Useful Resources

Game Design Documents

- Creating a great Game Design Document

Game Design

- Engineering Emergence PhD Thesis (PDF)
- A Guide To Engineer Experiences (Book)

Software

- Pixen for Mac
- The Gimp for Mac, Windows and Linux
- Paint.net For windows
- Genymotion - Android emulator

Sound

- Garageband for Mac
- BFXR sound generator
- Freesound.org for sound clips (Check usage rights)
- Looperman.com for sound clips
- NoSoapRadio.us fro sound clips and music tracks
- AudioNautix for free sounds, no login required

Fonts

- DaFont
- FontSquirrel

Art Assets

- OpenGameArt
- Free Game Graphics resources
- Video Game Sprites
- Art Assets For Game Developers
- Free Game Art Community
- Public Domain Game Art from *Glitch*
- CG textures

Art Asset Tutorials

- Les Forge Pixel Art course
- Pat Imrie's Maya and ZBrush tutorials
- Importing Blender Meshes to Unity (Youtube)
- Personal Tutoring

From http://www.CompleteUnityDeveloper.com

Unity Tips & Tricks

- Execution orders of Monobehaviour Functions
- UnityScript For Noobs Ebook
- Building a custom inspector
- Special Folders and Script Compilation Order

Animation & Mocap

- Mixamo for rigging and animation
- iTween for general animation and tweening
- iPiSoft for Motion Capture

Cool stuff ;)

- Unity for Virtual Reality (Youtube)

C#

There's a wealth of information about C# available online. The official documentation for Mono (The flavour of C# that Unity uses) can be found online, although it is much less complete than the official C# programming guide, which will have example of use that are more useful than the Mono documentation. There are slight differences between the official C# and Mono's C#, especially regarding what API calls are supported, but for most of the course we won't be digging deep enough into the APIs to encounter them. The Official API docs for C# are available on MSDN.