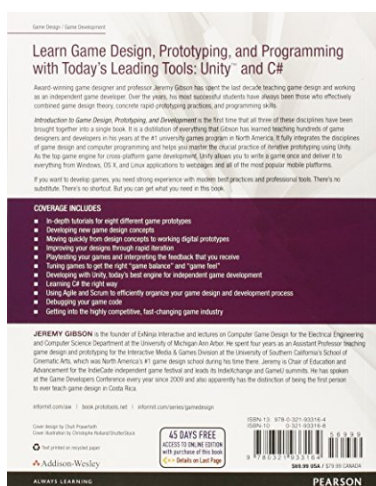# [PDF] Introduction To Game Design, Prototyping, And Development: From Concept To Playable Game With Unity And C#

Jeremy Gibson Bond - pdf download free book

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Introduction to Game Design, Prototyping, and Development is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms.

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- Learning C# the right way
- Using Agile and Scrum to efficiently organize your game design and development process
- Debugging your game code
- Getting into the highly competitive, fast-changing game industry

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