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KEY=UNITY - JAYLA PEREZ

UNITY IN ACTION

MULTIPLATFORM GAME DEVELOPMENT IN C#

Simon and Schuster Summary Manning's bestselling and highly recommended Unity book has been fully revised! **Unity in Action, Second Edition** teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design* Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book **Unity in Action, Second Edition** teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

COCOS2D CROSS-PLATFORM GAME DEVELOPMENT COOKBOOK - SECOND EDITION

Develop games for iOS and Android using Cocos2d with the aid of over 70 step-by-step recipes About This Book- Learn to efficiently use Cocos2d to develop cross-platform games, and have them work on iOS as well as Android- Get acquainted with industry-wide professional tools such as Glyph Designer, Texture Packer, and Physics Editor, as well as using the Swift/ Sprite builder implementation of Cocos2d- Use the easy-to-follow recipes to develop as well as deploy games to the Playstore and the App Store Who This Book Is For This book is for intermediate game developers and especially the ones who are generally curious to find out what's new in Cocos2d v 3.3. What You Will Learn- Build custom sprites with custom animations for the game- Build interactivity into your game by adding gestures and touch interactions- Understand AI enemy programming and path finding to make games more exciting- Add physics to your game to make it more lively and interactive- Get familiar with the Swift and Sprite builder implementations along with Objective-C programming- Perform hassle-free deployment of games built in iOS onto Android- Add effects and particle systems to make the game more colorful In Detail Cocos2d is the world's leading game development framework for developing iOS games. With the introduction of Swift and Spritebuilder, it has become easier than ever to develop the games of your dreams without much effort. With Cocos2d, you can also deploy the game on Android, thereby maximizing profit and reducing development and porting costs. The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier. You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes, as well as creating transitions between them. From there on, you will get an understanding of how to program user interactions such as tapping, holding, and swiping. You'll then add accelerometer inputs and physics to the scene, and make objects respond back to the inputs. A game is practically incomplete without audio being added, so this will be covered

next. The next section will include ways to add Artificial Intelligence to enemies in the game, allowing them to patrol, chase, and shoot in a projectile manner. You will then learn to use `NSUserDefaults` to save and load game progress, and create and access files using JSON, Plist, and XML files for custom storage and retrieval of data. Then you will learn to add dynamic lighting to your game and will use industry-wide tools such as Texture Packer, Glyph Designer, Physics Editor, Particle Designer, and Sprite Illuminator to create more visually appealing and performance-optimized games. Towards the end of the book, we dive into Apple's latest programming language-Swift, highlighting the major differences between Objective C and Swift. The book culminates with taking your existing game developed for iOS and porting it to Android, showing you how to install the Android Xcode plugin as well. Style and approach The book is written in an extremely lucid and step-by-step manner; it can be understood easily by anyone. The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in.

LEARNING LIBGDX GAME DEVELOPMENT - SECOND EDITION

Packt Publishing Ltd This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX. Basic knowledge of Java programming and game development is required.

CORONA SDK MOBILE GAME DEVELOPMENT: BEGINNER'S GUIDE - SECOND EDITION

Packt Publishing Ltd This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

GAME PROGRAMMING IN C++

CREATING 3D GAMES

Addison-Wesley Professional Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. Game Programming in C++ is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, Game Programming in C++ will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

BEGINNING PYTHON GAMES DEVELOPMENT, SECOND EDITION

WITH PYGAME

Apress Beginning Python Games Development, Second Edition teaches you how to create compelling games using Python and the PyGame games development library. It will teach you how to create visuals, do event handling, create 3D games, add media elements, and integrate OpenGL into your Python game. In this update to the first ever book to cover the popular open source PyGame games development library, you'll stand to gain valuable technical insights and follow along with the creation of a real-world, freely downloadable video game. Written by industry veterans and Python experts Will McGugan and Harrison Kinsley, this is a comprehensive, practical introduction to games development in Python. You can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world's largest game developers.

