



Community Experience Distilled

Building an FPS Game with Unity

Create a high-quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks

Foreword by Calle Lundgren, Creator of UFPS

John P. Doran

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Building An Fps Game With Unity

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Building An Fps Game With Unity:

Building an FPS Game with Unity John P. Doran, 2015-10-30 Create a high quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks About This Book Learn how to use Unity in conjunction with UFPS and ProBuilder to create a high quality game quickly Create both interior and exterior environments A step by step guide to building a project with clear examples and instructions to create a number of interesting scenarios Who This Book Is For This book is for those who want to create an FPS game in Unity and gain knowledge on how to customize it to be their very own If you are familiar with the basics of Unity you will have an easier time but it should make it possible for someone with no prior experience to learn Unity at an accelerated pace What You Will Learn Use UFPS to build custom weapons with custom meshes and behaviors Explore level design as you prototype levels making use of Prototype to build levels out quickly Build environments that are realistic as possible while keeping peak performance and repetitiveness down Review tips and tricks on how to create environments using both terrain for outdoor areas and a modular workflow for interiors Develop a number of different encounters that your players can fight against from a simple turret enemy to complex AI characters from Shooter AI Discover how to create unique objects such as exploding barrels and objects you can interact with Create a custom GUI to help your game stand out from the crowd Package your game for release create an installer and get your game out into the world In Detail Unity available in free and pro versions is one of the most popular third party game engines available It is a cross platform game engine making it easy to write your game once and then port it to PC consoles and even the web making it a great choice for both indie and AAA developers Building an FPS Game in Unity takes readers on an exploration of how to use Unity to create a 3D first person shooter FPS title leveraging the powerful UFPS framework by VisionPunk and Prototype ProBuilder 2.0 by ProCore3D After some setting up you will start by learning how to create custom weapons prototype levels create exterior and interior environments and breathe life into our levels We will then add polish to the levels Finally we will create a custom GUI and menus for our title to create a complete package Style and approach An easy to follow guide with each project containing step by step explanations diagrams screenshots and downloadable material Concepts in Unity and C# are explained as they are used and for the more inquisitive there are more details on the concepts used with additional external resources to learn from **Creating First-person Shooter Games with Unity**

Jon Manning, 2016 FPS first person shooter games are one of today's most popular game genres In this hands on course you'll learn to use the Unity game engine to build an FPS game all the way from nothing to a complete game Designed for learners with a core understanding of the Unity game engine familiarity with the Inspector know how to get around scene view etc this video teaches you the skills you need to create your own FPS games Resource description page [Developing 2D Games with Unity](#) Jared Halpern, 2018-11-28 Follow a walkthrough of the Unity Engine and learn important 2D centric lessons in scripting working with image assets animations cameras collision detection and state management In addition to

the fundamentals you'll learn best practices helpful game architectural patterns and how to customize Unity to suit your needs all in the context of building a working 2D game While many books focus on 3D game creation with Unity the easiest market for an independent developer to thrive in is 2D games 2D games are generally cheaper to produce more feasible for small teams and more likely to be completed If you live and breathe games and want to create them then 2D games are a great place to start By focusing exclusively on 2D games and Unity's ever expanding 2D workflow this book gives aspiring independent game developers the tools they need to thrive Various real world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity using the very latest tools in Unity's updated 2D workflow New all digital channels for distribution such as Nintendo eShop Xbox Live Marketplace the Playstation Store the App Store Google Play itch.io Steam and GOG.com have made it easier than ever to discover buy and sell games The golden age of independent gaming is upon us and there has never been a better time to get creative roll up your sleeves and build that game you've always dreamed about Developing 2D Games with Unity can show you the way What You'll Learn Delve deeply into useful 2D topics such as sprites tile slicing and the brand new Tilemap feature Build a working 2D RPG style game as you learn Construct a flexible and extensible game architecture using Unity specific tools like Scriptable Objects Cinemachine and Prefabs Take advantage of the streamlined 2D workflow provided by the Unity environment Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming as well as seasoned programmers interested in learning to make games independent of a major studio

