Building An Fps Game With Unity

Eventually, you will agreed discover a further experience and attainment by spending more cash. nevertheless when? do you acknowledge that you require to get those all needs similar to having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will lead you to understand even more with reference to the globe, experience, some places, in imitation of history, amusement, and a lot more?

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Building An Fps Game With Unity ***2019-07-04***

KYLAN KENDAL

Unity 2017 Mobile Game Development Packt Publishing Ltd
Getting Real with Guns and Knives: Covering Laws, Gang Culture, Music & Social Media Influences, Prevention Strategies and Much More is a 2020 Dreams publication focused on raising awareness about the history, causes, legal implications and potential solutions to knife and gun crime. Most people understand that carrying a knife represents a serious threat to life and liberty. Yet too many young people still make the decision to carry one. Youths and adults alike are sometimes exposed to myths about knives and guns so it is important that everyone keeps themselves fully informed. For example, did you know that: It is illegal to sell a knife of any kind to anyone under the age of 18 (except in Scotland where cutlery and kitchen knives are allowed) It is illegal to buy, sell or carry a firearm without a license It is illegal to buy or sell an imitation firearm to anyone under the age of 18 It is illegal to carry a knife in public without good reason unless the blade is 3 inches or shorter and it is not a banned type (e.g. a Swiss army knife is allowed) Examples of banned knives include zombie knives, disguised knives, stealth knives and swords. It is illegal for anyone to buy, sell or carry these Self-protection is never deemed a good reason to carry a knife It is illegal to use any knife – even a legal one – in a threatening manner 'Getting Real with Guns and Knives,' will equip readers with up to date information, research findings and the details of various weapon crime strategies. All 2020 Rising publications are also designed to be hands-on and practical. Teachers and parents will find plenty of activities, discussion points and real life case studies (both uplifting and harrowing) to help them to engage with their students and children. Topics include: The impact of weapon crime on physical and mental health Peer influence and weapon use The effects of social media and video games The role of the police and government in tackling knives and guns Borough wars and the postcode trap Risk perception and reassuring communities The reasons why youths carry knives Predicting youth violence Measuring outcomes of anti-weapon strategies Knife and gun law through time Trap and drill music: a cause or a symptom? The link between drug trafficking and weapons use County lines operations History of knife crime in the United Kingdom Better together: why we need multi-agency strategies The need for school and family initiatives Risk and protective factors Violent behaviour and youth culture
Creating First-person Shooter Games with Unity No Starch Press
Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine, computer graphics rendering and Material editor to implement in your games Construct a top-notch game by using the assets offered by Unreal Engine, thereby reducing the time to download, create assets on your own. Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game, Blockmania, for Android. Who This Book Is For This path is ideal for those who have a strong interest in game development and some development experience. An intermediate understanding of C++ is recommended. What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate, Unreal's UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials, and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games. This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms. The first module, Learning Unreal Engine Game Development, starts with small, simple game ideas and playable projects. It starts by showing you the basics in the context of an individual game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this module, you will be able to put into practise your own content.After getting familiar with Unreal Engine's core concepts, it's time that you dive into the field of game development. In this second module, Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine, which you can work through as you build your own unique project. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative approaches and research materials so you can learn even more. You will start by building out levels for your game, followed by recipes to help you create environments, place meshes, and implement your characters. By the end of this module, you will see how to create a health bar and main menu, and then get your game ready to be deployed and published.The final step is to create your very own game that will keep mobile users hooked. This is what you'll be learning in our third module, Learning Unreal Engine Android Game Development,Once you get the hang of things, you will start developing our game, wherein you will

graduate from movement and character control to AI and spawning. Once you've created your application, you will learn how to port and publish your game to the Google Play Store. With this course, you will be inspired to come up with your own great ideas for your future game development projects. Style and approach A practical collection of bestselling Packt titles, this Learning Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential, sequential collection.

Learning Java by Building Android Games Packt Publishing Ltd

In this ebook, The Foundation For Creating Video Games you will learn how to create your very own video game. Brainstorming ideas, story design, principals of game design, picking a genre, such as adventure or RPG, and decide which platform you want your game to be on, like PC or mobile. Then, write out a preliminary design for the idea of your game, with a few core concepts and corresponding key features.

