Learning C# by Developing Games with Unity 3D Beginner's Guide

By Terry Norton

Download now

Read Online →

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton

The beauty of this book is that it assumes absolutely no knowledge of coding at all. Starting from very first principles it will end up giving you an excellent grounding in the writing of C# code and scripts.

Overview

- You've actually been creating scripts in your mind your whole life, you just didn't realize it. Apply this logical ability to write Unity C# scripts
- Learn how to use the two primary building blocks for writing scripts: the variable and the method. They're not mysterious or intimidating, just a simple form of substitution
- Learn about GameObjects and Component objects as well as the vital communication between these objects using Dot Syntax. It's easy, just like addressing a postal letter
- Stay logically organized by utilizing a State Machine for your code. Use the simple concept of a State to control your Unity project. You will definitely save time by knowing where your code is located
- With your new knowledge of coding, you will be able to look at Unity's Scripting Reference code examples with confidence

In Detail

For the absolute beginner to any concept of programming, writing a script can appear to be an impossible hurdle to overcome. The truth is, there are only three simple concepts to understand: 1) having some type of information; 2) using the information; and 3) communicating the information. Each of these concepts is very simple and extremely important. These three concepts are combined to access the feature set provided by Unity.

"Learning C# by Developing Games with Unity 3D" assumes that you know nothing about programming concepts. First you will learn the absolute basics of programming using everyday examples that you already know. As you progress through the book, you will find that C# is not a foreign language after all,

because you already know the words. With a few keywords and using substitution, before you know it, you'll be thinking in code.

The book starts by explaining in simple terms the three concepts you need for writing C# code and scripts: 1) variables to hold information; 2) methods (functions) to use the information; and 3) Dot Syntax to communicate the information where it's needed. The book builds on these concepts to open up the world of C# coding and Unity scripting. You will use this new power to access the features provided in Unity's Scripting Reference.

The first half of this book is devoted to the code writing beginner. The concepts of variables, methods, Dot Syntax, and decision processing are fully explained. Since C# is an actual programming language, we take advantage of this to develop a State Machine to help control and organize each phase of a Unity project. Once the basic programming concepts are established and we have some State Machine organization, the features and power of Unity are accessed using the Scripting Reference.

The goal of "Learning C# by Developing Games with Unity 3D" is to teach to you how to use the Unity Scripting Reference.

What you will learn from this book

- Understand what a variable is and how it works
- Learn about methods and functions is and how they are used to manipulate information
- Learn the concept of an object, a component of a GameObject, and the class they come from
- Learn about communication between objects using Dot Syntax
- Understand how to make decisions in code
- Learn how to use a State Machine to control and organize a Unity project
- Master the Scripting Reference to bring GameObjects to life
- Learn how to use the Unity Physics engine for moving and detecting GameObject collisions and triggers
- Display information on the game screen

⬇ **Download** Learning C# by Developing Games with Unity 3D Begi ...pdf

📄 **Read Online** Learning C# by Developing Games with Unity 3D Be ...pdf

Learning C# by Developing Games with Unity 3D Beginner's Guide

By Terry Norton

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton

The beauty of this book is that it assumes absolutely no knowledge of coding at all. Starting from very first principles it will end up giving you an excellent grounding in the writing of C# code and scripts.

Overview

- You've actually been creating scripts in your mind your whole life, you just didn't realize it. Apply this logical ability to write Unity C# scripts
- Learn how to use the two primary building blocks for writing scripts: the variable and the method. They're not mysterious or intimidating, just a simple form of substitution
- Learn about GameObjects and Component objects as well as the vital communication between these objects using Dot Syntax. It's easy, just like addressing a postal letter
- Stay logically organized by utilizing a State Machine for your code. Use the simple concept of a State to control your Unity project. You will definitely save time by knowing where your code is located
- With your new knowledge of coding, you will be able to look at Unity's Scripting Reference code examples with confidence

In Detail

For the absolute beginner to any concept of programming, writing a script can appear to be an impossible hurdle to overcome. The truth is, there are only three simple concepts to understand: 1) having some type of information; 2) using the information; and 3) communicating the information. Each of these concepts is very simple and extremely important. These three concepts are combined to access the feature set provided by Unity.

"Learning C# by Developing Games with Unity 3D" assumes that you know nothing about programming concepts. First you will learn the absolute basics of programming using everyday examples that you already know. As you progress through the book, you will find that C# is not a foreign language after all, because you already know the words. With a few keywords and using substitution, before you know it, you'll be thinking in code.

The book starts by explaining in simple terms the three concepts you need for writing C# code and scripts: 1) variables to hold information; 2) methods (functions) to use the information; and 3) Dot Syntax to communicate the information where it's needed. The book builds on these concepts to open up the world of C# coding and Unity scripting. You will use this new power to access the features provided in Unity's Scripting Reference.

The first half of this book is devoted to the code writing beginner. The concepts of variables, methods, Dot Syntax, and decision processing are fully explained. Since C# is an actual programming language, we take advantage of this to develop a State Machine to help control and organize each phase of a Unity project. Once the basic programming concepts are established and we have some State Machine organization, the features and power of Unity are accessed using the Scripting Reference.

