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Alan Stagner - Unity Multiplayer Games. Discussion in 'Connected Games' started by Grafer, Oct 19, 2016. Grafer. Joined: May 30, 2015 Posts: 18. Hello. I've just became an owner of the book called "Unity Multiplayer Games" by Alan Stagner. It covers the topic of making a multiplayer game, however it is intended for Unity 4.

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Freelance General Developer I'm a self-taught Unity developer with a wide array of interests and an intense passion to learn all things game-dev. I consider myself particularly skilled in the subject of graphics programming, having previously created my own deferred renderer, clustered forward plus renderer, DX11 particle system, and more entirely from scratch. Author of Unity Multiplayer ...

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create the most in-demand multiplayer experiences, from relaxing social MMOs to adrenaline-pumping competitive shooters.

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Title: Unity Multiplayer Games; Author(s): Alan Stagner; Release date: December 2013; Publisher(s): Packt Publishing; ISBN: 9781849692328

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An easy-to-follow, tutorial manner that uses the learning-by-example approach. If you are a developer who wants to start making multiplayer games with the Unity game engine, this book is for you. This book assumes you have some basic experience with programming. No prior knowledge of the Unity IDE is required.

Get to grips with HoloLens development as you create mixed reality apps from scratch About This Book Create awesome Augmented Reality (AR) apps for the Microsoft HoloLens platform Unleash the power of Unity SDK for HoloLens to create next generation AR apps Explore the exciting world of gesture control, visual mapping, voice command for apps, and many more cutting edge possibilities with HoloLens Who This Book Is For This book is for developers who have some experience with programming in any of the major languages such as C#, C++, and so on. You do need any knowledge of Augmented Reality development. What You Will Learn Extend the computing experience beyond the flat glass screen by placing and embedding virtual objects (holograms) into the physical world Interact with the holograms using gaze, gestures, and voice Enhance the experience with spatial sound Allow multiple users to naturally collaborate with each other Integrate voice commands into your own HoloLens projects Experiment with techniques to better understand the real world Implement a user interface in Mixed Reality Blend the virtual and physical world by making the holograms interact and react to the physical environment In Detail Are you a developer who is fascinated with Microsoft HoloLens and its capabilities? Do you want to learn the intricacies of working with the HoloLens SDK and create your own apps? If so, this is the book for you. This book introduces and demystifies the HoloLens platform and introduces new ways you can interact with computers (Mixed Reality). It will teach

you the important concepts, get you excited about the possibilities, and give you the tools to continue exploring and experimenting. You will go through the journey of creating four independent examples throughout the book, two using DirectX and two using Unity. You will learn to implement spatial mapping and gesture control, incorporate spatial sound, and work with different types of input and gaze. You will also learn to use the Unity 5 SDK for HoloLens and create apps with it. Collectively, the apps explore the major concepts of HoloLens, but each app is independent, giving you the flexibility to choose where to start (and end). Style and approach This book takes an example-based approach where you'll build AR apps with increasing difficulty. You will learn more about HoloLens platform as well as AR app development in general.

Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C++, Blueprints, and UMG to create a role playing game (RPG) efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective, step-by-step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG, you are this book's target reader. The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level. What You Will Learn Program gameplay elements in C++ in Unreal Create custom game data for entities such as players and enemies Create a turn-based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world, developers are looking for the best ways of creating games of any genre in the engine. This book will lay out the foundation of creating a turn-based RPG in Unreal Engine 4. The book starts by walking you through creating a turn-based battle system that can hold commands for party members and enemies. You'll get your hands dirty by creating NPCs such as shop owners, and important mechanics, that make up every RPG such as a currency system, inventory, dialogue, and character statistics. Although this book specifically focuses on the creation of a turn-based RPG, there are a variety of topics that can be utilized when creating many other types of genres. By the end of the book, you will be able to build upon core RPG framework elements to create your own game experience. Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG. By the end of the book, you will have considerably leveled up your ability to make your own game

Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book • Utilize a mixture of C++, Blueprints, and UMG to create a role playing game (RPG) efficiently • Create reusable code chunks and elements that can easily be integrated into other games • A cost effective, step-by-step guide to building and customizing an

entire framework for your RPGWho This Book Is ForIf you are new to Unreal Engine and always wanted to script an RPG, you are this book's target reader. The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level.What You Will Learn• Program gameplay elements in C++ in Unreal• Create custom game data for entities such as players and enemies• Create a turn-based combat engine• Design menu systems and blueprint logic• Create an NPC and dialog system• Integrate equipment and items• Develop the foundations of a saving and loading systemIn DetailNow that Unreal Engine 4 has become one of the most cutting edge game engines in the world, developers are looking for the best ways of creating games of any genre in the engine. This book will lay out the foundation of creating a turn-based RPG in Unreal Engine 4.The book starts by walking you through creating a turn-based battle system that can hold commands for party members and enemies. You'll get your hands dirty by creating NPCs such as shop owners, and important mechanics, that make up every RPG such as a currency system, inventory, dialogue, and character statistics. Although this book specifically focuses on the creation of a turn-based RPG, there are a variety of topics that can be utilized when creating many other types of genres.By the end of the book, you will be able to build upon core RPG framework elements to create your own game experience.Style and approachYou will follow a series of lessons detailing the elements that contribute to an RPG. By the end of the book, you will have considerably leveled up your ability to make your own game

