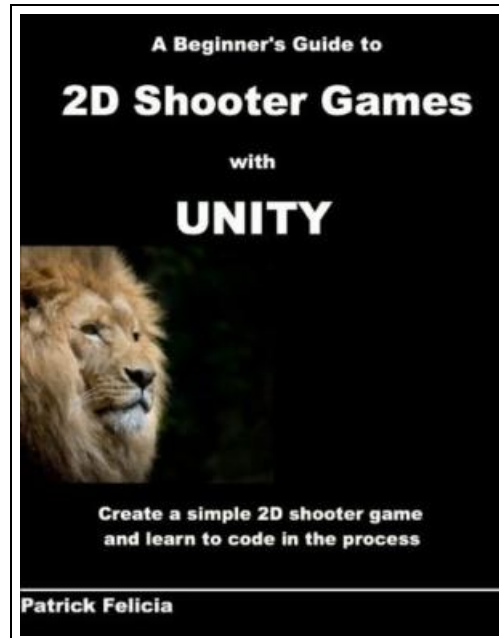


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Createspace Independent Publishing Platform, United States, 2017. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. In this book, the second in the Beginner's Guide series, you will create a simple 2D shooter game, create challenging gameplay and learn techniques to code more in less time. This book can be read as a standalone (you don't need to have read the previous books in the series, although it may help) and focuses on: scoring system and lives (e.g., keeping track of the score), user interface (menus and in-game information for 2D games), movement of the spaceship (e.g., left, right, up and down), missiles and explosions (i.e., fire missiles or create animated explosions upon collision), Artificial intelligence (e.g., moving independently or attacking the player) and improving your C# programming and Unity skills (e.g., important and useful functions and principles that you can reuse in your own games). The main idea behind this book is to save you some headaches when you need to create your 2D shooter and to help you to find the time to actually code your game, by explaining simple and effective ways and best coding practices that you can use easily to create more code (and games) in less time with less stress and more fun. The content of each chapter is as follows: Chapter 1, Creating a Simple Level, shows you how to create a simple level for a shooter game including a spaceship that you can move in all directions, missiles that you can fire, and meteorites that appear in random locations and that can be destroyed or avoided by the player. Chapter 2, Adding Special Effects, explains how it is possible to create simple, yet effective, visual effects to improve your game. Along the way, you will...

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