DEVELOPING IOS GAMES WITH UNITY

An Introduction for iOS Developers

Nathan Eror
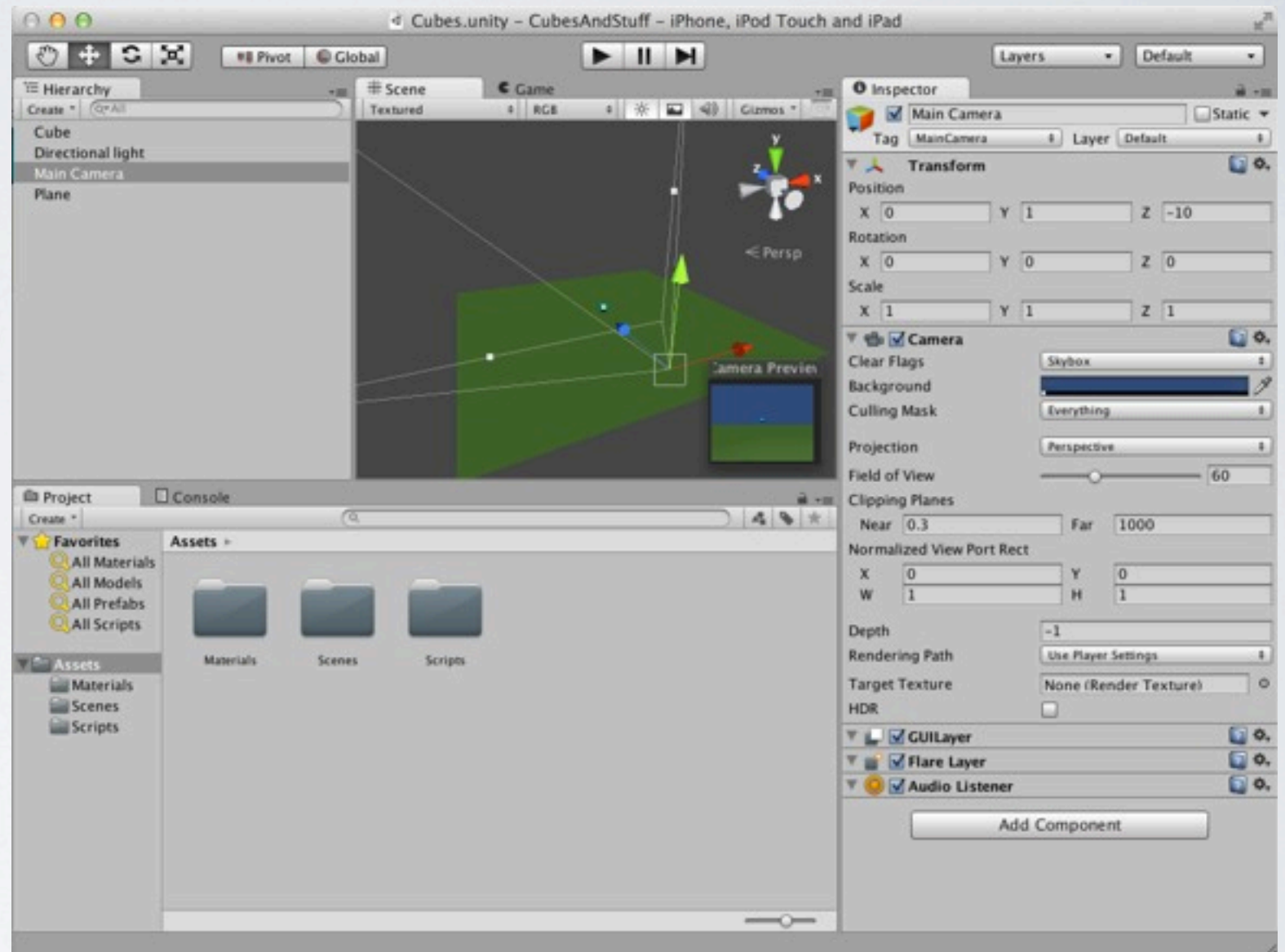@neror

EMPIRICAL
DEVELOPMENT

WTF?