Learning C# by Developing Games with Unity 2021 Harrison Ferrone, 2021-10-29 Learn C programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series Includes invitation to join the online Unity Game Development community to read the book alongside peers Unity developers C programmers and Harrison Ferrone Purchase of the print or Kindle book includes a free eBook in the PDF format Key Features Learn C programming basics terminology and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C knowledge in practice and build a working first person shooter game prototype in Unity Book Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural programming and add complexity to your

games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What you will learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you're a developer programmer hobbyist or anyone who wants to get started with Unity and C programming in a fun and engaging manner this book is for you You'll still be able to follow along if you don't have programming experience but knowing the basics will help you get the most out of this book

C++ Game Development: Build High-Performance Games from Scratch
Jarrel E., 2024-05-10 Dive into the exciting world of game development with C Game Development Designed for readers with prior knowledge in C programming this comprehensive guide takes you on a thrilling journey through the fundamentals of game development and beyond From the basics of game programming to advanced techniques in graphics rendering physics simulation and multiplayer networking this book covers all aspects of game development with clarity and depth Each chapter is meticulously crafted to provide a blend of theoretical knowledge and practical insights empowering you to unleash your creativity and bring your gaming visions to life Whether you dream of creating immersive 2D platformers action packed shooters or captivating multiplayer experiences this book equips you with the skills and techniques needed to turn your ideas into reality With hands on tutorials real world examples and expert tips from seasoned game developers C Game Development Unleash Your Creativity is your essential companion on the path to mastering the art of game development Get ready to embark on an exhilarating journey into the heart of game development and unleash your creativity like never before Let the adventure begin

3D Game Development with Unity Franz Lanzinger, 2022-04-07 This book teaches beginners and aspiring game developers how to develop 3D games with Unity Thousands of commercial games have been built with Unity This book combines a practical step by step approach with explanations of the underlying theory that are reinforced with hundreds of screenshots and several larger projects Building on the knowledge developed in 2D Game Development for Unity this book uses the Blender software for 3D modelling and texturing GIMP for 2D art Audacity for sound effects and MuseScore for music composition and notation Readers can follow the step by step guides and create an introductory racing game a 3D maze game and a 3D FPS adventure game as they progress through the chapters The book contains numerous color illustrations and online access to easily downloadable game assets code and project files Written to be accessible and easy to follow this book will be a valuable resource to both beginner and aspiring game developers that want to develop 3D games with Unity Franz Lanzinger is an independent game developer author and pianist He is the owner of Lanzinger Studio

located in Sunnyvale California His game development career spans almost 40 years starting with the coin op classic Crystal Castles at Atari in 1983 continuing with Ms Pacman and Toobin for the NES published by Tengen in 1990 Franz has been an indie game developer since 1991 He worked on SNES Rampart Championship Pool and NCAA Final Four Basketball as well as Gubble for the PC Mac and PlayStation This is Franz s third book about game development He is currently working on a remaster of Gubble In his spare time he is the piano accompanist for the Valley Chorale and the Serendipity Choir Go to franzlanzinger.com for the latest news about Franz as well as resources for his books

Unity 2022 by Example Scott H. Cameron, 2024-06-07 Start building commercial and playable games such as 2D collection and adventure games 3D FPS game in Unity with C and add AR VR MR experiences to them with this illustrated guide Key Features Create game apps including a 2D adventure game a 3D first person shooter and more Get up to speed with Unity Gaming Services available for creating commercially viable games Follow steps for publishing marketing and maintaining your games effectively Purchase of the print or Kindle book includes a free PDF eBook Book Description Unity 2022 by Example is a complete introduction to building games in Unity following a project based approach You ll be introduced to the Unity game engine and the tools available for building and customizing a game exactly the way you want it while maintaining a good code foundation to build upon Once you get to grips with the fundamentals of Unity game development you ll start creating a 2D collection game and an adventure game followed by a 3D first person shooter game Next you ll explore advanced topics such as using machine learning to create AI based enemy behavior virtual reality for extending the first person game and augmented reality for developing a farming simulation game in a real world setting The book will help you gain hands on knowledge of these topics as you build projects using the latest game tool kits You ll also learn how to commercialize your game by publishing it to a distribution platform and maintain and support it throughout its lifespan As you progress you ll gain real world knowledge and experience by taking your games from conceptual design to completion By the end of this Unity book you ll have strong foundational knowledge of how to structure a Unity project that is both maintainable and extensible for commercially released games What you will learn Build game environments and design levels and implement game mechanics using Unity s features Explore 3D game creation focusing on gameplay mechanics and player animation Develop customizable game systems using object oriented architecture Build an MR experience using the XR Interaction Toolkit while learning how to merge virtual and real world elements Get up to speed with advanced AI interactions using sensors and Unity s machine learning toolkit ML Agents Implement dynamic content in games using Unity LiveOps services like Remote Config Who this book is for If you find yourself struggling with completing game projects in Unity and want to follow best practices while maintaining a good coding structure then this book is for you This book is also for aspiring game developers and hobbyists with some experience in developing games who want to design basic playable and commercial games in Unity with a core loop player verbs simple mechanics and win lose conditions Experience with the Unity Editor interface and implementing

