

Become an expert in Unity3Ds new 2D system, and then join in the adventure to build an RPG game framework! About This Book Learn the advanced features of Unity 2D to change and customize games to suit your needs Discover tips and tricks for Unity2Ds new toolset Understand scripting, deployment, and platform integration with an example at each step Get a whole life-cycle overview of game development, from advanced scripting, monetization, marketing and deployment Who This Book Is For If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know. In Detail Unity3D has long been seen as a massive 3D game-making middleware system, with lots of power and an easy-to-use editor. Now, with 2D games back in fashion, Unity has created a 2D toolset for developers with the know-how to create great games. If you are looking for a book that will show you how to make a fully functional, customizable RPG game end to end, then this is the book for you. You will learn how to build an RPG game framework, learning lots of tips and tricks along the way, from advanced C# scripting to getting the most out of Unitys built in features such as Mecanim and curves in ways you may have not even considered. By the end of this book, you will be able to architect, create, deploy, and integrate your game with all of your intended platforms, and have the knowledge to build and customize the Unity editor for the games you create with confidence. You will also be tooled with tricks from the trade on marketing, monetization, targeting as many platforms as possible, with a keen focus on how to best profit from your title.

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