Unity from Zero to Proficiency (Intermediate) Packt Publishing Ltd

Newly Edited and Updated Version (Third Edition) for Unity 2020 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent Non-Payer Characters(NPCs). - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Include advanced Artificial Intelligence for NPCs including: vision, hearing, random paths, fleeing from or ambusghing the player. - Create a 2D scrolling shooter. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will create a simple 3D game where the user has to reach the end of the level by avoiding projectiles from intelligent robots. - In Chapter 2, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 3, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 4, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 5, you will add off mesh links and manage costs and areas so that NPCs can avoid sections. - In Chapter 6, you will make it possibel for NPCs to follow fixed or random paths. - In Chapter 7, you will add vision and hearing to the NPCs. - In Chapter 8, you will create smarter NPCs that can flee from or ambush the player. - In Chapter 9, you will control an army of NPCs and create an AI-driven oppoite team. - In Chapter 10, you will create a simple 2D scrolling shooter. - In Chapter 11, you will improve your game by adding explosions and a scrolling background. - In Chapter 12, you will add intelligent spaceships that attack the player. - In Chapter 13, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). If you want to create FPS games, Intelligent NPCs, and 2D Shooters with Unity using a tried-and-tested method: download this book now!

Create Computer Games Genever Benning

This in-depth resource teaches you to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. You'll discover at what stages to prototype, test, and implement mechanics in games and learn how to visualize and simulate game mechanics in order to design better games. Along the way, you'll practice what you've learned with hands-on lessons. A free downloadable simulation tool developed by Joris Dormans is also available in order to follow along with exercises in the book in an easy-to-use graphical environment. In Game Mechanics: Advanced Game Design, you'll learn how to: * Design and balance game mechanics to create emergent gameplay before you write a single line of code. * Visualize the internal economy so that you can immediately see what goes on in a complex game. * Use novel prototyping techniques that let you simulate games and collect vast quantities of gameplay data on the first day of development. * Apply design patterns for game mechanics—from a library in this book—to improve your game designs. * Explore the delicate balance between game mechanics and level design to create compelling, long-lasting game experiences. * Replace fixed, scripted events in your game with dynamic progression systems to give your players a new experience every time they play. "I've been waiting for a book like this for ten years: packed with game design goodness that tackles the science without undermining the art." --Richard Bartle, University of Essex, co-author of the first MMORPG "Game Mechanics: Advanced Game Design by Joris Dormans & Ernest Adams formalizes game grammar quite well. Not sure I need to write a next book now!" -- Raph Koster, author of A Theory of Fun for Game Design.

Unreal Engine Game Development Cookbook CRC Press

A project-based guide to help you create amazing games with Unity 5.xAbout This Book- Unleash the power of C# coding in Unity and the state of the art Unity rendering engine.- Through this unique project-based approach, you will create 7-8 action-packed games from scratch.- This assortment of games will take you on a fun-filled journey of becoming a full-fledged Unity game developer.Who This Book Is ForThis book is best suited for C# developers who have some basic knowledge of the Unity Game development platform. If you are looking to create exciting and interactive games with Unity and get a practical understanding of how to leverage key Unity features and then optimize the Unity rendering engine, then this book is your one-stop solution.What You Will Learn- Find out how to create exciting and interactive games using GUIs- Prepare animations to be imported and exported- Personalize your animation game with Unity's advanced animation system- Work with different animation assets and components- Customize the game by modifying the player properties and creating exterior environments- Create, visualize, and edit animated creatures- Familiarize yourself with best practices for Unity 5.x animation using iTween- Design character actions and expressions- Customize your game and prepare it for playinIn DetailThis book will help you to create exciting and interactive games from scratch with the Unity game development platform. We will build 7-8 action-packed games of different difficulty levels, and we'll show you how to leverage the intuitive workflow tools and state of the art Unity rendering engine to build and deploy mobile desktop as well as console games.Through this book, you'll develop a complete skillset with the Unity toolset. Using the powerful C# language, we'll create game-specific characters and game environments. Each project will focus on key Unity features as well as game strategy development. This book is the ideal guide to help your transition from an application developer to a full-fledged

Unity game developerStyle and approach A step by step approach to develop a strong Unity skillset by creating a few action-packed games from scratch.

