|  |  |  |  |
| --- | --- | --- | --- |
| Title | Resources | Keyword | Number of characters |
| «Unity in Action»  Joe Hocking | https://www.manning.com/books/unity-in-action | Game, Game Engine, Unity, Code, Methods, Programming Class, Geometrical Coordinates,  AI, Gameplay Scripts, Visual Frame. | 115 000  (2020/12/22) |
|  |  |  |  |
|  |  |  |  |





