



# Mastering Unity 5.x

*Alan Thorn*

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## Key Features

- Become a Unity master by creating a practical, in-depth game-development project with Unity
- Use advanced C# scripting to unlock the complete potential of Unity 5
- Customize your own Unity 5 editor as per your game requirements

## Book Description

Do you want to take the leap from an everyday Unity developer to a pro game developer? Well, look no further! This book is your one stop solution to creating mesmerizing games with life like features and amazing game play capabilities.

In the process you will dive deep into the Unity architecture, create expansive game worlds, work with the Unity 5 rendering engine that will give your game that extra.

You will create individual game components, use efficient animation techniques, and implement the collision and physics simulation engine to its fullest. By the end of the book, you will become a pro game developer who is confident enough to create his own advanced-level games.

## What you will learn

- Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game
- Create enemy characters that act intelligently and make reasoned decisions
- Use data files to save and restore game data in a way that is platform-agnostic
- Migrate your game to VR platforms
- Use Navigation Meshes, Occlusion Culling, and the Profiler tools
- Work confidently with GameObjects, Rotations, and Transformations
- Understand specific gameplay features such as AI enemies, Inventory Systems, and Level Design

## About the Author

**Alan Thorn** is an award-winning author, mathematician, and independent video game developer based in London, UK. He is the founder of the game development studio, Wax Lyrical Games, and the creator of the critically acclaimed PC adventure game, Baron Wittard: Nemesis of Ragnarok.

Alan works freelance for some of the world's largest entertainment corporations. He has lectured on game development at some of the most prestigious institutions in Europe and written nine books on games programming, including the highly popular Teach Yourself Games Programming, Game Engine Design and Implementation, and UDK Game Development.

Some of Alan's other interests include computing, mathematics, graphics, and philosophy. More information about his company, Wax Lyrical Games, can be found at <http://www.waxlyricalgames.com/>.

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