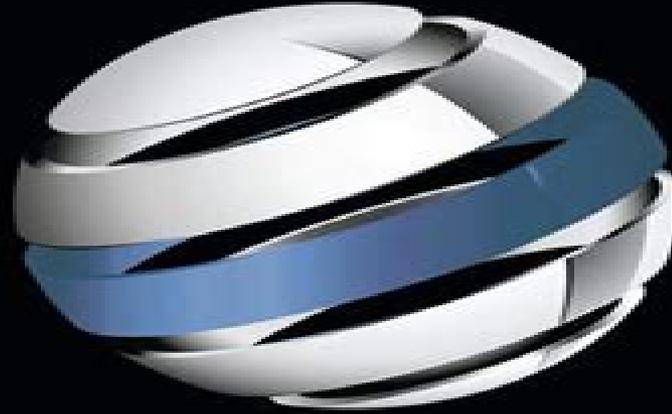


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*Beginning Android Games* Mario Zechner, Robert Green (Game developer), J. F. DiMarzio, 2016

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in this book include building a game engine writing a renderer and building a full game app with entities game levels and collisions As part of the tutorial you ll also learn about inserting perspectives using cameras and including audio in your game app

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creation of basic 3D objects in the game while understanding the purpose of several of Unity's windows In the last chapters you will learn to create a simple game for Android using the concepts studied in the previous chapters Scripts will be written to handle the behaviors of the player and enemies as well as to handle other aspects of the game The author shares tips along the way to help improve in game performance such as switching to the universal rendering pipeline when targeting mobile platforms At the end of the book you will have a solid knowledge in making basic Android games that can be upgraded later to make more complex games What You Will Learn Explore basic Unity and C programming concepts and scripting for Android games Navigate around the Unity interface and use its basic tools Make the most of popular components and features of Unity Write an Android game with optimizations Who This Book Is For Absolute beginners learning to program games for the Android platform using Unity3D Basic knowledge of programming would be beneficial for the reader but is not required **Beginning Android Tablet Programming** Robbie Matthews,2011-11-02 Beginning Android Tablet

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