Mastering Unity 2017 Game Development With C

Assassin's Creed Unity

Assassin's Creed Unity is a 2014 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It was released in November 2014 for PlayStation...

Godot (game engine)

non-game software, including editors. Godot allows video game developers to create both 3D and 2D games using multiple programming languages, such as C++...

Video game development

as Unity, Unreal Engine or Godot. Commercial game development began in the 1970s with the advent of arcade video games, first-generation video game consoles...

Video game programming

Game programming, a subset of game development, is the software development of video games. Game programming requires substantial skill in software engineering...

Fan game

pre-existing tools and game engines. The Unity engine and Adobe Flash allow fans to develop standalone games, as with other programs such as GameMaker, Construct...

Stellaris (video game)

Stellaris is a 4X grand strategy video game developed by Paradox Development Studio and published by Paradox Interactive. In Stellaris, players take control...

OpenVR (category Articles with short description)

2021-12-26. Macdonald, Mickey (2018). Mastering C++ Game Development: Create professional and realistic 3D games using C++ 17. Birmingham: Packt Publishing...

List of cancelled Nintendo Switch games (category Articles with short description)

Nintendo Switch is a video game console launched by Nintendo in 2017. After the poor commercial performance of their prior video game console, the Wii U, Nintendo...

Sunless Skies (category Articles using Infobox video game using locally defined parameters)

role-playing video game developed by Failbetter Games. Partially funded by a Kickstarter campaign, the game entered early access in 2017 and released in...

GTFO (video game)

received a warm reception at The Game Awards 2017. A year later, it received an accolade as the Best Cooperative Game at E3 2018 from the website DualShockers...

Tilt Brush (category Articles with short description)

2016 Proto Awards 2016: Best Overall, Most Innovative Unity Awards 2016: Best Non-game Project Unity Awards 2015: Best VR Experience Proto Awards 2014: Best...

Minecraft (redirect from Development of Minecraft)

language, Jens "Jeb" Bergensten was handed control over the game's continuing development following its full release in 2011. In 2014, Mojang and the...

List of video games notable for negative reception (redirect from List of video games with generally negative reception)

apologized on behalf of the studio with regard to the poor launch of Unity, stating that the "overall quality of the game was diminished by bugs and unexpected...

Assassin's Creed (category Video game franchises introduced in 2007)

Creed game, titled or code-named Unity, showing a new assassin in Paris. On March 21, Ubisoft confirmed the game's existence, having been in development for...

Open-source video game

2020). "2D Game Development with Heaps.io and Haxe". Retrieved 25 March 2023. Witters, Koen (6 September 2017). "Indepth look at 2D game engines for...

List of Mac software (category Articles with short description)

platform development. Included with macOS. TextMate – multipurpose text editor that supports Ruby, PHP, and Python Torque (game engine) – game creation...

List of commercial video games with later released source code

Development Blog, June 21, 2009. (Accessed Jan 22 2010) Pranckevi?ius, Aras (26 March 2018). "Releasing the Unity C# source code". Unity Blog. Unity Technologies...

General game playing

play with human subjects. In 2005, the Stanford Project General Game Playing was established. In 2012, the development of PyVGDL started. General Game Playing...

Tokyo Mirage Sessions ?FE (category Articles using Infobox video game using locally defined parameters)

U GamePad displays an in-game social app known as Topic where players can receive messages from other characters, keep updated on available Unity fusions...

List of commercial video games with available source code

"bottom-up" development methodology process, the re-created source-code of a game is able to replicate the behavior of the original game exactly, often...

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