LEARNING AND EDUCATION GAMES: VOLUME TWO: BRINGING GAMES INTO EDUCATIONAL CONTEXTS

Lulu.com The Learning, Education & Games book series is perfect for any educator or developer seeking an introduction to research-driven best practices for using and designing games for learning. This volume, Bringing Games into Educational Contexts, delves into the challenges of creating games and implementing them in educational settings. This book covers relevant issues such as gamification, curriculum development, using games to support ASD (autism spectrum disorder) students, choosing games for the classroom and library, homeschooling and gameschooling, working with parents and policymakers, and choosing tools for educational game development. Learning, Education & Games: Bringing Games into Educational Contexts is the second in a series written and edited by members of the Learning, Education, and Games (LEG) special interest group of the IGDA (International Game Developers Association)."

GAME ENGINE ARCHITECTURE, SECOND EDITION

CRC Press Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

LEARNING C# PROGRAMMING WITH UNITY 3D, SECOND EDITION

CRC Press Learning C# Programming with Unity 3D, Second Edition is for the novice game programmer without any prior programming experience. Readers will learn how C# is used to make a game in Unity 3D. Many example projects provide working code to learn from and experiment with. As C# evolves, Unity 3D evolves along with it. Many new features and aspects of C# are included and explained. Common programming tasks are taught by way of making working game mechanics. The reader will understand how to read and apply C# in Unity 3D and apply that knowledge to other development environments that use C#. New to this edition: includes latest C# language features and useful tools included with the .NET library like LINQ, Local Functions Tuples, and more! Key Features Provides a starting point for the first-time programmer C# Code examples are simple short and clear Learn the very basics on up to interesting tricks which C# offers

XAMARIN CROSS-PLATFORM APPLICATION DEVELOPMENT - SECOND EDITION

Packt Publishing Ltd If you are a developer with experience in C# and are just getting into mobile development, this is the book for you. If you have experience with desktop applications or the Web, this book will give you a head start on cross-platform development.

BEGINNING 3D GAME DEVELOPMENT WITH UNITY 4

ALL-IN-ONE, MULTI-PLATFORM GAME DEVELOPMENT

Apress Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games. What you'll learn How to build interactive games that work on a variety of platforms Take the tour around Unity user interface fundamentals, scripting and more Create a test environment and gain control over functionality, cursor control, action objects, state management, object metadata, message text and more What is inventory logic and how to manage it How to handle 3D object visibility, effects and other special cases How to handle variety of menus and levels in your games development How to handle characters, scrollers, and more How to create or integrate a story/walkthrough How to use the new Mecanim animation Who this book is for Students or artists familiar with tools such as 3ds Max or Maya who want to create games for mobile platforms, computers, or consoles, but with little or no experience in scripting or the logic behind games development. Table of Contents 01. Introduction to Game Development 02. Unity UI basics 03. Introduction to Scripting 04. Terrain Generation and Environment 05. Exploring Navigation 06. Cursor Control and Interaction 07. Importing Assets 08. Action Objects 09. Managing State 10. Exploring Transitions 11. Physics and

Special Effects 12. Message Text and HUD 13. Inventory Logic 14. Managing Inventory 15. Dialogue Trees 16. Mecanim 17. Game Environment 18. Setting up the Game 19. Menus and Levels

HOLISTIC GAME DEVELOPMENT WITH UNITY

AN ALL-IN-ONE GUIDE TO IMPLEMENTING GAME MECHANICS, ART, DESIGN AND PROGRAMMING

Taylor & Francis The independent developer has ascended, and the new business model demands agility. You have to be able to work on all aspects of game creation, and your team's game will publish directly to platforms like Android, iPhone, and Facebook. You'll use Unity, the hottest game engine out there, to do it. In order to earn your place on the elite development team, you must master both sides of the development coin: art and programming. **Holistic Game Development with Unity** is an authoritative guide to creating games in Unity. Taking you through game design, programming, and art, Penny de Byl uses a holistic approach to equip you with the multidisciplinary skills you need for the independent games industry. With this book, you will master essential digital art and design principles while learning the programming skills necessary to build interactivity into your games. The tutorials will put these skills into action. The companion website offers: source code for completed projects from the book, art assets, instructional videos, a forum, author blog and lesson plans and challenge questions for professors. Examines art and programming in unison—the only one-stop shop for individual developers and small teams looking to tackle both tasks.

THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING

Course Technology **THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING** covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development. Written with beginners in mind, this book assumes no prior knowledge of game programming—anyone can learn how to program exciting video games using this book. Inside you'll find an introduction to game development on multiple platforms using SDL, extensive coverage of coding techniques used by programming gurus, a complete guide to game engine design and implementation, a modern approach to software architecture, and advanced programming procedures and optimizations. Downloadable files include all the source code used in this book, video tutorials for each chapter, standard tools used for game development, and the SDL standard development library.

COCOS2D CROSS-PLATFORM GAME DEVELOPMENT COOKBOOK

Packt Publishing Ltd Develop games for iOS and Android using Cocos2d with the aid of over 70 step-by-step recipes **About This Book** Learn to efficiently use Cocos2d to develop cross-platform games, and have them work on iOS as well as Android Get acquainted with industry-wide professional tools such as Glyph Designer, Texture Packer, and Physics Editor, as well as using the Swift/ Sprite builder implementation of Cocos2d Use the easy-to-follow recipes to develop as well as deploy games to the Playstore and the App Store **Who This Book Is For** This book is for intermediate game developers and especially the ones who are generally curious to find out what's new in Cocos2d v 3.3. **What You Will Learn** Build custom sprites with custom animations for the game Build interactivity into your game by adding gestures and touch interactions Understand AI enemy programming and path finding to make games more exciting Add physics to your game to make it more lively and interactive Get familiar with the Swift and Sprite builder implementations along with Objective-C programming Perform hassle-free deployment of games built in iOS onto Android Add effects and particle systems to make the game more colorful **In Detail** Cocos2d is the world's leading game development framework for developing iOS games. With the introduction of Swift and Spritebuilder, it has become easier than ever to develop the games of your dreams without much effort. With Cocos2d, you can also deploy the game on Android, thereby maximizing profit and reducing development and porting costs. The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier. You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes, as well as creating transitions between them. From there on, you will get an understanding of how to program user interactions such as tapping, holding, and swiping. You'll then add accelerometer inputs and physics to the scene, and make objects respond back to the inputs. A game is practically incomplete without audio being added, so this will be covered next. The next section will include ways to add Artificial Intelligence to enemies in the game, allowing them to patrol, chase, and shoot in a projectile manner. You will then learn to use NSUserDefaults to save and load game progress, and create and access files using JSON, Plist, and XML files for custom storage and retrieval of data. Then you will learn to add dynamic lighting to your game and will use industry-wide tools such as Texture Packer, Glyph Designer, Physics Editor, Particle Designer, and Sprite Illuminator to create more visually appealing and performance-optimized games. Towards the end of the book, we dive into Apple's latest programming language—Swift, highlighting the major differences between Objective C and Swift. The book culminates with taking your existing game developed for iOS and porting it to Android, showing you how to install the Android Xcode plugin as well. **Style and approach** The book is written in an extremely lucid and step-by-step manner; it can be understood easily by anyone. The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in.

CROSS PLATFORM GAME DEVELOPMENT

Jones & Bartlett Publishers With the increasing popularity of games that run on all PC platforms whether Windows, Mac, or Linux the search is on for game developers who can create cross-platform games. **Cross-Platform Game Development** explains to both beginners and experts how to use cross-platform tools, provides tutorials on setting up and compiling key gaming libraries, and examines the necessary code and conceptual frameworks to get started on the

path to making cross-platform games. With this book discover how to create cross-platform games in C++ using the cross-platform editor Code:: Blocks; explore how to make games quickly with a combination of cross-platform and open-source gaming libraries; understand the fundamentals of game programming, including hierarchical scene management, collision detection, and depth sorting; learn how to make both 2D and 3D real-time cross-platform games, complete with sound, graphics, and more."

