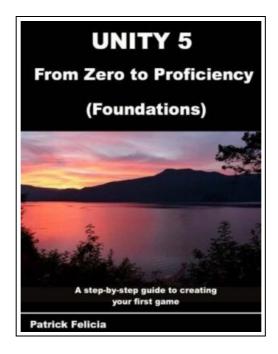
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(Prof. Jasper Murazik PhD)

UNITY 5 FROM ZERO TO PROFICIENCY (FOUNDATIONS): A STEP-BY-STEP GUIDE TO CREATING YOUR FIRST GAME



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CreateSpace Independent Publishing Platform. Paperback. Condition: New. This item is printed on demand. 176 pages. Dimensions: 11.0in. x 8.5in. x 0.4in.Creating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and get started (e. g. , lack of time or coding expertise). Often, these barriers seem higher than they actually are. You may be a teacher trying to introduce games in the classroom, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on the games that you enjoy playing; maybe you are a student getting started with game development but you just dont know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed. You may be wondering: How can I start to create my games if I have no experience of coding, or this game engine is so complex that I just dont know where to get started. This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills. This is the approach that I have used successfully over the past years to take students from a wide range of backgrounds from no knowledge of coding or game development to good levels of proficiency in Unity. Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity. In this book, entitled From Zero to Proficiency (Foundations), which is the first...

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