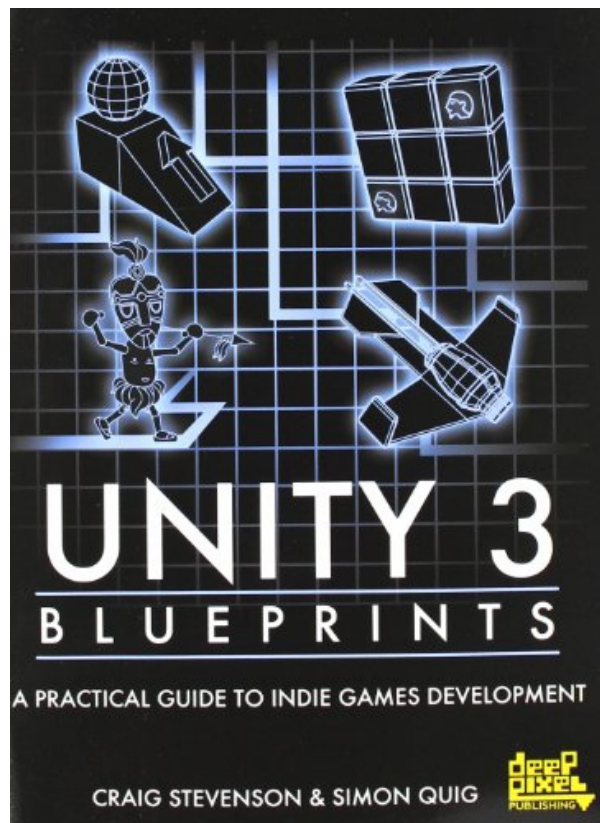
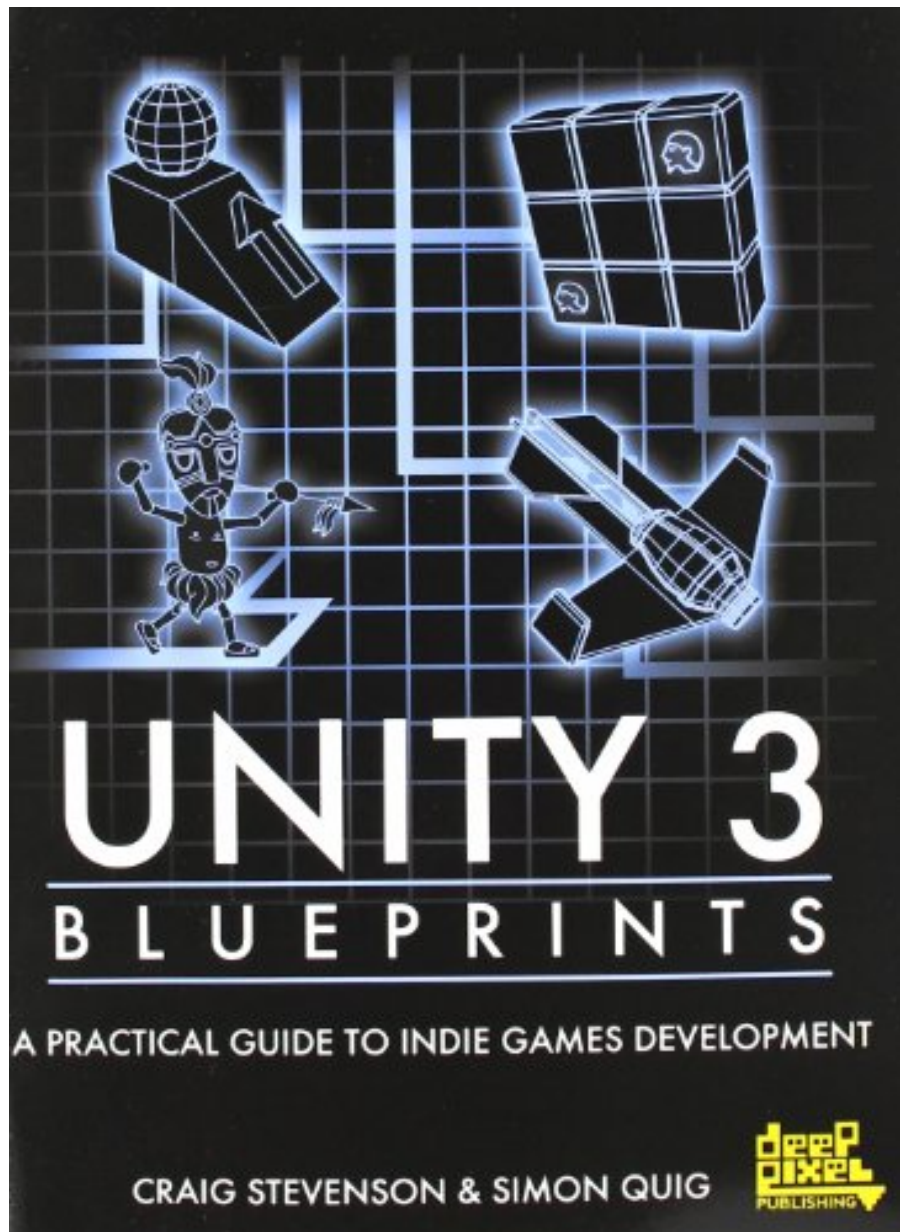