LUA GAME DEVELOPMENT COOKBOOK

Packt Publishing Ltd The Lua language allows developers to create everything from simple to advanced applications and to create the games they want. Creating a good game is an art, and using the right tools and knowledge is essential in making game development easier. This book will guide you through each part of building your game engine and will help you understand how computer games are built. The book starts with simple game concepts used mainly in 2D side-scroller games, and moves on to advanced 3D games. Plus, the scripting capabilities of the Lua language give you full control over game. By the end of this book, you will have learned all about the components that go into a game, created a game, and solved the problems that may arise along the way.

GAME PROGRAMMING ALL IN ONE

Course Technology Ptr Game Programming All in One, Third Edition gives aspiring game programmers the skills that are needed to create professional-quality games. If you have a working knowledge of C or C++ and are ready to expand your skills into the field of game programming, then get ready to begin your journey with this latest edition! You won't cover the topic of programming in general, but rather the specifics of programming for games. Using the cross-platform Allegro game library, you'll learn how to write complete games that will run on almost any operating system. Both Windows© and Linux© screenshots are displayed throughout. Using the techniques taught within this book and the tools included on the CD-ROM, you'll be able to write standard Windows and DirectX© programs without the cost of an expensive compiler.

IPHONE GAMES PROJECTS

Apress One look at the App Store will show you just how hot iPhone games have become. Games make up more than 25 percent of all apps, and more than 70 percent of the apps in the App Store's Most Popular category. Surprised? Of course not! We've all filled our iPhones with games, and many of us hope to develop the next bestseller. This book is a collection of must-know information from master independent iPhone game developers. In it, you'll discover how some of the most innovative and creative game developers have made it to the pinnacle of game design and profitability. This book is loaded with practical tips for efficient development, and for creating compelling, addictive gaming experiences. And it's not all talk! It's supported with code examples that you can download and use to realize your own great ideas. This book's authors are responsible for some of the all-time most popular and talked-about games: Brian Greenstone developed Enigmo and Cro-Mag Rally. Aaron Fothergill developed Flick Fishing. Mike Lee developed Tap Tap Revolution, the most downloaded game in App Store history. Mike Kasprzak's Smiles was a finalist in the IGF 2009 Best Mobile Game competition. PJ Cabrera, Richard Zito, and Matthew Aitken (Quick Draw, Pole2Pole); Joachim Bondo (Deep Green); and Olivier Hennessy and Clayton Kane (Apache Lander) have received glowing reviews and accolades for their games. Pair iPhone Games Projects with Apress's best-selling Beginning iPhone Development: Exploring the iPhone SDK, and you'll have everything you need to create the next game to top the sales charts.

HANDBOOK OF RESEARCH ON IMMERSIVE DIGITAL GAMES IN EDUCATIONAL ENVIRONMENTS

IGI Global Education is increasingly being involved with technological resources in order to meet the needs of emerging generations, consequently changing the way people teach and learn. Game-based learning is a growing aspect of pedagogical practice, and it is important to disseminate research trends and innovations in this field. The Handbook of Research on Immersive Digital Games in Educational Environments provides emerging research exploring the theoretical and practical aspects of digital games and technological resources and applications within contemporary education. Featuring coverage on a broad range of topics such as digital integration, educational simulation, and learning theories, this book is ideally designed for teachers, pre-service teachers, students, educational researchers, and education software developers seeking current research on diverse immersive platforms and three-dimensional environments that support the creation of digital games and other applications to improve teaching and learning processes.

HEALTH INFORMATICS MEETS EHEALTH

PREDICTIVE MODELING IN HEALTHCARE - FROM PREDICTION TO PREVENTION. PROCEEDINGS OF THE 10TH EHEALTH2016 CONFERENCE

IOS Press Progress in medicine has traditionally relied heavily on classical research pathways involving randomized clinical trials (RCTs) to establish reliable evidence for any given therapeutic intervention. However, not only are RCTs lengthy and expensive, they have a number of other disadvantages, including the fact that they are currently failing to keep pace with the number of potential innovative treatment options being developed, particularly in areas such as rare diseases. With the vast amount of data increasingly available for use in profiling patient characteristics and establishing correlations between outcomes and potential predictors, predictive modeling may offer a potential solution to the limitations of RCTs. This book presents the proceedings of the 2016 Health Informatics meets eHealth

conference, held in Vienna, Austria in May 2016. The conference provides a platform for researchers, practitioners, decision makers and vendors to discuss innovative health informatics and eHealth solutions with a view to improving the quality, efficacy and efficiency of healthcare. The theme of the conference is Predictive Modeling in Healthcare. Covering subjects as diverse as fall-detection in the elderly, diabetes, physiotherapy and pediatric oncology, this book will be of interest to all those working in the field of (e)healthcare and its delivery.

