

Unity 2017 2d Game Development Projects Create Three Interactive And Engaging 2d Games With Unity 2017 English Edition By Lauren S Ferro Francesco Sapio

"Über den Autor und weitere Mitwirkende **Lauren S. Ferro** has a PhD in player modeling. She works as a gamification consultant and designer in many different industries. She is an active researcher in user-/player-centered design. Lauren runs game workshops that focus on designing user-centered gaming experiences. She is also the creator of a game design resource, Gamicards, which is a prototyping tool for game experiences. She is passionate about the future of games, their technologies, and their potential to improve people's lives. **Francesco Sapio** has a Master's of Science, summa cum laude in engineering with a focus on AI and Robotics. Now, he is a PhD researcher. He is a Unity and Unreal expert. Among many projects, he has developed Gea2 (Sapienza) and Sticker Book (Dataware Games), and has consulted for Prosperity - Italy 1434 (Entertainment Game Apps, Inc) and Projekt I.D (RMIT). He is an active writer on game development, authoring Getting Started with Unity 5.x 2D Game Development, Unity UI Cookbook, and many other books. Finally, Francesco loves math, philosophy, logic, puzzle solving, and, most importantly, creating video games. **Francesco Sapio** Francesco Sapio has a Master's of

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art assets but will use the sprite primitives created with
the latest unity version 2017 1 the image below shows how
we can create different shaped sprites within unity

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June 3rd, 2020 - now since we ll be dealing with 2d game design in this series we ll go ahead and click on the radio button saying 2d at the field marked 3 this informs unity that we want to work on 2d games so it sets up our base project accordingly click on the button create project and let s roll we re making our first game

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June 5th, 2020 - name the project whatever you'd like but make sure you select 2d for the project setup make sure to use the 2d template well to unity you should now be looking at the unity editor to navigate the 2d space in the editor window use the middle mouse button to pan and the scroll wheel to zoom

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June 4th, 2020 - click create project unity will take a moment to create your project and then open to reveal an empty scene with a camera and a directional light figure 5 shows the project figure 5 the unity project lets figure out what you're going to do before you get started the goal for the first unity project is quite simple make something happen

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