



Unity 4.x Game Development by Example Beginner's Guide

By Ryan Henson Creighton

Packt Publishing Limited, United Kingdom, 2013. Paperback. Book Condition: New. 234 x 190 mm. Language: English Brand New Book ***** Print on Demand *****. This is a practical and light-hearted guide to get to grips with creating your first games, with easy-to-follow, step-by-step tutorials using the award winning Unity engine. If you've ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development, then this is the book for you. Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine, as will anyone who has never handled the Unity engine before.

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