OBJECT-ORIENTED GAME DEVELOPMENT

Pearson Education Games software has its roots in a "cottage" industry, ignoring formal methodologies, instead leaving the programmers to find homespun solutions to the technical problems faced. The picture has now changed: the scale of the problems faced by programmers means that more methodical techniques must be applied to game development to prevent projects spiralling out of control, both in terms of technical complexity and cost. The book addresses how program teams can develop ever more complex entertainment software within the constraints of deadlines, budgets and changing technologies. It establishes a set of best practices tempered with real-world pragmatism, understanding that there is no "one size fits all" solution. No member of the game development team should be working in isolation and the book will be useful to producers, designers and artists as well as the programmers themselves. In addition, the book addresses the needs of the growing number of Game Development courses offered in academia, giving students a much-needed insight into the real world of object-oriented game design.

PROFESSIONAL CROSS-PLATFORM MOBILE DEVELOPMENT IN C#

John Wiley & Sons Develop mobile enterprise applications in a language you already know! With employees, rather than the IT department, now driving the decision of which devices to use on the job, many companies are scrambling to integrate enterprise applications. Fortunately, enterprise developers can now create apps for all major mobile devices using C#/.NET and Mono, languages most already know. A team of authors draws on their vast experiences to teach you how to create cross-platform mobile applications, while delivering the same functionality to PC's, laptops and the web from a single technology platform and code-base. Rather than reinventing the wheel with each app, this book provides you with the tools you need for cross-platform development--no new languages needed! Presents an overview of the sea change occurring with the use of enterprise mobile applications and what it means for developers Shares the criteria for evaluating and selecting the best option for application architecture Reviews tools and techniques for setting up a cross-platform development environment Offers an introduction to the MonoCross open-source project and pattern for cross-platform development Packed with specific software design patterns, development best practices, code examples and sample applications, this must-have book gets you started developing cross-platform mobile apps today.

WROX CROSS PLATFORM ANDROID AND IOS MOBILE DEVELOPMENT THREE-PACK

John Wiley & Sons A bundle of 3 best-selling and respected mobile development e-books from Wrox form a complete library on the key tools and techniques for developing apps across the hottest platforms including Android and iOS. This collection includes the full content of these three books, at a special price: Professional Android Programming with Mono for Android and .NET/C#, ISBN: 9781118026434, by Wallace B. McClure, Nathan Blevins, John J. Croft, IV, Jonathan Dick, and Chris Hardy Professional iPhone Programming with MonoTouch and .NET/C#, ISBN: 9780470637821, by Wallace B. McClure, Rory Blyth, Craig Dunn, Chris Hardy, and Martin Bowling Professional Cross-Platform Mobile Development in C#, ISBN: 9781118157701, by Scott Olson, John Hunter, Ben Horgen, and Kenny Goers

INTERDISCIPLINARY APPROACHES TO ADAPTIVE LEARNING: A LOOK AT THE NEIGHBOURS

FIRST INTERNATIONAL CONFERENCE ON INTERDISCIPLINARY RESEARCH ON TECHNOLOGY, EDUCATION AND COMMUNICATION, ITEC 2010, KORTRIJK, BELGIUM, MAY 25-27, 2010. REVISED SELECTED PAPERS

Springer This book constitutes the refereed proceedings of the First International Conference on Interdisciplinary Research on Technology, Education and Communication, ITEC 2010, held in Kortrijk, Belgium, in May 2010. The 11 revised full papers presented were carefully reviewed and selected from 38 submissions. The papers address all current issues within the fields of computer sciences, applied linguistics, methodology, and educational technology with special emphasis on topics such as distributed decision support, agent based systems, heuristic optimization, heuristics for data mining, distributed search, pervasive learning, mobile learning electronic language learning environments, language testing, CorpusCALL, authoring systems statistical modelling, item response theory, data mining, electronic assessment adaptive and adaptable learning environments, instructional design, game-based learning, learner characteristics, mobile learning.

