

Build exciting games with Unity on iOS and publish them on the App Store
About This Book
Take advantage of Unity 5s new tools to create a fully interactive mobile game
Learn how to connect your iTunes developer account and use Unity 5 to communicate with it
Use your Macintosh computer to publish your game to the App Store
Who This Book Is For
This book is for iOS developers who want to learn how to build games with Unity for the iOS platform. Some prior experience in game development would be useful.
What You Will Learn
Create your own iTunes Connect Developer account and create an app within it
Set up iTunes Game Center features in iTunes Connect so you can use them within Unity 5
Construct a game using C# that allows users to interactively control the game character
Use Unity 5s editor window to create a custom editor tool specific for the game made in the book
Store and keep track of data so the player is able to collect in-game pick-ups that can be used to purchase in-game goods
Use all game features so the player is able to fully navigate menus between the front menu and in the game state
Make, test, and finally release builds so you can play on your device and then submit the game to Apple for review
In Detail
Over recent years, the market for mobile game development using Unity has grown multi-fold with an overwhelming 600 million gamers playing games developed using Unity engine. The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store. From beginners, to those who are experienced making video games, this book goes through the steps of using Unity 5 to make a game from the ground up and setting the game up with iTunes Game Center features. The book begins with an introduction to setting up an iTunes Connect developer account, this will allow you to use Unity to its full potential with iOS. You will create a new app in iTunes Connect with the settings for Apple approval. You will learn, in detail, how to use Unity 5 and the programming language C# to make a fully interactive game that keeps track of player progress, Game Center Leaderboards, and Achievements, as well as displaying iAds and offering In-App purchases. Moving on, youll discover how to create development and release builds, enabling you to test the game on your device before finally submitting the game for Apples approval. By the end of the book, you will have a complete understanding of how iTunes and Unity can be used in combination to build and publish a fully interactive and reliable game to the App Store.
Style and approach
This is a step-by-step guide that covers the fundamentals of gaming and reveals the secrets of building and monetizing games for the iOS platform.

Claim the Life - Promise Semester 2 Leader, Free Love and Anarchism: The Biography of Ezra Heywood, The Being Like Jesus Series: A Complete 5 Week Curriculum, Relativism and the Foundations of Philosophy (MIT Press), Favourite British Sausage Recipes of unknown on 01 January 2009, A Convenient Marriage (Zebra Regency Romance) by Debbie Raleigh (2002-12-01), The Guide to Book Publishers 2001: The Complete Guide to Book Publishers in the UK and Ireland, Spiritual Warfare: The Politics of the Christian Right, Heidi,

When you build the Unity iOS game an XCode project is generated. Consult the texture import settings documentation to learn more about iOS texture. 14 Jun - 22 sec - Uploaded by Technicat
The bowling game built with the project in Learn Unity 4 for iOS Game Development. Hello, My name is Kyle Langley and I've written a book about creating and publishing games made with Unity 5 to the Apple store. I focused on. Discover how to use Unity with Xcode to create fun, imaginative 3D games for iPhone and iPad. This book shows you how to optimize your game for both speed. Learning Unity iOS Game Development - Selection from Learning Unity iOS Game Development [Book]. Along YOUR way, you will be introduced to the Unity development environment and workflow, and learn (or review) the

basic concepts of game. Learn C# Code by Making Games â€” Complete Unity Developer Game . Become an iOS/Android Game Developer with Unity Discover how to use Unity with Xcode to create fun, imaginative 3D games for iPhone and iPad. This book shows you how to optimize your game for both. I would recommend the Unity tutorials also, they have ones for 2D games and ones Manual and Unity Script Reference have a lot of stuff on iOS development . Yes, Unity is Very Useful While Developing iOS Games Development. It's worth to Learning Unity for iOS Game Development. i can Suggest.

Learn iOS Game Development today: find your iOS Game Development online course on Udemy. Become an iOS/Android Game Developer with Unity Want to pursue mobile game development, but don't know where to begin? Set your spawn point here! Learn the quirks of mobile game development with Unity, .

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