Game Development for iOS with Unity3D (Hardback)

By Jeff W. Murray

Taylor Francis Ltd, United Kingdom, 2017. Hardback. Condition: New. Language: English . Brand New Book. Demystifies the Processes of Game DevelopmentGame Development for iOS with Unity3D takes you through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store. Encompasses the Whole Range of iOS Game DevelopmentThis practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building...

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