The goal of "Learning C# by Developing Games with Unity 3D" is to teach to you how to use the Unity Scripting Reference.

What you will learn from this book

- Understand what a variable is and how it works
- Learn about methods and functions is and how they are used to manipulate information
- Learn the concept of an object, a component of a GameObject, and the class they come from
- Learn about communication between objects using Dot Syntax
- Understand how to make decisions in code
- Learn how to use a State Machine to control and organize a Unity project
- Master the Scripting Reference to bring GameObjects to life
- Learn how to use the Unity Physics engine for moving and detecting GameObject collisions and triggers
- Display information on the game screen

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton Bibliography

- Sales Rank: #709557 in Books
- Published on: 2013-09-25
- Released on: 2013-09-25
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .66" w x 7.50" l, 1.11 pounds
- Binding: Paperback
- 292 pages

⬇ **Download** Learning C# by Developing Games with Unity 3D Begi ...pdf

▤ **Read Online** Learning C# by Developing Games with Unity 3D Be ...pdf

Download and Read Free Online Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton

---

Editorial Review

About the Author

Terry Norton

Terry Norton was born and raised in California. During the Vietnam era, he served six and half years in the US Air Force. While in the military, he was trained in electronics for electronic counter-measures. Upon discharge, he earned his Electrical Engineering degree, and later working for Joslyn Defense Systems in Vermont, designing and developing test equipment for the US Navy.

When personal computers came on the scene, he took an interest in building computers, but never quite delved deep into the programming side. It wasn't until 2004 that programming peaked his interest. He began writing articles for OS/2 Magazine to teach C++ programming. Unfortunately, damaging his left hand in a snowblower accident in 2005 ended his writing for a couple years.

IBM abandoned OS/2, so Terry bought his first Apple computer in early 2006. He tried a few times to learn Objective-C, but work and family always seemed to sidetrack his efforts. It wasn't until about 2010 when he discovered Unity and the need to write scripts, that he finally made some progress into the programming world. He began writing an online tutorial for UnityScript titled UnityScript for Noobs. It was a basic tutorial for beginners made available just before Unite 2011.

Since then, Terry has been learning C# for writing scripts for Unity. Packt Publishing noticed UnityScript for Noobs and asked if he would be interested in writing a book about learning UnityScript. He declined. He felt that C# was a better language, and his heart just wasn't into UnityScript any longer. Two weeks later, Packt offered him the opportunity to write a book about learning C# for Unity. He jumped on it.

Users Review

From reader reviews:

Shirley Dildy:

Now a day individuals who Living in the era where everything reachable by connect to the internet and the resources inside can be true or not need people to be aware of each facts they get. How individuals to be smart in obtaining any information nowadays? Of course the answer then is reading a book. Studying a book can help persons out of this uncertainty Information specifically this Learning C# by Developing Games with Unity 3D Beginner's Guide book because book offers you rich information and knowledge. Of course the knowledge in this book hundred percent guarantees there is no doubt in it as you know.

Morgan Lytle:

Hey guys, do you really wants to finds a new book you just read? May be the book with the title Learning C# by Developing Games with Unity 3D Beginner's Guide suitable to you? Typically the book was written by well known writer in this era. Typically the book untitled Learning C# by Developing Games with Unity 3D

Beginner's Guideis one of several books that will everyone read now. This kind of book was inspired many people in the world. When you read this reserve you will enter the new dimension that you ever know previous to. The author explained their plan in the simple way, so all of people can easily to know the core of this e-book. This book will give you a large amount of information about this world now. So you can see the represented of the world on this book.

Carl Johnson:

Beside this Learning C# by Developing Games with Unity 3D Beginner's Guide in your phone, it could possibly give you a way to get more close to the new knowledge or info. The information and the knowledge you can got here is fresh in the oven so don't become worry if you feel like an aged people live in narrow commune. It is good thing to have Learning C# by Developing Games with Unity 3D Beginner's Guide because this book offers for you readable information. Do you at times have book but you seldom get what it's exactly about. Oh come on, that won't happen if you have this in the hand. The Enjoyable option here cannot be questionable, like treasuring beautiful island. Use you still want to miss the idea? Find this book and read it from today!

John Negron:

As a scholar exactly feel bored to reading. If their teacher questioned them to go to the library or even make summary for some publication, they are complained. Just very little students that has reading's heart or real their leisure activity. They just do what the teacher want, like asked to the library. They go to at this time there but nothing reading seriously. Any students feel that reading is not important, boring in addition to can't see colorful pictures on there. Yeah, it is to become complicated. Book is very important to suit your needs. As we know that on this age, many ways to get whatever we really wish for. Likewise word says, many ways to reach Chinese's country. So , this Learning C# by Developing Games with Unity 3D Beginner's Guide can make you feel more interested to read.

Download and Read Online Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton #ICTKVER52OB

Read Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton for online ebook

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton books to read online.

Online Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton ebook PDF download

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton Doc

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton Mobipocket

Learning C# by Developing Games with Unity 3D Beginner's Guide By Terry Norton EPub