



GAMING

# Unity(c#)

- Unity is a cross platform game engine with a built-in IDE.
- Unity makes the whole process quicker and simpler.
- It provides certain assets ready-made.
- It basically makes the whole process of creating a game much simpler so we can focus on what makes the game unique and on the assets and on the design and the unity handle of the more advanced code.

# Advantages of developing a game app using unity:

- **MULTIPLATFORM SUPPORT:** GAMES DEVELOPED IN UNITY 3D CAN BE IMPORTED TO 27 PLATFORMS WHICH INCLUDE ANDROID, IOS, PC, WEB AND EVEN MAC.
- **OPEN SOURCE FEATURE:** LIKE SEVERAL CODING PLATFORMS, UNITY HAS A VERY HEALTHY CODING COMMUNITY WHICH RUNS VERY WELL AMONG GAME CODERS.
- **GRAPHIC RENDERING:** MULTIPLATFORM SUPPORT IS NOT JUST RELATED TO THE DEVICES IT RUNS ON BUT IT ALSO SUPPORTS GRAPHIC RENDERING FROM ENGINES THAT USE OPENGL ES, OPENGL AND DIRECT 3D AND SOFTWARES LIKE 3DS MAX, BLENDER AND ADOBE PHOTOSHOP. THIS CAN BE EASILY IMPORTED FOR WEB, MAC, IOS, ANDROID AND OTHER RESPECTIVE PLATFORMS.
- **ASSET TRACKING:** ASSET TRACKING FEATURES IN UNITY HELPS ASSET SERVER CONTROL SOLUTION TAKE CARE OF GAME ASSETS AND SCRIPTS.
- **UNITY PHYSICS:** PHYSX ENGINE ADDS TO THE GAMEPLAY WHEN YOUR GAME IS SUPPOSED TO SIMULATE REAL WORLD MECHANICS AND IT COULD TAKE ALL THE TIME OF THE WORLD TO FRAME CERTAIN FEATURES.