Create your own 3D Video Games like pros with Blender Apress

Build scalable, efficient, and highly available web apps using AWS About This Book Get an in-depth understanding of the serverless model Build a complete serverless web application end to end Learn how to use the Serverless Framework to improve your productivity Who This Book Is For If you're looking to learn more about scalable and cost-efficient architectures, this book is for you. Basic knowledge of Node.js skills or familiarity with cloud services is required. For other topics, we cover the basics. What You Will Learn Get a grasp of the pros and cons of going serverless and its use cases Discover how you can use the building blocks of AWS to your advantage Set up the environment and create a basic app with the Serverless Framework Host static files on S3 and CloudFront with HTTPS support Build a sample application with a frontend using React as an SPA Develop the Node.js backend to handle requests and connect to a SimpleDB database Secure your applications with authentication and authorization Implement the publish-subscribe pattern to handle notifications in a serverless application Create tests, define the workflow for deployment, and monitor your app In Detail This book will equip you with the knowledge needed to build your own serverless apps by showing you how to set up different services while making your application scalable, highly available, and efficient. We begin by giving you an idea of what it means to go serverless, exploring the pros and cons of the serverless model and its use cases. Next, you will be introduced to the AWS services that will be used throughout the book, how to estimate costs, and how to set up and use the Serverless Framework. From here, you will start to build an entire serverless project of an online store, beginning with a React SPA frontend hosted on AWS followed by a serverless backend with API Gateway and Lambda functions. You will also learn to access data from a SimpleDB database, secure the application with authentication and authorization, and implement serverless notifications for browsers using AWS IoT. This book will describe how to monitor the performance, efficiency, and errors of your apps and conclude by teaching you how to test and deploy your applications. Style and approach This book takes a step-by-step approach on how to use the Serverless Framework and AWS services to build Serverless Applications. It will give you a hands-on feeling, allowing you to practice while reading. It provides a brief introduction of concepts while keeping the focus on the practical skills required to develop applications.

Basics of Game Design Apress

Utilize proven solutions to solve common problems in game development About This Book Untangle your game development workflow, make cleaner code, and create structurally solid games Implement key programming patterns that will enable you to make efficient AI and remove duplication Optimize your game using memory management techniques Who This Book Is For If you are a game developer who wants to solve commonly-encountered issues or have some way to communicate to other developers in a standardized format, then this book is for you. Knowledge of basic game programming principles and C++ programming is assumed. What You Will Learn Learn what design patterns are and why you would want to use them Reduce the maintenance burden with well-tested, cleaner code Employ the singleton pattern effectively to reduce your compiler workload Use the factory pattern to help you create different objects with the same creation logic and reduce coding time Improve game performance with Object Pools Allow game play to interact with physics or graphics in an abstract way Refractor your code to remove common code smells In Detail You've learned how to program, and you've probably created some simple games at some point, but now you want to build larger projects and find out how to resolve your problems. So instead of a coder, you might now want to think like a game developer or software engineer. To organize your code well, you need certain tools to do so, and that's what this book is all about. You will learn techniques to code quickly and correctly, while ensuring your code is modular and easily understandable. To begin, we will start with the core game programming patterns, but not the usual way. We will take the use case strategy with this book. We will take an AAA standard game and show you the hurdles at multiple stages of development. Similarly, various use cases are used to showcase other patterns such as the adapter pattern, prototype pattern, flyweight pattern, and observer pattern. Lastly, we'll go over some tips and tricks on how to refactor your code to remove common code smells and make it easier for others to work with you. By the end of the book you will be proficient in using the most popular and frequently used patterns with the best practices. Style and approach This book takes a step-by-step real-life case studies approach. Every pattern is first explained using a bottleneck. We will show you a problem in your everyday workflow, and then introduce you to the pattern, and show you how the pattern will resolve the situation.

Build your own 2D Game Engine and Create Great Web Games CRC Press

Known for their visibility and tendency to generate controversy, first-person shooter (FPS) games are cultural icons and powder-kegs in American society. Contributors will examine a range of FPS games such as the Doom, Half-Life, System Shock, Deus Ex, Halo, Medal of Honor and Call of Duty franchises. By applying and enriching a broad range of perspectives, this volume will address the cultural relevance and place of the genre in game studies, game theory and the cultures of game players. Guns, Grenades, and Grunts gathers scholars from all disciplines to bring the weight of contemporary social theory and media criticism to bear on the public controversy and intellectual investigation of first-person shooter games. As a genre, FPS games have helped shepherd the game industry from the early days of shareware distribution and underground gaming clans to contemporary multimillion dollar production budgets, Hollywood-style launches, downloadable content and worldwide professional gaming leagues. The FPS has been and will continue to be a staple of the game market.

