



Unity iOS Game Development Beginners Guide

By Gregory Pierce

Packt Publishing Limited. Paperback. Condition: New. 314 pages. Dimensions: 9.1in. x 7.5in. x 0.9in. Develop iOS games from concept to cash flow using Unity. Dive straight into game development with no previous Unity or iOS experience. Work through the entire lifecycle of developing games for iOS. Add multiplayer, input controls, debugging, in-app and micro payments to your game. Implement the different business models that will enable you to make money on iOS games. In Detail Would you like to create money-making games for iOS? If so, *Unity iOS Game Development Beginner's Guide* is for you. It will guide you through the entire creative process of designing a game through to making money from it. This book will teach you the secrets of building and monetizing games for the iOS platform using the latest version of Unity. The book is linear and progressive so every chapter builds upon the knowledge of the last. You will learn Unity and the iOS basics necessary to get started. You will design a game for the iOS. You will build that game feature by feature. Finally you will publish your game and add the features that will enable your game to generate revenue. You have...

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