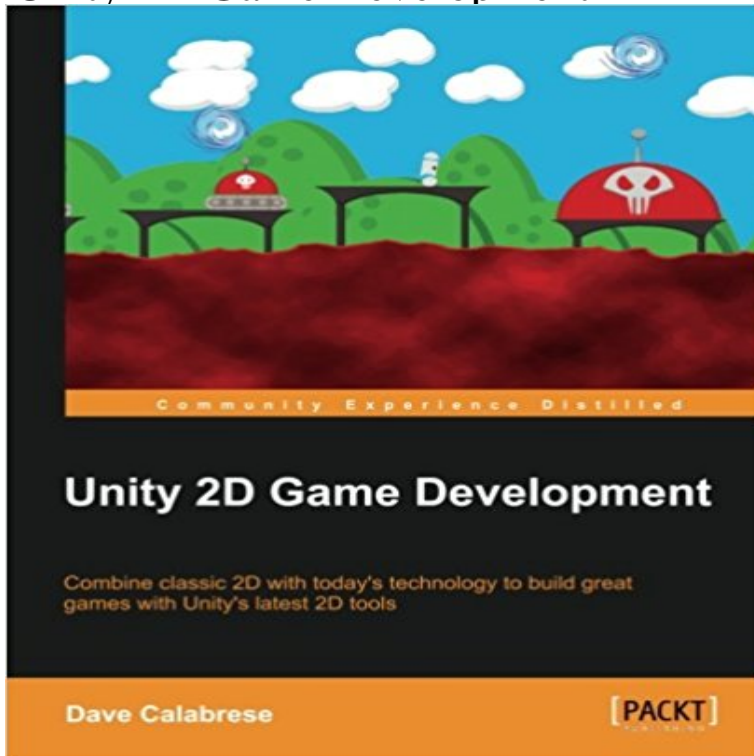


# Unity 2D Game Development



Combine classic 2D with today's technology to build great games with Unity's latest 2D tools

**About This Book**

Build a 2D game using the native 2D development support in Unity 4.3

Create a platformer with jumping, falling, enemies, and a final boss

Full of exciting challenges which will help you polish your game development skills

**Who This Book Is For**

This book is ideal for anyone who wants to learn how to build 2D video games or wants to expand their knowledge of the Unity game engine. To get the most from this book, having knowledge of C# and Unity is important, however, if you are less experienced in these areas, this book still gives you all the necessary tools to create your own game.

**What You Will Learn**

- Create a 2D game using Unity 4.3's native 2D technologies
- Control collisions using layered collision management
- Manage events using basic timed sequencing specifically, a boss battle
- Discover how to track the score and game state
- Design the development and deployment of state systems for object management
- Use C# events and delegates to pass information between objects
- Understand the usage of Unity's tag system
- Make 2D sprites make other 2D sprites explode with extreme prejudice

**In Detail**

Prepare yourself to travel back to the 90s and build a game like they used to make, using today's technology. That's right; we're talking about making 2D games using Unity! This book will help you build 2D games in Unity using the engine's 2D technologies added in Version 4.3. You'll learn the basics of importing assets and building foundation technology all the way up to full combat and boss battles! With the book's straightforward and practical approach, each chapter takes you a step closer to the final game. We will wrap things up by looking into the basic aspects of the game's UI. Once you reach the end and have integrated a final boss battle, you

can go back to the challenges included in each chapter and use them to improve the game and your 2D game development skills!

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[\[PDF\] Oscar Wilde, His Life and Confessions Volume 2 \(TREDITION CLASSICS\)](#)

[\[PDF\] Navy SEALS: Entfuhr \(German Edition\)](#)

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[\[PDF\] Black Beauty \(Illustrated by Robert L. Dickey\)](#)

[\[PDF\] Mysticism And Human Life](#)

[\[PDF\] The Return of the Indian \(The Indian in the Cupboard Book 2\)](#)

**Unity - 2D Game Creation** In this course we will learn how to develop a 2D platform type of game in Unity. Unity is free to use and is a very powerful game engine with a lot of cool features **Unity - 2D Games for Non-Programmers** Buy Unity 2D Game Development by Dave Calabrese (ISBN: 0884853593915) from Amazons Book Store. Free UK delivery on eligible orders. **Beginning Unity With C# Development - Free 2D Game Course Videos** This longer lesson video gives an overview of the new 2D workflows introduced in Unity 4.3. It outlines the approach taken to produce the Tower Bridge Defense **Unity - 2D Game Development Walkthrough** This longer lesson video gives an overview of the new 2D workflows introduced in Unity 4.3. It outlines the approach taken to produce the Tower Bridge Defense **How to create a video game: Unity 2D game development! Udemy** Everything you need to start making 2D games in Unity. Unity for 2D. 1. 2D Game Development Walkthrough. 2. Introduction to Unity from a 2D perspective. 2. Everything you need to start making 2D games in Unity. Unity for 2D. 1. 2D Game Development Walkthrough. 2. Introduction to Unity from a 2D perspective. 2. **Unity - 2D Game Development Walkthrough** This longer lesson video gives an overview of the new 2D workflows introduced in Unity 4.3. It outlines the approach taken to produce the Tower Bridge Defense **Unity - 2D Game Development Walkthrough** Buy Unity 2D Game Development on ? FREE SHIPPING on qualified orders. **Unity - 2D Game Development Walkthrough** Everything you need to start making 2D games in Unity. Unity for 2D. 1. 2D Game Development Walkthrough. 2. Introduction to Unity from a 2D perspective. 2. **Unity 2D Game Development** **PACKT Books - Packt Publishing** Get started with Unity by making classic games and improve your 2D game development skills. **Unity - 2D Game Development Walkthrough** This longer lesson video gives an overview of the new 2D workflows introduced in Unity 4.3. It outlines the approach taken to produce the Tower Bridge Defense **2D Game Development for Unity 5.6 Udemy** Learn Unity with C# development through this free course for Through video tutorials, youll learn how to make your own platforming game! **Unity 3D & 2D Games**

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