hands-on experience with modern techniques and tools. That is exactly what this book provides. Leading instructor and indie game developer Jeremy Gibson Bond covers all three disciplines that you need to succeed: game design theory, rapid iterative prototyping, and practical programming. Building on two previous best-sellers, this Third Edition contains hundreds of improvements across more than 400 new pages, all designed to make it even easier to understand and more useful in modern game development. The five game tutorials have been thoroughly revised and expanded to cover even more best practices for prototyping and development, and all examples now use Unity 2020.3 LTS (Long Term Support), a stable and feature-rich standard for years to come. The new content includes greatly enhanced tutorials, a chapter on Unity's high-performance Data-Oriented Tech Stack (DOTS), new Coding Challenges to help you transition to making your own games from scratch, and tips on next steps after you have finished the book. The revamped website includes playable versions of all example games, plus an exciting new tool that provides immediate feedback on potential errors in your own code. Part I: Game Design and Paper Prototyping Use the Layered Tetrad to understand and design powerful interactive experiences. Explore the core game design practices of paper prototyping, testing, and iteration. Learn effective strategies for staying on track and on schedule. Get tips for finding a rewarding job in today's industry. Part II: Programming C# in Unity Learn C# from the basics through class inheritance, object-oriented programming, and data-oriented design. Part III: Game Prototype Tutorials Implement games across five genres: arcade, casual physics, space shooter, solitaire card game, and top-down adventure game. Each game is designed to be easily extensible into your own projects. Take three games from prototype to "first playable" through new extended tutorial chapters that refine the games further than in previous editions of the book. NEW! Part IV: Next Steps Tackle the new, growing library of Coding Challenges, a proven method for transitioning from tutorials to creating your own projects from scratch. Get ideas and resources for new projects to tackle on your own.

Queering the Tarot Cassandra Snow, 2019 Tarot archetypes provide the reader with a window into present circumstances and future potential. But what if that window only opened up on a world that was white, European, and heterosexual? This book explores themes of sexuality, coming out, gender and gender-queering, sources of oppression and

empowerment, and many other topics especially familiar to not-straight folks--

Introduction to Game Design, Prototyping, and Development Jeremy Gibson, Jeremy Gibson Bond, 2015 This hands-on guide covers both game development and design, and both Unity and C#. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.

Embark on a breathtaking journey through nature and adventure with Explore with is mesmerizing ebook, Witness the Wonders in **Unity Card Game Template** . This immersive experience, available for download in a PDF format (*), transports you to the heart of natural marvels and thrilling escapades. Download now and let the adventure begin!

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Unity Card Game Template Introduction

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