# Mastering Unity 2D Game Development - Second Edition

*By Ashley Godbold, Simon Jackson*

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**Mastering Unity 2D Game Development - Second Edition** By Ashley Godbold, Simon Jackson

**Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework!**

## About This Book

- Explore the new features of Unity 5 and recognize obsolete code and elements.
- Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound.
- This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations.

## Who This Book Is For

This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required.

## What You Will Learn

- Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework.
- Effectively manipulate and utilize 2D sprites.
- Create 2D sprite animations and trigger them effectively with code.
- Write beginning to advanced-level C# code using MonoDevelop.
- Implement the new UI system effectively and beautifully.
- Use state machines to trigger events within your game.

# In Detail

The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free!

This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre!

# Style and approach

This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.

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## Editorial Review

About the Author

Dr. Ashley Godbold is a programmer, game designer, artist, mathematician, and teacher. She holds a Bachelor of Science in Mathematics, a Master of Science in Mathematics, a Bachelor of Science in Game Art and Design, and a Doctor of Computer Science in Emerging Media, where her dissertation research focused on educational video game design. She works full-time as a game developer and also runs a small indie/passion studio. She teaches college courses in Unity, 3ds Max, Adobe Flash, game design, and mathematics.

Simon Jackson has been a tinkerer, engineer, problem solver, and solution gatherer ever since his early years. In short, he loves to break things apart, figure out how they work, and then put them back together; usually better than before. He started way back when with his first computer, the Commodore Vic20. It was simple, used a tape deck, and forced you to write programs in Basic or assembly language; those were fun times. From there, he progressed through the ZX Spectrum +2 and the joyous days of modern graphics, but still with the 30-minute load times from a trusty tape deck. Games were his passion even then, which led to many requests for another gaming machine, but Santa brought him an Amstrad 1640, his first PC. From there, his tinkering and building exploded, and that machine ended up being a huge monstrosity with so many add-ons and tweaked fixes. He was Frankenstein, and this PC became his own personal monster crafted from so many parts. Good times. This passion led him down many paths, and he learned to help educate others on the tips and tricks he learned along the way; these skills have equipped him well for the future. Today, he would class himself as a game development generalist. He works with many different frameworks, each time digging down and ripping them apart, and then showing whoever would listen through his blog, videos, and speaking events how to build awesome frameworks and titles. This has been throughout many generations of C++, MDX, XNA (what a breath of fresh air that was), MonoGame, Unity3D, The Sunburn Gaming Engine, HTML, and a bunch of other proprietary frameworks - he did them all. This gives him a very balanced view of how to build and manage many different types of multiplatform titles. He didn't stop there as he regularly contributed to the MonoGame project, adding new features and samples, and publishing on NuGet. He also has several of his own open source.

## Users Review

**From reader reviews:**

**Hilda Dumas:**

People live in this new time of lifestyle always attempt to and must have the extra time or they will get lots of stress from both day to day life and work. So , once we ask do people have spare time, we will say absolutely sure. People is human not only a robot. Then we inquire again, what kind of activity have you got when the spare time coming to you actually of course your answer will unlimited right. Then do you ever try this one, reading publications. It can be your alternative within spending your spare time, the actual book you have read is usually Mastering Unity 2D Game Development - Second Edition.

**Paul Day:**

Playing with family in the park, coming to see the marine world or hanging out with buddies is thing that usually you will have done when you have spare time, subsequently why you don't try point that really opposite from that. One particular activity that make you not experiencing tired but still relaxing, trilling like on roller coaster you are ride on and with addition of information. Even you love Mastering Unity 2D Game Development - Second Edition, you are able to enjoy both. It is very good combination right, you still want to miss it? What kind of hang type is it? Oh can happen its mind hangout guys. What? Still don't have it, oh come on its known as reading friends.

**Ann Yoho:**

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