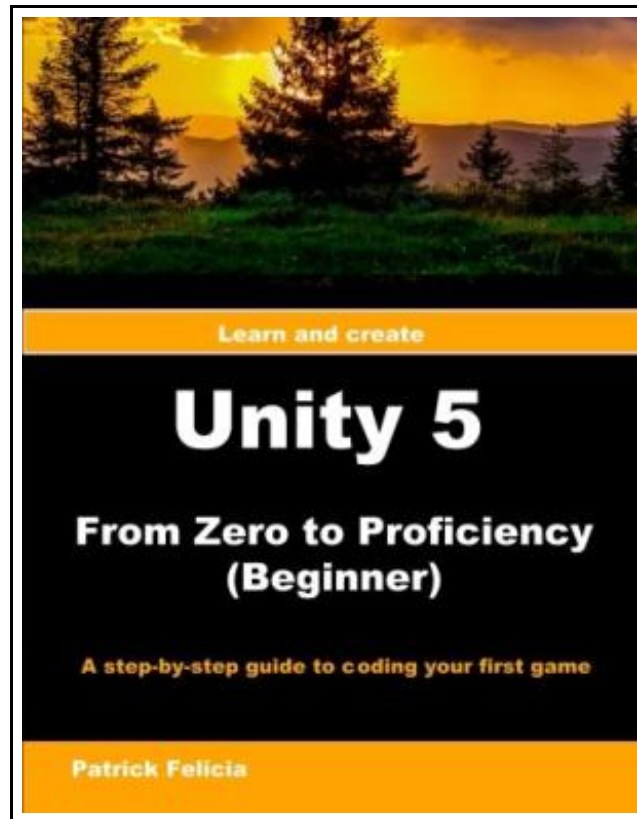# Unity 5 from Zero to Proficiency (Beginner): A Step-By-Step Guide to Coding Your First Game with Unity

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Reviews

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Createspace Independent Publishing Platform, United States, 2015. Paperback. Book Condition: New. 279 x 216 mm. Language: English . Brand New Book ***** Print on Demand *****.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 to get started. Often, these barriers seem higher than they actually are. Maybe you are a teacher trying to introduce games in your classroom or a parent trying to help your child with coding, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on your favorite games; maybe you are a student getting started with game development but you just don t 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: quot;How can I start to create my games if I have no experience of codingquot;, or quot;this game engine is so complex that I just don t know where to get startedquot; 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 no knowledge of coding or game development to good levels of proficiency in Unity and coding. 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 and coding. Content and structure of this book When you purchase...

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