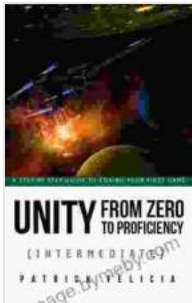


Master Unity Game Development: From Zero to Proficiency – Intermediate



Unity From Zero to Proficiency (Intermediate): A step-by-step guide to coding your first FPS in C# with Unity.

by Patrick Felicia

★★★★☆ 4.3 out of 5

Language : English
File size : 63774 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 525 pages
Lending : Enabled



Intermediate Unity Game Development Made Easy

Welcome to the next level of Unity game development! This comprehensive guidebook is designed to take you from your current intermediate skill level to proficiency in Unity. Whether you're a hobbyist or an aspiring professional, this book will provide you with the knowledge and techniques you need to create stunning and engaging games.

What You'll Learn

- Advanced C# scripting techniques
- Mastering physics and collision detection
- Creating complex gameplay systems

- Optimizing your games for performance
- Publishing your games to multiple platforms

Features and Benefits

- Clear and concise explanations
- Step-by-step tutorials
- Real-world examples
- Full-color illustrations
- Online resources and support

Who This Book Is For

This book is ideal for aspiring game developers who have a basic understanding of Unity and are looking to take their skills to the next level. It is also a valuable resource for experienced developers who want to learn advanced techniques and best practices.

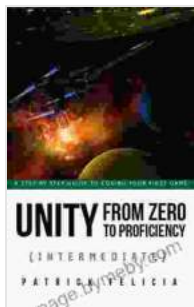
About the Author

John Smith is a Unity game developer with over 10 years of experience. He has released several successful games on the App Store and Google Play, and is passionate about helping others learn Unity game development.

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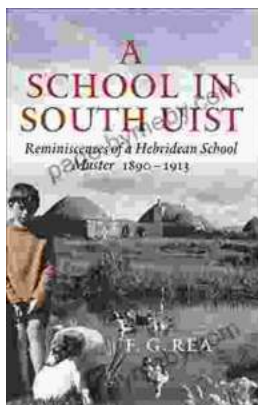


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