COGNITIVE DEVELOPMENT IN DIGITAL CONTEXTS

Academic Press Cognitive Development in Digital Contexts investigates the impact of screen media on key aspects of children and adolescents' cognitive development. Highlighting how screen media impact cognitive development, the book addresses a topic often neglected amid societal concerns about pathological media use and vulnerability to media effects, such as aggression, cyber-bullying and Internet addiction. It addresses children and adolescents' cognitive development involving their interactions with parents, early language development, imaginary play, attention, memory, and executive control, literacy and academic performance. Covers the impact of digital from both

theoretical and practical perspectives Investigates effects of digital media on attention, memory, language and executive functioning Examines video games, texting, and virtual reality as contexts for learning Explores parent-child interactions around media Considers the development of effective educational media Addresses media literacy and critical thinking about media Considers social policy for increasing access to high quality education media and the Internet Provides guidance for parents on navigating children's technology usage

BEGINNING GAME DEVELOPMENT WITH PYTHON AND PYGAME

FROM NOVICE TO PROFESSIONAL

Apres This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

COMPUTATIONAL COLLECTIVE INTELLIGENCE

12TH INTERNATIONAL CONFERENCE, ICCI 2020, DA NANG, VIETNAM, NOVEMBER 30 - DECEMBER 3, 2020, PROCEEDINGS

Springer Nature This volume constitutes the refereed proceedings of the 12th International Conference on Computational Collective Intelligence, ICCI 2020, held in Da Nang, Vietnam, in November 2020.* The 70 full papers presented were carefully reviewed and selected from 314 submissions. The papers are grouped in topical sections on: knowledge engineering and semantic web; social networks and recommender systems; collective decision-making; applications of collective intelligence; data mining methods and applications; machine learning methods; deep learning and applications for industry 4.0; computer vision techniques; biosensors and biometric techniques; innovations in intelligent systems; natural language processing; low resource languages processing; computational collective intelligence and natural language processing; computational intelligence for multimedia understanding; and intelligent processing of multimedia in web systems. *The conference was held virtually due to the COVID-19 pandemic.

MASTERING UNITY 2D GAME DEVELOPMENT - SECOND EDITION

Learn everything you need to know to build a 2D game using Unity 5 by developing a complete RPG game framework!
About This Book* Explore the new features of Unity 5 and recognize obsolete code and elements.* **Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound.*** This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations.
Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required.
What You Will Learn* Work with 2D sprite assets from importing and animation to physics and programming.* Write beginner to advanced level C# code using MonoDevelop.* Create a 2D game in Unity 5 by developing a complete retro 2D RPG.* Implement the new UI system effectively and beautifully.* Publish, monetize, and advertise a game on multiple platforms.
In Detail The inclusion of 2D support in Unity has brought 2D games back to the forefront of the gaming industry, with indie game developers and hobbyists finding 2D creation and development easier than ever. This book will help you master the 2D features available in Unity 5 by walking you through the full development of a retro 2D RPG. You will see by example how to work with 2D art assets, create C# scripts, develop animations, and implement Unity's new and improved UI tools. You will learn how to program, develop, and animate a conversation system, a battle system, and an inventory system all using the new and improved Unity UI and 2D animation tools. After completing this book, you will have the knowledge necessary to develop, build, deploy, and sell 2D games of any genre!