WHAT IS UNITY?

WHAT IS UNITY?

- 3D Game Engine

- Multiplatform

- Mono/C#

- Free! (kind of)

CAMERA

CAMERA

SCENE GRAPH

SCENE GRAPH
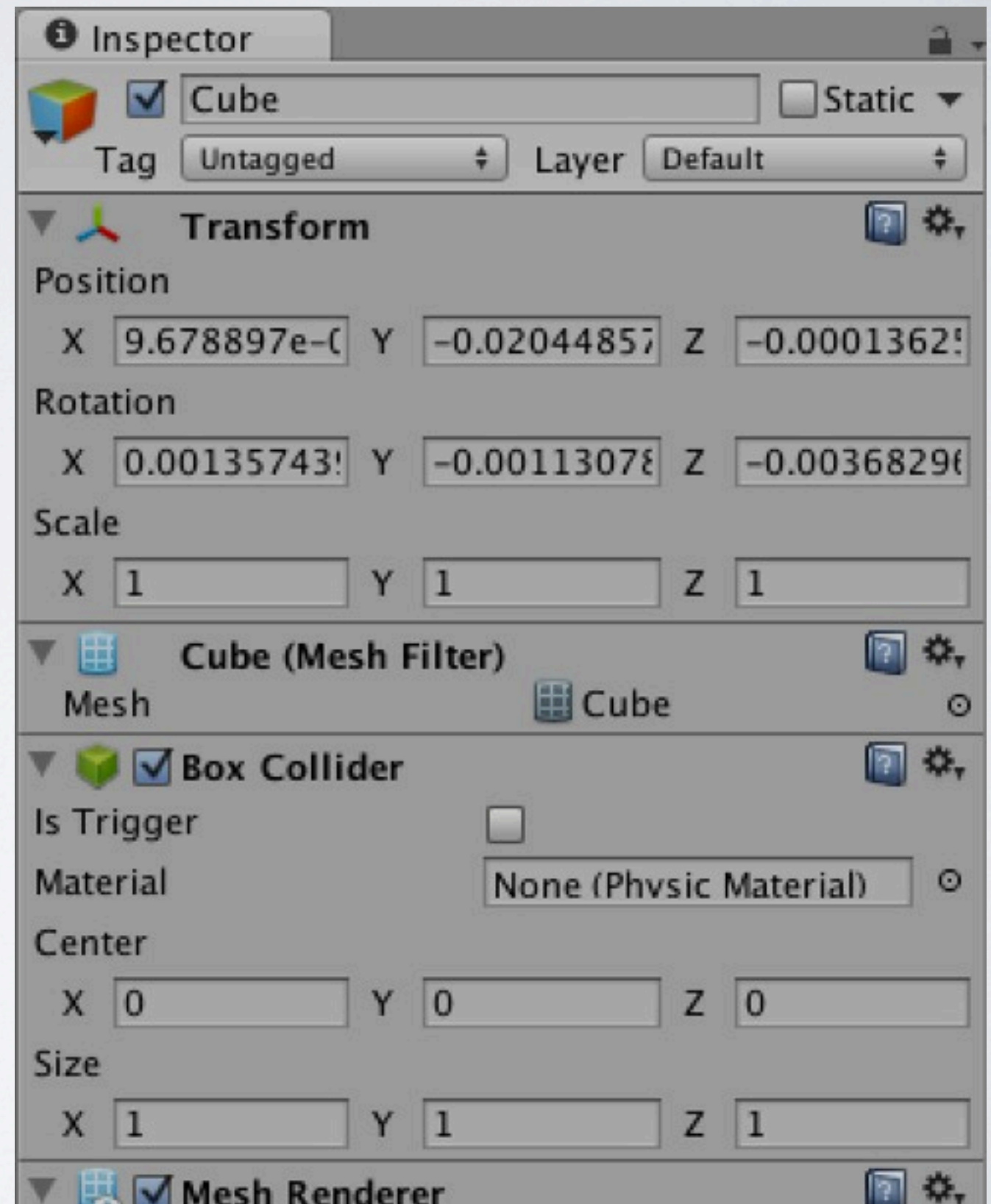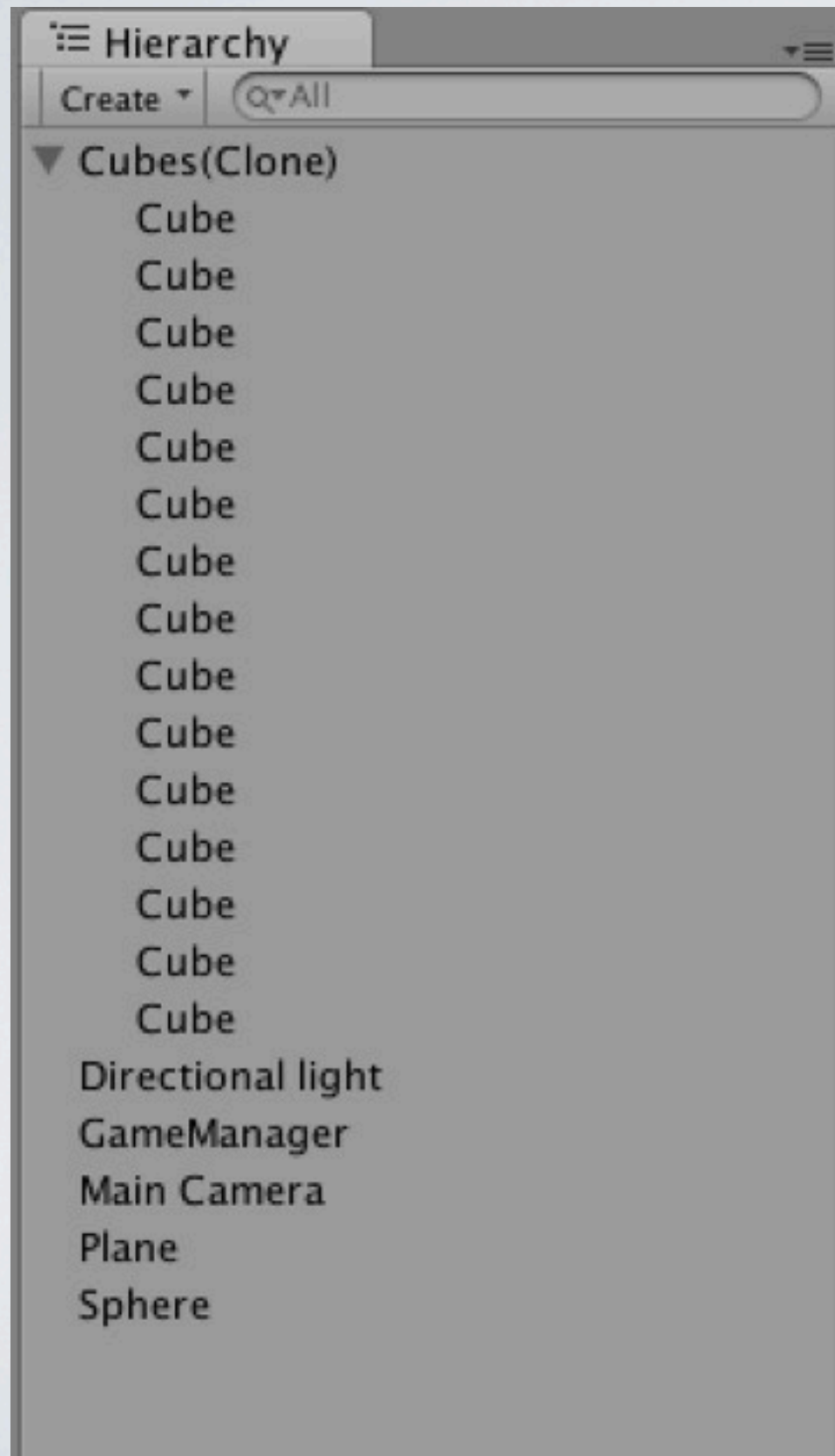
PREFABS AND SERIALIZATION