Building a 3D Game with LibGDX Routledge

Over 40 recipes to accelerate the process of learning game design and solving development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content, levels, light scenes, and materials, and work with Blueprints and C++ scripting An intermediate, fast-paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals. Working knowledge of C++ is required. What You Will Learn Discover editor functionalities for an in-depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features, such as mirrors and glows Explore the various ways that lighting can be used in the engine Build

various level effects using Blueprints, Unreal's visual scripting system Set up a development environment and develop custom functionality with C++ for your games Create healthbars and main menus with animations using Slate, Unreal's UI solution, through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games. It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on. You can focus on the individual complexities of game development such as animation and rendering. This book takes you on a journey to jumpstart your game design efforts. You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used, with numerous references for further study. You will start by getting acquainted with Unreal Engine 4 and building out levels for your game. This will be followed by recipes to help you create environments, place meshes, and implement your characters. You will then learn to work with lights, camera, and shadows to include special effects in your game. Moving on, you'll learn Blueprint scripting and C++ programming to enable you to achieve trigger effects and add simple functionalities. By the end of the book, you will see how to create a healthbar and main menu, and then get your game ready to be deployed and published. Style and approach This book offers detailed, easy-to-follow recipes that will help you master a wide range of Unreal Engine 4's features. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative approaches and research materials so you can learn even more.

The Art of Game Design Patrick Felicia

If you have a basic understanding of the C++ programming language and want to create videogames for the Android platform, then this technology and book is ideal for you.

Augmented Reality Game Development Packt Publishing Ltd

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Building an FPS Game with Unity and UFPS Packt Publishing Ltd

Description: This tutorial-based book allows readers to create a first-person game from start to finish using industry-standard (and free to student) tools of Maya, Substance Painter, and Unreal Engine. The first half of the book lays out the basics of using Maya and Substance Painter to create game-ready assets. This includes polygonal modeling, UV layout, and custom texture painting. Then, the book covers rigging and animation solutions to create assets to be placed in the game including animated first-person assets and motion-captured NPC animations. Finally, readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book. • Written by industry professionals with real-world experience in building assets and games. • Build a complete game from start to finish. • Learn what the pros use: construct all assets using the tools used at industries across the world. • All software used are free to students. • When complete, students will have a playable version of an FPS game. Jing Tian Li is a graduate of China’s Central Academy of Fine Arts and New York’s School of Visual Arts, where he earned an MFA in Computer Art. He currently is an Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Kassandra Arevalo is an instructor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. She previously worked as an animator at Immersed Games. Matt Tovar is an industry veteran animator. He has worked at Naughty Dog, Infinity Ward, and Sony Interactive on such games as The Last of Us, Call of Duty: Modern Warfare, and most recently Marvel’s Avengers with Crystal Dynamics. He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio, Texas.

Pro Unity Game Development with C# Chikosolutions

This book explores what social psychology can contribute to our understanding of real-life problems and how it can inform rational interventions in any area of social life. By reviewing some of the most recent achievements in applying social psychology to pressing contemporary problems, Forgas, Crano, and Fiedler convey a fundamentally optimistic message about social psychology’s achievements and prospects. The book is organized into four sections. Part I focuses on the basic issues and methods of applying social psychology to real-life problems, discussing evolutionary influences on human sociability, the role of psychological ‘mindsets’ in interpreting reality, and the use of attitude change techniques to promote adaptive behaviors. Part II explores the applications of social psychology to improve individual health and well-being, including managing aggression, eating disorders, and improving therapeutic interactions. Part III turns to the application of social psychology to improve interpersonal relations and communication, including attachment processes in social relationships, the role of parent-child interaction in preventing adolescent suicide, and analyzing social relations in legal settings and online social networks. Finally, Part IV addresses the question of how social psychology may improve our understanding of public affairs and political behavior. The book will be of interest to students and academics in social psychology, and professionals working in applied settings.

Doing Things with Games "O'Reilly Media, Inc."

Build Your Own 2D Game Engine and Create Great Web Games teaches you how to develop your own web-based game engine step-by-step, allowing you to create a wide variety of online videogames that can be played in common web browsers. Chapters include examples and projects that gradually increase in complexity while introducing a ground-up design framework, providing you with the foundational concepts needed to build fun and engaging 2D games. By the end of this book you will have created a complete prototype level for a side scrolling action platform game and will be prepared to begin designing additional levels and games of your own. This book isolates and presents relevant knowledge from software engineering, computer graphics, mathematics, physics, game development, game mechanics, and level design in the context of building a 2D game engine from scratch. The book then derives and analyzes the source code needed to implement thes e