Nowadays, online gaming has become a multi-billion-dollar industry, but in the past, it took a lot of time and manpower to develop an MMOG (massively multiplayer online game). This is because MMOG is a very complex system, and the development of a fastpaced online action game requires further technical considerations. After reading books and tutorials related to online game design, many readers are still unable to develop a multiplayer online game because the current books on the market are all focused on the technical discussion, but lack a complete and coherent example. This book adopts a new way to explore this complex topic; that is, a working online game example is focused and comes with programming details to verify the theoretical discussion. The reason why it can be presented in this way is based on my work over a decade as both a professional game developer and a lecturer of multimedia and game development at several universities in Taiwan. Over the years, our team has accumulated experience and achievements in making online games, and obtained good results in related online game-design competitions. This book aims to share our experience with anyone interesting in making MMOGs. If you have some experience in any programming language and want to know how to implement a massively multiplayer online game, this book is perfect for you. In the first part of this book, the essentials of the C# programming language, which is currently the main script language of the Unity game engine, is covered, followed by exploring the C# Object-Oriented Programming techniques required in the later chapters. After

you become familiar with programming in C#, further examples are provided in the rest of this book to guide you to build and host an MMOG. If you are an experienced Unity game developer who is interesting in MMOG development, this book is also useful. C# network and multithreaded programming are introduced in the second part to help the readers understanding the fundamentals in the network library, like the UNet or Mirror used in this book. Also, a dedicated chapter for mobile online game development covers the details of porting your MMOG to the largest gaming platform. Through the provided working examples, you'll not only understand the details in implementing an MMOG but also can apply the techniques presented in this book to the other networking libraries or game engines.

The Practical Guide to Building Reliable Networked Multiplayer Games Networked multiplayer games are a multibillion dollar business: some games now attract tens of millions of players. In this practical, code-rich guide, Joshua Glazer and Sanjay Madhav guide you through every aspect of engineering them. Drawing on their immense experience as both game developers and instructors, the authors lead you through building a robust multiplayer architecture, and creating every engine-level system. You'll learn through in-depth working code examples for two complete games: an action game and a real time strategy (RTS) game. First, Madhav and Glazer review the essentials of networking and network programming from the standpoint of game developers. Next, they walk through managing game data transmission, updating game objects across the network, and organizing the devices that join your game. You'll learn how to ensure reliable performance despite the Internet's inherent inconsistencies, and how to design game code for maximum security and scalability. The authors conclude by addressing two increasingly crucial issues: incorporating gamer services and hosting your games in the cloud. This guide's content has been extensively tested through the authors' multiplayer game programming courses at USC. It is equally valuable both to students and to working game programmers moving into networked games. Coverage includes How games have evolved to meet the challenges of networked environments Using Internet communication protocols and standards in game development Working with Berkeley Socket, the most widely used networking construct in multiplayer gaming Formatting game data for efficient Internet transmission Synchronizing states so all players share the same world Organizing networking topologies for large-scale games Overcoming latency and jitter problems that cause delays or lost data Scaling games without compromising performance Combating security vulnerabilities and software cheats Leveraging the networking functionality of the popular Unreal 4 and Unity game engines Integrating gamer services such as matchmaking, achievements, and leaderboards Running game servers in the cloud About the Website C++ source code for all examples is available at [github.com/MultiplayerBook](https://github.com/MultiplayerBook) . Instructors will also find a full set of PowerPoint slides and a sample syllabus.

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Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity.

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

This book uses the learning-by-example approach. It takes simple examples from games to introduce all the main concepts of programming in an easy-to-digest and immediately recognizable way. This book is for the total beginner to any type of programming, focusing on the writing



of C# code and scripts only. There are many parts that make up the Unity game engine. It is assumed that the reader already knows their way around Unity's user interface. The code editor used in this book is the MonoDevelop editor supplied by Unity.

Get the best out of your games by scripting them using UE4 About This Book A straightforward and easy-to-follow format A selection of the most important tasks and problems Carefully organized instructions to solve problems efficiently Clear explanations of what you did Solutions that can be applied to solve real-world problems Who This Book Is For This book is intended for game developers who understand the fundamentals of game design and C++ and would like to incorporate native code into the games they make with Unreal. They will be programmers who want to extend the engine, or implement systems and Actors that allow designers control and flexibility when building levels. What You Will Learn Build function libraries (Blueprints) containing reusable code to reduce upkeep Move low-level functions from Blueprint into C++ to improve performance Abstract away complex implementation details to simplify designer workflows Incorporate existing libraries into your game to add extra functionality such as hardware integration Implement AI tasks and behaviors in Blueprints and C++ Generate data to control the appearance and content of UI elements In Detail Unreal Engine 4 (UE4) is a complete suite of game development tools made by game developers, for game developers. With more than 100 practical recipes, this book is a guide showcasing techniques to use the power of C++ scripting while developing games with UE4. It will start with adding and editing C++ classes from within the Unreal Editor. It will delve into one of Unreal's primary strengths, the ability for designers to customize programmer-developed actors and components. It will help you understand the benefits of when and how to use C++ as the scripting tool. With a blend of task-oriented recipes, this book will provide actionable information about scripting games with UE4, and manipulating the game and the development environment using C++. Towards the end of the book, you will be empowered to become a top-notch developer with Unreal Engine 4 using C++ as the scripting language. Style and approach A recipe based practical guide to show you how you can leverage C++ to manipulate and change your game behavior and game design using Unreal Engine 4.

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