



Unity 5 from Zero to Proficiency (Foundations): A step-by-step guide to creating your first game

By P Patrick Felicia

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Why this book can help you to get started with Game Development

Creating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and get started (e.g., lack of time or coding expertise).

Often, these barriers seem higher than they actually are. You may be a teacher trying to introduce games in the classroom, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on the games that you enjoy playing; maybe you are a student getting started with game development but you just don't know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed.

You may be wondering: "How can I start to create my games if I have no experience of coding", or "this game engine is so complex that I just don't know where to get started". This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills.

This is the approach that I have used successfully over the past years to take students from a wide range of backgrounds from no knowledge of coding or game development to good levels of proficiency in Unity.

Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity. In this book, entitled From Zero to Proficiency (Foundations), which is the first book in the series (i.e., Foundations, Beginner, Intermediate and Advanced),

you will become comfortable with Unity's interface and core features, by creating a project (with no coding involved) that includes both an indoor and an outdoor environment.

The content of each chapter is as follows:

- Chapter 1 provides general information on game engines and explains why you should use such software, and how, by using Unity more specifically, you can create games seamlessly.
- Chapter 2 takes you through the very first steps of installing Unity and becoming familiar with the interface. It will also show you the different shortcuts necessary to navigate through scenes and projects in Unity.
- Chapter 3 gets you to create and export your first scene by combining built-in objects. You will learn how to manage objects, apply textures and colors, and transform objects to create a simple scene.
- Chapter 4 explains how you can create an indoor scene (i.e., a maze) with built-in shapes. You will also work with and manage lights in your scene to set the atmosphere and navigate through the scene with a First-Person Controller.
- Chapter 5 explains how to create an island with sandy beaches and palm trees using Unity's built-in assets. You will also drive a car and pilot a plane.
- Chapter 6 provides answers to frequently asked questions.
- Chapter 7 summarizes the topics covered in this book and provides tips for your next steps.

If you want to get started with Unity using a method that works: **buy this book now!**

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Review

"This book is particularly useful to help and support professionals who do not have game development background but intend to venture into gamification ... I look forward to reading and conquering the challenges set by upcoming levels of this book series"

- **Tan Wee Hoe** (reader, Amazon.com)

"The book helps you to build your confidence in Unity by building different scenes....I am very excited to continue with my Unity 5 journey!."

- **LMuro** (reader, Amazon.com)

"I found it is easy to read and follow. An excellent book for a real beginner! "

- **Szu-Ming Chung** (reader, Amazon.com)

"I thought the book put a new meaning on step by step instructions because it actually had step by step instructions! ...Also a personal favorite of mine was the bonus pack I received with the book which had very useful cheat sheets for remembering the game engine shortcuts and also some assets and textures to use with the project, in my opinion this was just a sign that the book went that extra bit to really educate readers on the main goal of the book and to start developing their own projects. "

- **Dean, G.** (reader, Amazon.com)

"A very easy to follow guide that really explains the basics of unity. Well worth the time."

- **Alexandre Fausto Semedo** (reader, Amazon.com)

"The book is very interesting and it's clear examples really help you to understand Unity 5."

- **Simo Heikkila** (reader, Amazon.com)

"This book is exactly what every newbie needs. It holds your hand through the initial introduction and allows you to progress step by step. A great way to get under the hood of unity. "

- **Valerie Butler** (reader, Amazon.co.uk)

"This is a book that lays out the foundation of game creation in simplistic terms with excellent examples. I recommend this book for anyone seeking to learn how to start in gameprogramming and have never used software like this before."

- **Reader** (Amazon.com)

"Great introduction book for anybody interested in developing games for Unity 5 "

- **Paul** (reader, Amazon.co.uk)

About the Author

Patrick Felicia is a lecturer and researcher at Waterford Institute of Technology, where he teaches and supervises undergraduate and postgraduate students. He obtained his MSc in Multimedia Technology in 2003 and PhD in Computer Science in 2009 from University College Cork, Ireland.

He has published several books and articles on the use of video games for educational purposes, including the Handbook of Research on Improving Learning and Motivation through Educational Games:

Multidisciplinary Approaches (published by IGI), and Digital Games in Schools: a Handbook for Teachers, published by European Schoolnet. Patrick is also the Editor-in-chief of the International Journal of Game-Based Learning (IJGBL), and the Conference Director of the Irish Symposium on Game-Based Learning, a popular conference on games and learning organized throughout Ireland.

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