concepts based on HTML5, JavaScript, and WebGL. After completing the projects you will understand the core-concepts and implementation details of a typical 2D game engine and you will be familiar with a design and prototyping methodology you can use to create game levels and mechanics that are fun and engaging for players. You will gain insights into the many ways software design and creative design must work together to deliver the best game experiences, and you will have access to a versatile 2D game engine that you can expand upon or utilize directly to build your own 2D games that can be played online from anywhere. • Assists the reader in understanding the core-concepts behind a 2D game engine • Guides the reader in building a functional game engine based on these concepts • Lead s the reader in exploring the interplay between technical design and game experience design • Teaches the reader how to build their own 2D games that can be played across internet via popular browsers

Developing 2D Games with Unity Packt Publishing Ltd

PUT DOWN YOUR CONTROLLER Why just play videogames when you can build your own game? Follow the steps in this book to learn a little about code, build a few graphics, and piece together a real game you can share with your friends. Who knows? What you learn here could help you become the next rock-star video- game designer. So set your controller aside and get ready to create! Decipher the code – build some basic knowledge of how computer code drives videogames Get animated – create simple graphics and learn how to put them in motion Update a classic – put your knowledge together to put your modern twist on a classic game

Guns, Grenades, and Grunts New Riders

Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn Build a location-based augmented reality game called Foodie Go Animate a player's avatar on a map Use the mobile device's camera as a game background Implement database persistence with SQLLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game, inventory, menu, and settings Perform location and content searches against the Google Places API Enhance the game's mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to create every step of the game and gives practical examples.

Unreal Engine: Game Development from A to Z Packt Publishing Ltd

Why this book can help you to create games that are more fun and challenging Creating a game that is both fun and challenging, and that players will love, can be very difficult, regardless of your experience in game programming. This is because a player often needs to be constantly challenged, yet not frustrated with your game. This is a very challenging balance to reach; however, by including artificial intelligence to your game, and some very simple principles, you can manage to make the game fun, and the Non-Player Characters (NPC) more realistic, by making sure that they behave in a way that will challenge the user. Regardless of your background, you will always need to use some of these techniques, because good AI can really make a difference between a boring game and an exciting game that the players will want to play for hours. Thankfully, you can easily overcome these issues and start to implement interesting AI with a step-by-step approach that gets you to progressively develop your knowledge and mastery of Artificial Intelligence with Unity. This is the approach that I have used successfully over the past years to help students create 3D games that are both challenging and addictive, thanks to a well-designed Artificial Intelligence using Unity and C#. By following the techniques and suggestions described in this book, I can promise you that you will manage to create some very challenging games with NPCs that are smart, believable, and more importantly, challenging to the player. Content and structure of this book In this book, the first in the series called "Unity from Proficiency to Mastery", you will learn and apply several AI techniques for 3D games, and make it possible for NPCs to: Navigate the scene (e.g., using a random or set path). Sense the world around them (e.g, hear, smell, or see). Take smart decisions based on their senses or current state (e.g., look for ammunition or health when these run low). React to the players' moves (e.g., set an ambush, follow and attack the player, or flee). Along the way you will also learn other useful skills and concepts such as: Finite-State Machines in Unity, Animator Controllers, 3D character animation, Navigation costs and areas State Behaviors, Group movement, Melee combat, and much more... The main idea behind this book is to help you to apply common AI techniques with Unity and C# to make your game more challenging and fun to play. The content of each chapter is as follows: Chapter 1 shows you how to create a simple AI for your 3D games with no coding involved; Chapter 2 shows you how to create different types of navigation for your NPCs, including set paths, random paths, and wandering aimlessly. Chapter 3 shows you how to add senses to the NPC so that they can detect targets and take decisions accordingly. Chapter 4 shows how to make it possible for the NPCs to take more sensible decisions based on the environment and their own state. Chapter 5 shows how to implement group behaviors for NPCs. You will learn how to create a group of NPCs that follow the order of the player (e.g., follow the leader, attack targets or withdraw from the battle) and to create a team of NPCs led by the computer; Chapter 6 provides answers to frequently-asked questions. If you want to start creating fun and challenging 3D games using a

tried-and-tested method: download this book now!
Building XNA 2.0 Games Booktango
Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

Building an FPS Game with Unity CRC Press
I.T. Ninja wrote this book in a series. There is too much knowledge to put into one book when talking about developing your own video games. So this book talks about the history of video games, where video games are going, how to get started in developing video games, as well as creating your first mini-game.