

## Unity In Action Multiplatform Game Development In C With Unity 5

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Unity in Action focuses on the programming part of game development (as opposed to art or design) and teaches readers to create projects in multiple game genres. Building on existing programming experience, readers will work through examples using the Unity toolset, adding the skills needed to go from application coder to game developer.

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around even while the game is running. Plus, Unity allows you to customize the editor itself by writing scripts that add new features and menus to the interface. Besides the editor's significant productivity advantages, the other main strength of Unity's toolset is a high degree of cross-platform support. Not only is Unity multiplat-

### Unity in Action

Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine.

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All this is concluded with just one click. Unity game engines support 25 platforms and emphasize the portability process as, 'Simple'. For a gaming company like Juego Studios, that develops multiplatform games, the simplicity of the framework makes life easier for the developer. Unity has a well stocked Asset Store

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