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# UNITY 3 BLUEPRINTS - A PRACTICAL GUIDE TO INDIE GAMES DEVELOPMENT BY CRAIG STEVENSON, SIMON QUIG PDF

Unity3 is an amazing game development tool being used around the world by professional, indie and bedroom game developers. This hands-on blueprints book is designed to get to the heart of Unity 3 development by showing you how to create 4 classic games with a Unity twist. All the code and the high quality game art assets are available from the Deep Pixel website so you can build the games yourself or customize your own projects! This book is aimed at indie game developers and artists who want to develop winning video games. This book will assume no prior knowledge of Unity or game creation in general, but you should be comfortable in development environments and have some knowledge of scripting (a refresher will be provided). This book uses JavaScript as the example language. Games: Match the Pairs, Top-Down Shooter, Tower Defense, Marble Madness. Play all the games and download all the code now from the Deep Pixel website.

- Sales Rank: #2228456 in Books
- Brand: Brand: Deep Pixel Publishing
- Published on: 2011-05-16
- Original language: English
- Number of items: 1
- Dimensions: 9.69" h x .46" w x 7.44" l, .87 pounds
- Binding: Paperback
- 216 pages

## Features

- Used Book in Good Condition

## Most helpful customer reviews

10 of 11 people found the following review helpful.

Exactly what it was meant to explain..

By Amazon Customer

Unity 3 Blueprints is exactly what it says it is: a guide.

Comments like "this isnt for the serious indie developer", and grading the book poorly are based on personal expectations and, in my opinion of course, unfair in this case. Even "serious" people have to start somewhere and if they'd rather buy a guide than dig up and organize the assortment of free ones out there this is a good place to start!

## My personal experience with Blueprints:

1. I've become more comfortable with Unity over time without inundation.
2. I've taken that comfort and started to run with it into expansions of their projects; Like making changes to

their "marble madness" game to the point of losing hours of time tweaking extras I've imagined. This alone says their instruction worked as designed.

3. The authors will answer questions! Writing a book isn't signing up for a support job but the company attached here is very friendly and willing to support their readers.

Essentially, as stated before, it did exactly what I asked of it: give me a friendly kick into the world of Unity. (and save me the time of gathering random tutorials!) Thanks [deepixel.com](http://deepixel.com) folks!

3 of 3 people found the following review helpful.

Good intro, but be ready to debug example code

By Dave Coleman

The first project was entertaining, well written, with only a few gotchas. The second project starts introducing lots of fun little errors, inconsistencies, and bad coding practices. Aside from the confusion they create, these also come back to bite you in the third project if you continue to use them, sometimes causing quite a bit of frustration.

Naming conventions; use them. Or at least use properly descriptive variable names. Good variable names can act as partial documentation. Take the time to write your own comments in the code. It helps you learn, and it'll make it a lot easier to go back to a project later and borrow code snippets of key functionality.

It feels like the author was in teacher-mode for the first project, but started getting impatient, and it gets a little crazy later on. There is an errata page on their website, but the author stopped updating that months ago.

Overall, I recommend the book if you're just getting started, and want a gentle introduction... but be ready to fix what made it past the editors. Also, look for a secondary book or resource for the more technical stuff. This book gives adequate but minimal coverage.

1 of 1 people found the following review helpful.

Very sloppy and full of errors.

By panos

The book has so many errors and is so riddled with confusing language that you will bang your head against the wall trying to make the examples work. You learn more about Unity from debugging the author's work than actually following the author's examples. To make matters worse some of the downloads are missing and even the ZIP files have CRC errors. On the positive side this book does force you, if you actually try to follow it, to learn debugging and how to use Unity's help as well as various users forums and groups. You will definitely need outside resources in order to make things work. To make matters even worse it is not compatible with the latest version of Unity..... so purchase at your own risk.

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