PREFABS AND SERIALIZATION

RENDERERS AND MATERIALS

RENDERERS AND MATERIALS

PHYSICS

PHYSICS

SCRIPTING

SCRIPTING
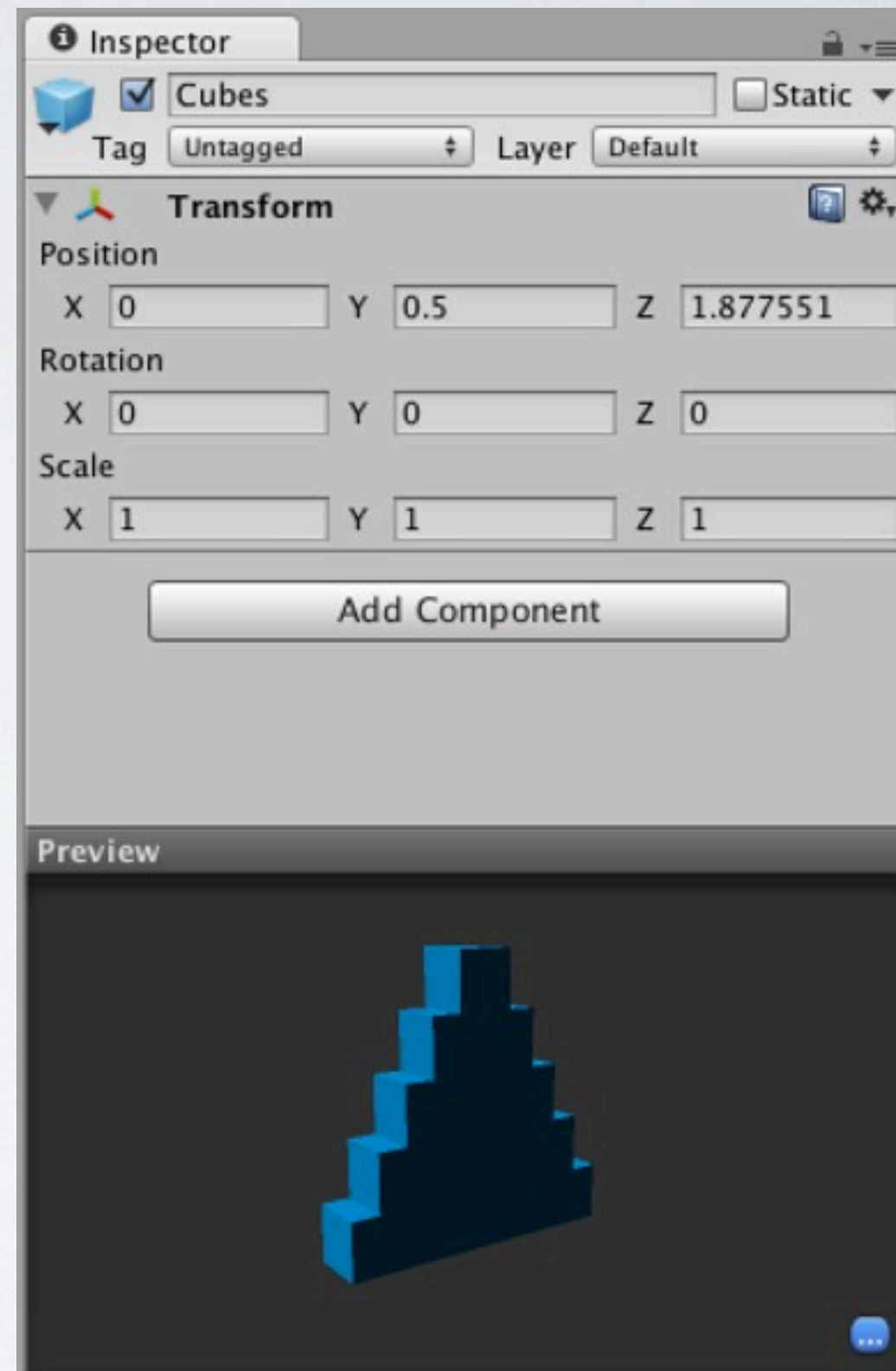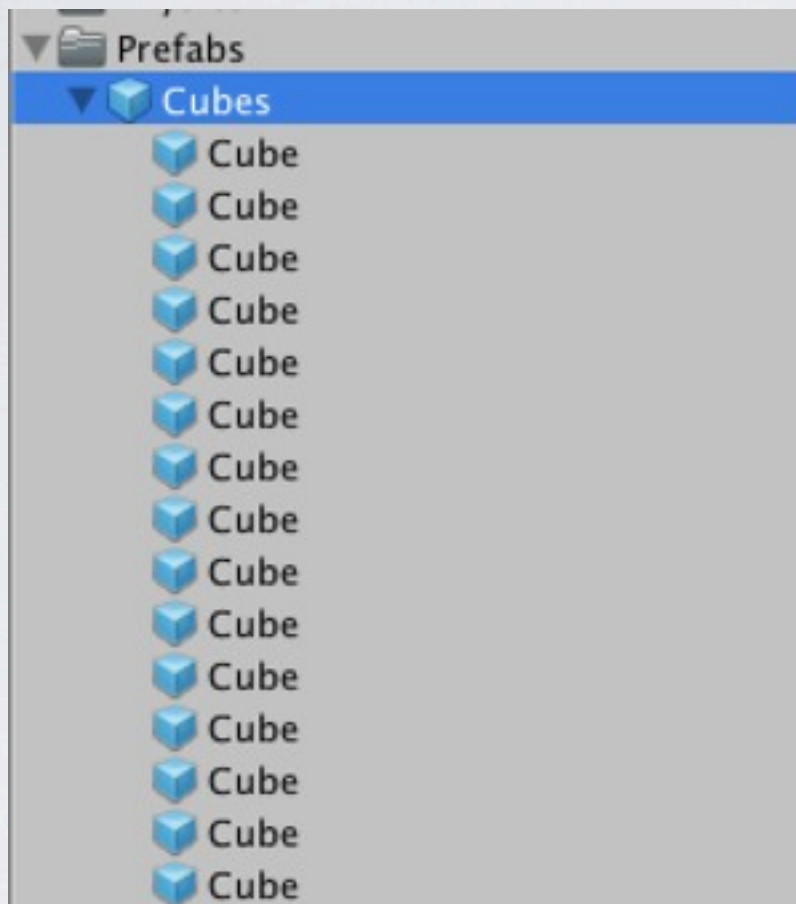