



Learn by doing: less theory, more results

OUYA Game Development by Example

An all-inclusive, fun guide to making professional 3D games
for the OUYA console

Beginner's Guide

Jack Donovan

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You will also be able to identify the common perils and pitfalls of VR development to ensure that your audience has the most comfortable experience possible. By the end of the book you will be able to create an advanced VR game for the Oculus Rift and you'll have everything you need to bring your ideas into a new reality. Style and approach: This book takes a step by step tutorial approach with illustrative examples to help you implement the projects on your own. The book lets you first get to grips with the Oculus SDK and then moves on to the Unity Engine to add realistic graphics and features in your games.

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interactive and professional user interfaces UIs for games in Unity Discover how to implement and deal with various in game UI elements that will impress your players This practical recipe guide will help you to efficiently create powerful and remarkable UIs using C code Who This Book Is For If you are a game developer with some experience in Unity and C and want to create the best interactive experience fast and intuitively then this book is for you If you are an intermediate game developer or an expert these recipes will help you bring out the power of the new UI Unity system What You Will Learn Implement different kinds of counters and healthbars Deal with timers and find out how to format them Animate and vivify UI elements Handle runtime customizations Add complex Head up displays HUDs Design and implement 3D UIs Integrate minimaps in the UI In Detail With the increasing interest in game development it's essential to design and implement a UI that reflects the game settings and shows the right information to the player The Unity system is used to create complex and aesthetically pleasing user interfaces in order to give a professional look and feel to a game Although the new Unity UI system is powerful and quite easy to use by integrating it with C scripts it's possible to realize the potential of this system and bring an impressive UI to games This guide is an invaluable collection of recipes if you are planning to use Unity to develop a game Starting with the basic concepts of the UI components we'll take you all the way through to creating complex interfaces by including animations and dynamics elements Based on real world problems these recipes will start by showing you how to make common UI elements such as counters and healthbars You will then get a walkthrough of how to manage time using timers and will learn how to format them You will move on to decorating and animating the UI elements to vivify them and give them a professional touch Furthermore you will be guided into the 3D UI world and into HUD scripting Finally you will discover how to implement complex minimaps in the interface Style and approach Interactive easy to follow recipes will help you create and implement UIs that make gaming an exhilarating experience

Unity 5.x. Программирование

искусственного интеллекта в играх Хорхе Паласиос, 2022-01-29 Unity 5 Unity **Ouya Game Development Essentials** Ruben Hoyos, Robinson Moncada, 2014-03-02 This is a hands-on practical approach to developing games on the OUYA console It includes step-by-step examples as well as detailed theoretical explanations of industry practices If you want to explore the development of games for the OUYA console this is the book for you From beginners to advanced users the book allows developers to address various issues related to development projects for the OUYA console

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