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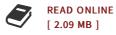
Building Exceptional 2D Games with Unity (Paperback)

By Anthony Evans

Createspace Independent Publishing Platform, 2017. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.If you are looking for a book that will show you how to make a fully functional, customizable RPG game end to end, then this is the book for you. You will learn how to build an RPG game framework, learning lots of tips and tricks along the way, from advanced C# scripting to getting the most out of Unity s built in features such as Mecanim and curves in ways you may have not even considered.Now, with 2D games back in fashion, Unity has created a 2D toolset for developers with the know-how to create great games.By the end of this book, you will be able to architect, create, deploy, and integrate your game with all of your intended platforms, and have the knowledge to build and customize the Unity editor for the games you create with confidence. You will also be tooled with tricks from the trade on marketing, monetization, targeting as many platforms as possible, with a keen focus on how to best profit from your title.

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