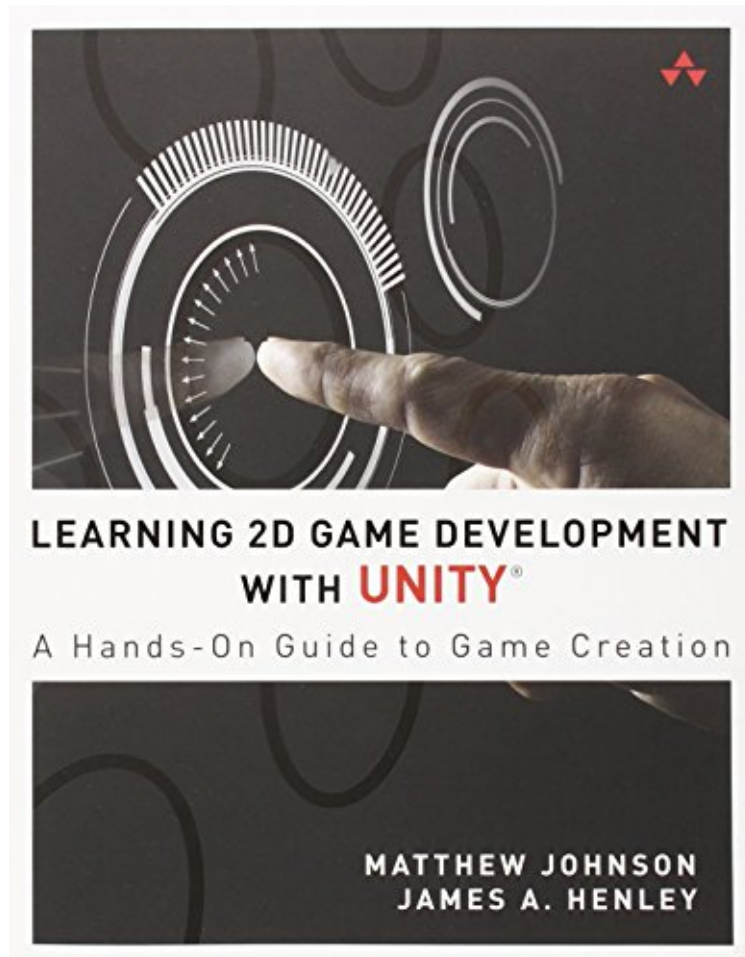


Learning 2D Game Development with Unity: A Hands-On Guide to Game Creation

Matthew Johnson, James A. Henley
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9 of 9 people found the following review helpful. Read CH7 before CH5 and do all exercises, could be 4 stars
By Jim Schubert I've just finished reading Learning 2D Game Development with Unity: A Hands-On Guide to Game Creation, and I really enjoyed it despite many issues with the actual text (I'll try to cover everything here). I'm just starting to learn Unity3D for 2D game development, so I've only watched a few of the official videos and followed a few tutorials online (the best so far being from pixelnest.io). After reading this book, I felt way more competent at creating my own game than with tutorials I've done elsewhere. That's not to say there aren't some problems with the actual book contents. Quite a few people also have had problems with the book based on the reviews. I think the greatest comment, and a sentiment I share, is that the book could benefit from a technical edit. I'm a professional software developer, and I struggled to follow what was going on at one point. This leads me to a major issue I had with the book, dropping a star from my review: Chapter 7 (Setting up Player Physics and Colliders) belongs before Chapter 5 (The Basics of Movement and Player Control). I don't know how something like this could have been missed, but there's no excuse for a follow along book to be anything but sequential in its content. I've self-published a programming book, so I know getting things in the correct order while writing and editing is difficult. I also know that it's unlikely for an editor or even a technical reviewer to catch this (you literally have to be following along to encounter this problem). I toyed with giving the book 4 stars because I loved the content so much, then I thought about how well presented other books I've given 4 star reviews are and this book isn't presented at the same level. If you take my advice and read Chapter 7 before Chapter 5, you'll have almost no problem with this book. I went through the entire book in about two weeks using Unity 5. This leads me to another problem which reduced my review by a star: Chapter 14 is incomplete. Chapter 14 covers a then-beta feature of UGUI control layout and interaction. Unfortunately, there is only a single page between adding your first element (a Mask) to the canvas and the end of the book. Had the book just ended there, I would have thought, OK, that was very high level, and probably shrugged off the last chapter. The summary of Chapter 14 says We gave a brief overview of building a simple Options menu with some text elements, buttons, and graphics and almost none of this was even covered in the chapter (possibly because I'm reading the ebook?). Again, this seems like it would have been caught with a good technical or even a copy edit. Another 1 star gets deducted for what others have emphasized as a general feeling of being all over the place with the instructions. There are a few times where numbered lists go from selecting a GameObject and doing nothing to modifying some other GameObject and selecting the first GameObject, which then gets modified. I actually found some humor in this, because it reminds me of peer programming with an extremely caffeinated coworker. I couldn't ignore this in the review, though, because it happened more than once. For another example, the Creating Components section of Chapter 2 explains the steps for creating components in what read like commands (but are statements) and the following section defines the actual steps. If someone was to follow the command-like steps (not in list form) of the one section, then the actual command steps (in list form) of the following section, this would become very confusing. I experienced a general feeling of the book being all over the place through Chapter 4. This was where I realized that the end-of-chapter Exercises were actually continuations of the chapter content. I've literally never read a book where an Exercises section wasn't supplemental content to further your understanding of the material within the chapter. Rather than an Exercises section, this book really should have just labeled the section appropriately. DONT