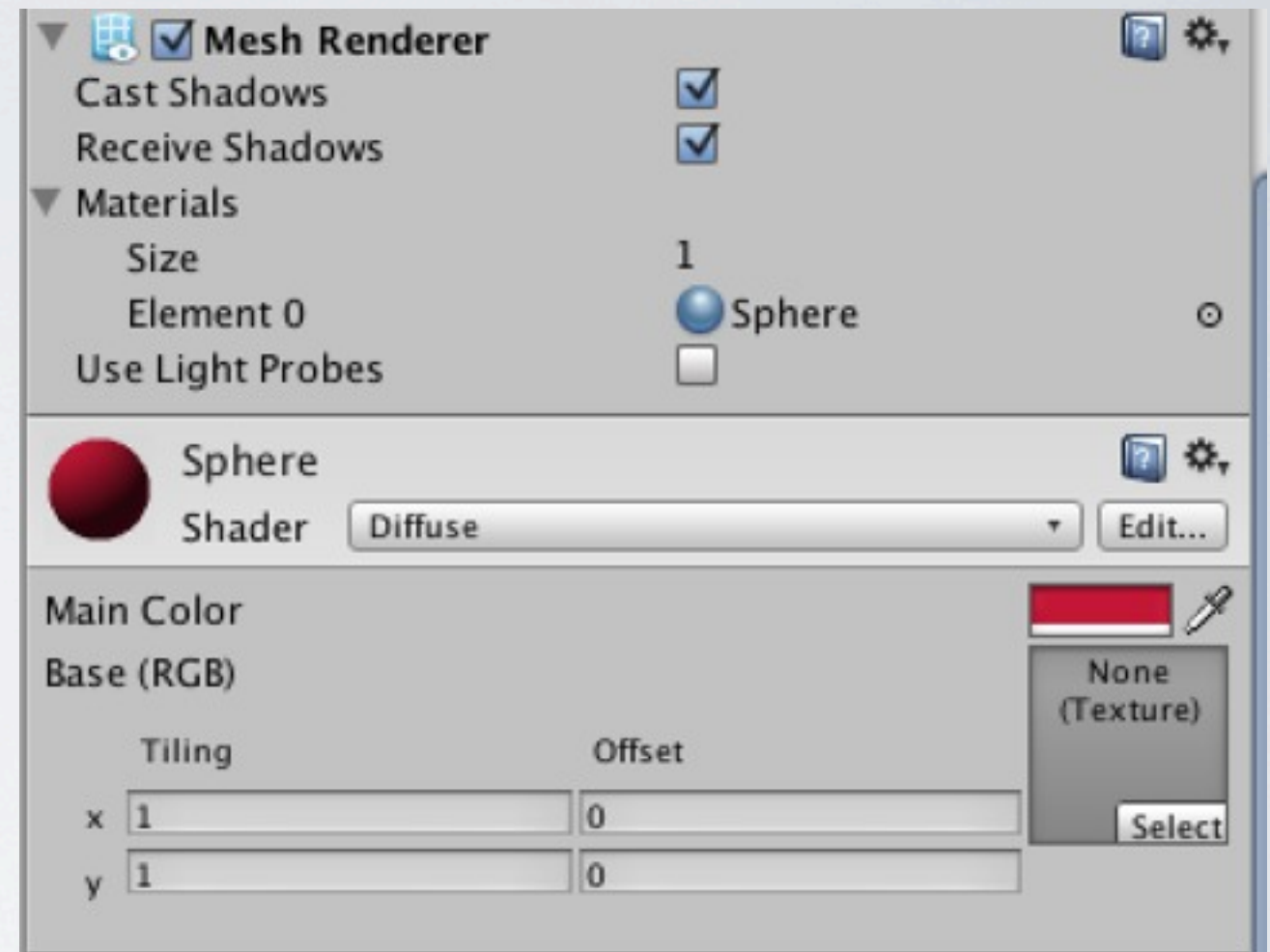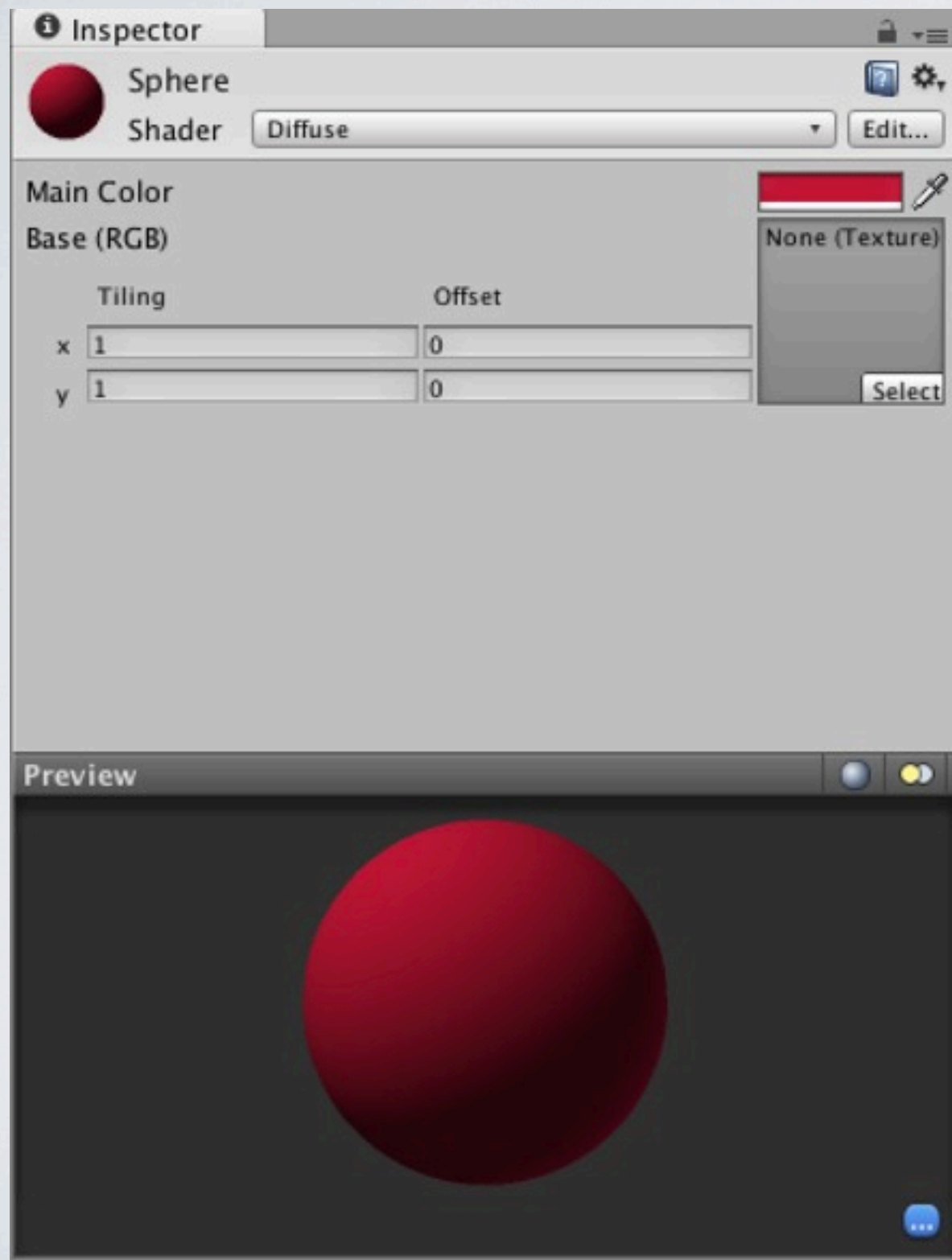
Throw Sphere (Script)

