



Learning Unity 2D Game Development by Example

By Venita Pereira



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Create your own line of successful 2D games with Unity!

About This Book

- Dive into 2D game development with no previous experience
- Learn how to use the new Unity 2D toolset
- Create and deploy your very own 2D game with confidence.

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. 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.

What You Will Learn

- Work with Unity'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 five 2D games from genres such as classic arcade, endless runner, rogue-like, physics, and space buddy games
- Add audio and feedback and deploy your games

In Detail

If you are looking for a guide to create 2D games using Unity, look no further. With this book, you will learn all the essentials of 2D game development by creating five real-world games in a step-by-step manner throughout the course of this book.

Starting with a blank scene, you will learn all about the new Unity 2D toolset, which will enable you to bring your scene to life. You will create characters, make them move, create some enemies, and then write code to destroy them. After figuring out all the necessities of creating a game, this book will then assist you in making several different games: games with collision, parallax scrolling, Box2D, and more.

By the end of this book, you will not only have created several small games, but you will also have the opportunity to put all your new-found knowledge into creating and deploying a larger, full game.

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Editorial Review

About the Author

Venita Pereira

Venita Pereira is hugely passionate about games having grown up on games since she was 7 years old. She is a games connoisseur who enjoys all types of games—no game is too big or too small—and a technology geek who enjoys all things technical. She studied at the University of Pretoria and holds a Bachelor's degree in Information Science, specializing in Multimedia, and over 7 years' experience working in the gaming industry. She has worked on all platforms, including console, PC, and mobile, on a wide range of genres. Venita Pereira has worked for some of the biggest AAA companies, namely, Climax, Team17 Digital Ltd., Ideaworks3D, Jagex, SEGA, and Full Fat and for some of the biggest publishers: Activision, Square Enix, EA, and Hasbro. Her softography includes Sonic Dash, Sonic Jump, Stellar Dawn MMO, Transformers: Dark of the Moon, King of the Course Golf, Lara Croft and the Guardian of Light, Alien Breed Trilogy, Leisure Suit Larry: Box Office Bust, and Elveon.

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