functionality by creating C scripts is required to get the most out of this book

Build Your Own Metaverse with Unity David Cantón Nadales, 2023-09-15 Unlock the power of creating your own multiplayer virtual world and explore infinite possibilities by following practical examples on building designing and implementing various features in this part color guide Key Features Create your own Metaverse from scratch with detailed and practical instructions Use Firebase tools to create a distinctive and feature rich virtual world Compile and distribute the finished project to various platforms Purchase of the print or Kindle book includes a free PDF eBook Book Description Build Your Own Metaverse with Unity is a practical guide for developers with step by step explanations practical examples and screenshots to guide them through essential concepts You ll start by learning how to install Unity and create a character that can move around the virtual world Next you ll learn how to integrate multiplayer functionality user identification and registration in your game universe You ll explore how to create interactive characters dealing with different attributes of the virtual world including acquiring homes and decorating them with various features Additionally you ll understand how to use Firebase tools to make your Metaverse unique By following the expert advice you ll be able to create a feature rich Metaverse where players can interact with NPCs acquire homes and interact with other players online Finally you ll discover how to compile and distribute the finished project to various platforms while acquiring with necessary skills and knowledge to create a unique and groundbreaking Metaverse By the end of this book you ll be well equipped to create a Metaverse with infinite possibilities What you will learn Master Photon SDK to construct a universe with multiplayer capabilities Familiarize yourself with the benefits of Firebase services when working with Unity3D Store data and settings in a cloud based database Acquire the skills to create NFTs using Unity3D and C Explore dynamic object generation from cloud data and manage game character mechanics Incorporate Oculus quest 2 into your Metaverse Allow gamers to register or log in through Firebase authentication for safe gameplay Who this book is for This book is perfect for beginners as well as seasoned game developers alike With its help you ll learn valuable skills in idea planning construction compilation and distribution ensuring a holistic understanding of metaverse development

Creating 3D Game Art for the iPhone with Unity Wes McDermott, 2010 With iPhone and Unity game developers are empowered to create compelling games but they must be careful to specifically address the unique challenges of the iPhone hardware cpu and gpu requirements This book teaches artists how to circumvent the potential pitfalls

[Learning Design Patterns with Unity](#) Harrison Ferrone, 2024-05-31 Build optimized games elevate your skills with popular software design patterns in Unity 2023 and C Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Craft engaging Unity 2023 games while mastering design patterns like Singleton Object Pool and more Write clean reusable C code using creational behavioral and structural patterns tailored for the game development environment Go beyond basic design pattern usage and learn to customize and extend them for your unique game design needs Book Description Struggling to write maintainable and clean code for your Unity games Look no further Learning Design Patterns

with Unity empowers you to harness the fullest potential of popular design patterns while building exciting Unity projects Through hands on game development you ll master creational patterns like Prototype to efficiently spawn enemies and delve into behavioral patterns like Observer to create reactive game mechanics As you progress you ll also identify the negative impacts of bad architectural decisions and understand how to overcome them with simple but effective practices By the end of this Unity 2023 book the way you develop Unity games will change You ll emerge not just as a more skilled Unity developer but as a well rounded software engineer equipped with industry leading design patterns What you will learn

- Implement a persistent game manager using the Singleton pattern
- Spawn projectiles efficiently with Object Pooling for optimized performance
- Build a flexible crafting system using the Factory Method pattern
- Design an undo redo system for player movement with the Command pattern
- Implement a state machine to control a two person battle system
- Modify existing character objects with special abilities using the Decorator pattern

Who this book is for This book is your perfect companion if you re a Unity game developer looking to level up your C skills and embrace industry standards for building robust games Knowledge of Unity and basic C programming is recommended

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