



Learning Unity iOS Game Development

By Kyle Langley

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Build exciting games with Unity on iOS and publish them on the App Store About This Book * Take advantage of Unity 5 s new tools to create a fully interactive mobile game * Learn how to connect your iTunes developer account and use Unity 5 to communicate with it * Use your Macintosh computer to publish your game to the App Store Who This Book Is For This book is for iOS developers who want to learn how to build games with Unity for the iOS platform. Some prior experience in game development would be useful. What You Will Learn * Create your own iTunes Connect Developer account and create an app within it * Set up iTunes Game Center features in iTunes Connect so you can use them within Unity 5 * Construct a game using C# that allows users to interactively control the game character * Use Unity 5 s editor window to create a custom editor tool specific for the game made in the book * Store and keep track of data...



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This publication is great. It is full of wisdom and knowledge You will not really feel monotony at any time of the time (that's what catalogs are for relating to when you ask me).

-- **Dr. Everett Dicki DDS**