SKIP EXERCISES or you'll be skipping part of the content. I will say that other reviewers have had unnecessary problems with downloading companion code. The code is very clearly linked on the book's preface and from the InformIT product page. Even if you were to purchase the book from somewhere else, I don't know where else you'd look for companion content than in the preface. Please don't read my review as negative, I'm only trying to point out the issues I've found with the book. If you follow all of the exercises, read Chapter 7 before Chapter 5, and pay attention to what you're reading (some of the examples in the book have incorrect code which have been fixed in the companion content's project files for the chapter), you'll really enjoy this book. I enjoyed making the example 2D platformer throughout the book. I didn't hate or dislike the book, but I also don't think beginners should have to piece together the contents of a book just to follow along. All of this stuff could easily be resolved with an updated (and well edited) copy of the book. One of the things I really enjoyed about this book is how options are explained concisely in a single place. This made me feel way more familiar with the Unity editor and the options for game components. While watching some of the official videos on Unity's site, I felt like the speaker was moving way too quickly for most people to follow along in the editor while explaining very little about what every option meant. Many tutorials I've seen online explain the steps to make a simple game (often lacking sound effects, particle effects, or even most of Physics2D). This book does an excellent job of explaining the basics of everything used to make a 2D platformer game. In fact, if it wasn't for the editing issues I mentioned earlier, I would have given this book 4.5 or 5 stars. It's meant for beginners, and I feel like non-programmers and programmers can all easily digest the material. I made a list of many mistakes I found while reading this book. I'll be emailing the authors the list, so hopefully the addenda will be updated. I'd love to see the book updated for Unity 5.

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

About the Author Matthew Johnson is a principal 3D artist at Firebrand Games in Merritt Island, Florida. He graduated with a BFA from the International Academy of Design, where he trained in computer animation before going on to study animation at Animation Mentor. Matthew has been in game development for the past seven years working on more than a dozen AAA racing games, such as NASCAR, Hot Wheels, and the Need for Speed series. He has helped publish titles on almost every platform, including PC, Wii U, iOS, Android, and Steam. In his spare time Matthew enjoys spending time with his wife and two kids and, when he finds time, pursuing his love for photography. James A. Henley is an experienced game developer who has worked on several major titles and franchises, including Mass Effect, Dragon Age, Star Wars, and Skylanders, over the past decade. He originally entered the industry via the Neverwinter Nights modding community, where he was able to indulge his desires to craft content, tell stories, and write code all at the same time. He turned that love into a job opportunity at BioWare, where he spent three years with the Edmonton studio and five more with the Austin studio in a variety of design roles before briefly working for Activision. Currently, James is working as an independent developer on [TITLE REDACTED] and is actively live streaming to share his love of games and game design in an interactive fashion. He may or may not also be a mad scientist. Analysis has proven inconclusive.