

Unity3D game development

Game development engines aren't very easy usually. In our journal I talked about my support for Unity as a framework for game development. In this document I want to include references to all the resource to vouch for unity as a Game development engine. The discussion follows:

Its very easy to create any 2D or 3D game with Unity. You can optimize it and beautify with ease, and the deployment on various platforms comes very handy. it also provides for, integrated services to hurry up your development process.

Resources to learn Unity:

Unity is multiplatform game engine. With unity one can target more devices very quickly. One can perform fast-paced development to mobile, VR, desktop, etc. Although in this project we are going to focus on desktop only.

I am also including some reference from the web for the same:

The most recent version of this list can be found at <http://www.virtualgamelab.com/unity-resources.html>

I just compiled a list of Unity resources for a different purpose (hence my subjective comments and a shameless copy&paste). Some of the resources have already been mentioned here and some of it is only Unity-related and not strictly for learning Unity itself. Nonetheless, here we go:

Download the **free version of Unity** to get started: <http://unity3d.com/unity/download/>

If you have no previous experience with Unity, start with these **six video tutorials** which give a quick overview of the Unity interface and some important features <http://unity3d.com/support/documentation/video/>

Continue with a more in-depth text-based walk through of very **basic Unity functionality and work flow** <http://unity3d.com/support/documentation/Manual/Unity%20Basics.html>

To get you started with scripting, have a look at the following PDF document. It was written for an older version of Unity, but still covers relevant aspects of **scripting with JavaScript**. (2 hours to complete, no previous JavaScript knowledge required) <http://download.unity3d.com/support/Tutorials/2%20-%20Scripting%20Tutorial.pdf>

Unity features three scripting languages; JavaScript, C#, and Boo. Depending on your scripting language of choice, you might want to choose different tutorials to get started with Unity. Each tutorial link will also mention which scripting language is used. Most Unity tutorials available on the web are using JavaScript. Notice that JavaScript is commonly used for web applications.

Unfortunately, books which cover JavaScript are normally of little use for Unity's implementation of JavaScript. But worry not, a vast amount of tutorials will follow...

If you want to familiarize yourself with Unity's functionality more, browse through **Unity's manual**. You can skip the Basics section as we already went through this (see above).<http://unity3d.com/support/documentation/Manual/index.html>

For a **printable version** of the 600+ pages **manual**, see <http://unity3d.com/support/documentation/printable.html>

If you rather prefer to jump into the action, skip the manual altogether and have a look at the **two books** which have been published on Game Development with Unity. 1) Author **Will Goldstone** guides you through a complete project and introduces most of Unity's functionality (using JavaScript). The book is available as print and digital version and all needed assets and resources can be downloaded with the book. It's been a helpful investment from my point of view.<http://www.packtpub.com/unity-game-development-essentials/book> This forum thread discusses the book and its content.<http://forum.unity3d.com/viewtopic.php?t=29041>

References:

<https://unity3d.com/unity>

<https://unity3d.com/learn/tutorials/topics/developer-advice/how-start-your-game-development>

<https://unity3d.com/public-relations/downloads>

<http://answers.unity3d.com/questions/12321/how-can-i-start-learning-unity-fast-list-of-tutori.html>