Script	ThrowSphere
Throwing Power	20
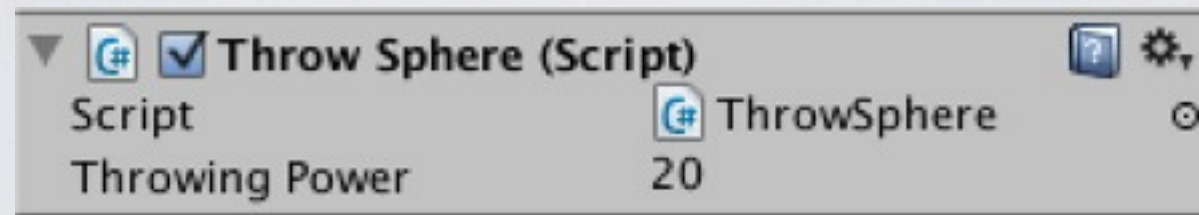
```csharp
void Update()
{
    if(Input.GetMouseButtonDown(0)) {
        Ray mouseRay = Camera.main.ScreenPointToRay(Input.mousePosition);
        RaycastHit hit;
        if(Physics.Raycast(mouseRay, out hit)) {
            if(hit.rigidbody == rigidbody) {
                isHolding = true;
                return;
            }
        }
    }

    if(Input.GetMouseButton(0) && isHolding) {
        float sphereDistance = Vector3.Distance(Camera.main.transform.position, transform.position);
        Vector3 mousePos = Input.mousePosition;
        mousePos.z = sphereDistance;
        Vector3 newPos = Camera.main.ScreenToWorldPoint(mousePos);
