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INTRODUCTION TO GAME DESIGN, PROTOTYPING, AND DEVELOPMENT



Addison Wesley Jul 2014, 2014. Taschenbuch. Book Condition: Neu. 228x189x43 mm. Neuware - Game development and design are among today's fastest-growing technical fields, now supported by programs in hundreds of colleges and universities. Today's #1 game development platform and engine is Unity, and C# is the most powerful language available for writing Unity applications. Now, one hands-on guide covers both game development and design, and both Unity and C#. Written by an instructor who helped pioneer America's #1 university game...

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- Authored by Jeremy Gibson
- Released at 2014



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