THE ANDROID GAME DEVELOPER'S HANDBOOK

Packt Publishing Ltd Discover an all in one handbook to developing immersive and cross-platform Android games
About This Book Practical tips and tricks to develop powerful Android games Learn to successfully implement microtransactions and monitor the performance of your game once it's out live. Integrate Google's DIY VR tool and Google Cardboard into your games to join in on the VR revolution
Who This Book Is For This book is ideal for any game developer, with prior knowledge of developing games in Android. A good understanding of game development and a basic knowledge on Android platform application development and JAVA/C++ will be appreciated. **What You Will Learn** Learn the prospects of Android in Game Development Understand the Android architecture and explore platform limitation and variations Explore the various approaches for Game Development using Android Learn about the common mistakes and possible solutions on Android Game Development Discover the top Cross Platform Game Engines and port games on different android platform Optimize memory and performance of your game. Familiarize yourself with different ways to earn money from Android Games
In Detail Gaming in android is an already established market and growing each day. Previously games were made for specific platforms, but this is the time of cross platform

gaming with social connectivity. It requires vision of polishing, design and must follow user behavior. This book would help developers to predict and create scopes of improvement according to user behavior. You will begin with the guidelines and rules of game development on the Android platform followed by a brief description about the current variants of Android devices available. Next you will walk through the various tools available to develop any Android games and learn how to choose the most appropriate tools for a specific purpose. You will then learn JAVA game coding standard and style upon the Android SDK. Later, you would focus on creation, maintenance of Game Loop using Android SDK, common mistakes in game development and the solutions to avoid them to improve performance. We will deep dive into Shaders and learn how to optimize memory and performance for an Android Game before moving on to another important topic, testing and debugging Android Games followed by an overview about Virtual Reality and how to integrate them into Android games. Want to program a different way? Inside you'll also learn Android game Development using C++ and OpenGL. Finally you would walk through the required tools to polish and finalize the game and possible integration of any third party tools or SDKs in order to monetize your game when it's one the market! Style and approach The book follows a handbook approach, focused on current and future game development trend from every possible aspect including monetization and sustainability in the market.

QT5 C++ GUI PROGRAMMING COOKBOOK

PRACTICAL RECIPES FOR BUILDING CROSS-PLATFORM GUI APPLICATIONS, WIDGETS, AND ANIMATIONS WITH QT 5, 2ND EDITION

Packt Publishing Ltd Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key Features Learn to use Qt 5 to design and customize the look and feel of your application Improve the visual quality of an application by using graphics rendering and animation Understand the balance of presentation and web content that will make an application appealing yet functional Book Description With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learn Animate GUI elements using Qt5's built-in animation system Draw shapes and 2D images using Qt5's powerful rendering system Implement an industry-standard OpenGL library in your project Build a mobile app that supports touch events and exports it onto devices Parse and extract data from an XML file and present it on your GUI Interact with web content by calling JavaScript functions from C++ Access MySQL and SQLite databases to retrieve data and display it on your GUI Who this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

GAME ENGINE ARCHITECTURE, THIRD EDITION

CRC Press In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.

MASTERING UNITY 2D GAME DEVELOPMENT

Packt Publishing Ltd Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book Explore the new features of Unity 5 and recognize obsolete code and elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound. This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are

working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topics are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required. What You Will Learn Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework. Effectively manipulate and utilize 2D sprites. Create 2D sprite animations and trigger them effectively with code. Write beginning to advanced-level C# code using MonoDevelop. Implement the new UI system effectively and beautifully. Use state machines to trigger events within your game. In Detail The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre! Style and approach This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.

CROSS-PLATFORM DEVELOPMENT IN C++

BUILDING MAC OS X, LINUX, AND WINDOWS APPLICATIONS (ADOBE READER)