        newPos.z = transform.position.z;
        transform.position = newPos;
        return;
    }

    if(Input.GetMouseButtonUp(0) && isHolding) {
        isHolding = false;
        rigidbody.isKinematic = false;
        rigidbody.AddForce(Vector3.forward * throwingPower, ForceMode.Impulse);
    }
}
```
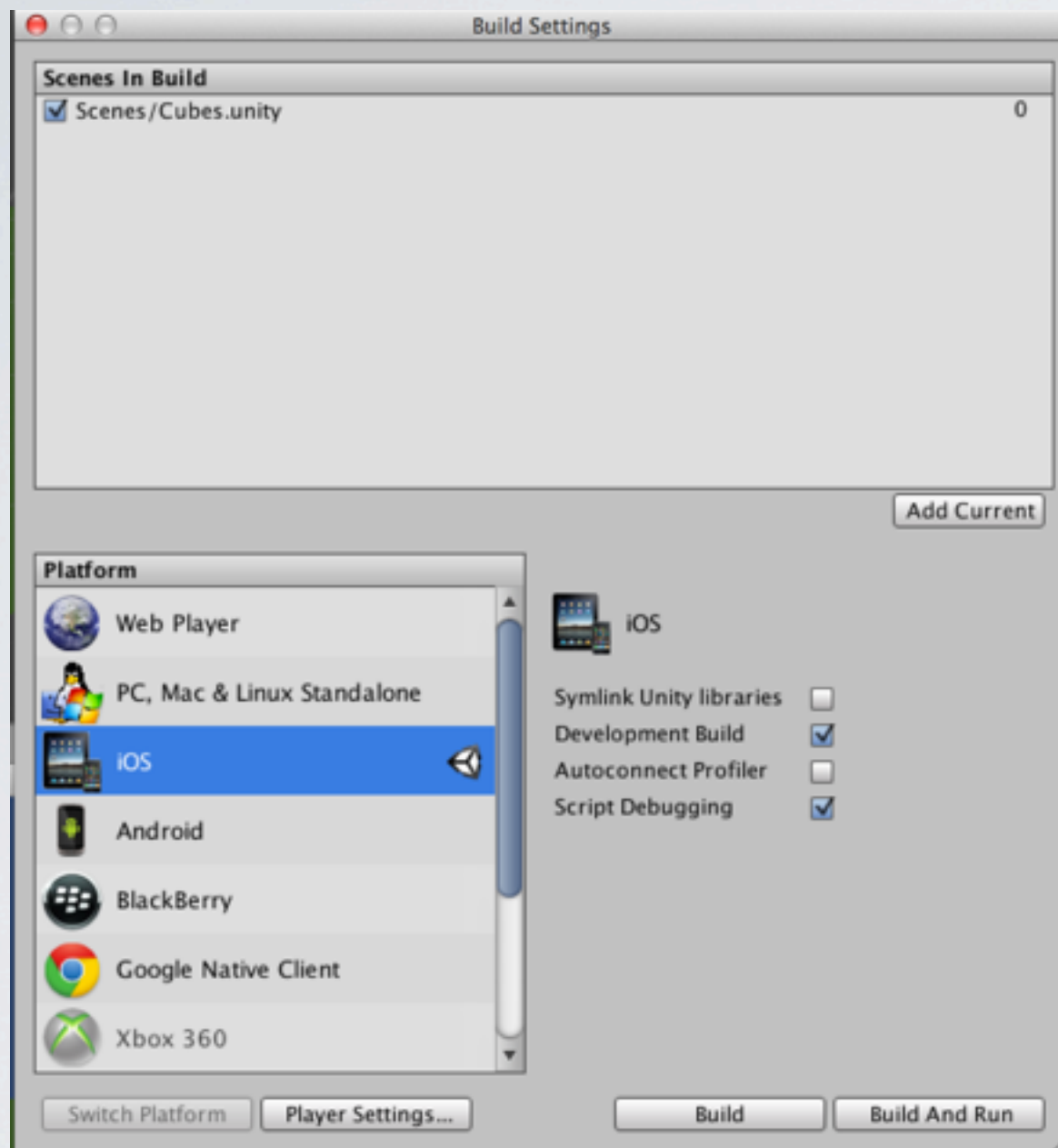
SCRIPTING CONCEPTS

SCRIPTING CONCEPTS

- Awake()/Start()/Update()/FixedUpdate()/LateUpdate()

- Instantiating Prefabs

- MonoBehaviour builtin events (On* methods)

- Coroutines

- Message Sending

- Events and delegates

- UnityGUI

DEPLOYING TO IOS

DEPLOYING TO IOS

THANK YOU

Nathan Eror

@neror

nathan@empiricaldevelopment.com