Pearson Education Cross-Platform Development in C++ is the definitive guide to developing portable C/C++ application code that will run natively on Windows, Macintosh, and Linux/Unix platforms without compromising functionality, usability, or quality. Long-time Mozilla and Netscape developer Syd Logan systematically addresses all the technical and management challenges associated with software portability from planning and design through coding, testing, and deployment. Drawing on his extensive experience with cross-platform development, Logan thoroughly covers issues ranging from the use of native APIs to the latest strategies for portable GUI development. Along the way, he demonstrates how to achieve feature parity while avoiding the problems inherent to traditional cross-platform development approaches. This book will be an indispensable resource for every software professional and technical manager who is building new cross-platform software, porting existing C/C++ software, or planning software that may someday require cross-platform support. Build Cross-Platform Applications without Compromise Throughout the book, Logan illuminates his techniques with realistic scenarios and extensive, downloadable code examples, including a complete cross-platform GUI toolkit based on Mozilla's XUL that you can download, modify, and learn from. Coverage includes Policies and procedures used by Netscape, enabling them to ship Web browsers to millions of users on Windows, Mac OS, and Linux Delivering functionality and interfaces that are consistent on all platforms Understanding key similarities and differences among leading platform-specific GUI APIs, including Win32/.NET, Cocoa, and Gtk+ Determining when and when not to use native IDEs and how to limit their impact on portability Leveraging standards-based APIs, including POSIX and STL Avoiding hidden portability pitfalls associated with floating point, char types, data serialization, and types in C++ Utilizing platform abstraction libraries such as the Netscape Portable Runtime (NSPR) Establishing an effective cross-platform bug reporting and tracking system Creating builds for multiple platforms and detecting build failures across platforms when they occur Understanding the native runtime environment and its impact on installation Utilizing wxWidgets to create multi-platform GUI applications from a single code base Thoroughly testing application portability Understanding cross-platform GUI toolkit design with Trixul

LIBGDX GAME DEVELOPMENT ESSENTIALS

If you are a Java developer who wants to learn LibGDX and create great games, then this book is for you. To take full advantage of this book, you are expected to be familiar with Java or any other object-oriented language. Experience of using Eclipse will be very useful.

THE DIGITAL GAMING HANDBOOK

CRC Press The Digital Gaming Handbook covers the state-of-the-art in video and digital game research and development, from traditional to emerging elements of gaming across multiple disciplines. Chapters are presented with applicability across all gaming platforms over a broad range of topics, from game content creation through gameplay at a level accessible for the professional game developer while being deep enough to provide a valuable reference of the state-of-the-art research in this field. Key Features: International experts share their research and experience in game development and design Provides readers with inside perspectives on the cross-disciplinary aspects of the industry Includes retrospective and forward-looking examinations of gaming Editor: Dr. Roberto Dillon is a leading game studies educator with more than 15 years of experience in the field of game design and development.

GAME DEVELOPER

POSTMORTEM FROM GAME DEVELOPER

INSIGHTS FROM THE DEVELOPERS OF UNREAL TOURNAMENT, BLACK & WHITE, AGE OF EMPIRE, AND OTHER TOP-SELLING GAMES

CRC Press The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.

GAMES AND LEARNING ALLIANCE

SECOND INTERNATIONAL CONFERENCE, GALA 2013, PARIS, FRANCE, OCTOBER 23-25, 2013, REVISED SELECTED PAPERS

Springer This book constitutes the refereed proceedings of the Second International Conference on Games and Learning Alliance, GALA 2013, held in Paris, France, in October 2013. The 25 revised papers presented together with 9 poster papers were carefully reviewed and selected from numerous submissions. The papers advance the state of the art in the technologies and knowledge available to support development and deployment of serious games. They are organized in 3 research tracks on design, technology and application. Also included is the outcome of a GALA workshop on a widely applied instructional design model: 4C-ID.

WINDOWS 8 AND WINDOWS PHONE 8 GAME DEVELOPMENT

Apress Creating fun, sophisticated games for Windows devices large or small has never been easier! With masses of example code and fully working games for you to download and run straight away Windows 8 and Windows Phone 8 Game Development is your ideal first step into modern games development. This book gives you everything you need to realize your dreams and produce fantastic games that will run on all Windows 8 devices from desktops to tablets to phones. You can code once and run everywhere. The ubiquity of Windows 8 devices makes this opportunity too good to miss! The Windows 8 and Windows Phone 8 platforms have huge potential for gaming. New form-factors - such as the Surface tablet - coupled with improved processors and higher screen resolutions combine to make Windows 8 the best Windows version yet for independent games development. It's never been easier to create a fantastic game, package it up and deploy it straight to the Windows Store with its audience of millions. This book will show you how.

GAME ARCHITECTURE AND DESIGN

New Riders Pub A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.
