# Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity

*Simon Jackson*

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**Key Features**

- Learn the advanced features of Unity 2D to change and customize games to suit your needs
- Learn scripting, deployment, and platform integration with an example at each step
- Explore the complete game development lifecycle, from advanced scripting, monetization, marketing and deployment

**Book Description**

Dive into Unity 2D game development with this advanced guide to the latest tips, tricks at the cutting edge of game development. Explore Unity's extensive features and create your own high-quality 2D RPG, as you develop your skills and deepen your knowledge to meet the demands of developing exciting games for modern users. Covering the complete game development process from the basics of sprite animation to deploying and marketing your game, this book provides you with step by step guidance to creating a complete game that will be played around the world.

Created to give you a comprehensive yet practical guide to Unity 2D game development, each chapter in this Unity tutorial represents an essential step in the game development workflow. Begin by refreshing your 2D game development knowledge and exploring the core components of Unity. Find out how to develop your game further with sprite animations and background templates, before diving into more advanced techniques, such as implementing artificial intelligence, vital for any sophisticated and fun RPG. Once your game is functional and playable, the book then explores the steps you need to take to deploy and package your app for a range of platforms.

Mastering Unity 2D Game Development has everything you need to create, innovate, and push your skills further, as you to tackle the challenges of leading-edge game development.

**What you will learn**

- Discover the extensive and exciting features of Unity 2D
- Learn tricks for successfully rendering your game with shaders, layers, tags and sprites
- Use best practices for effective scripting and serialization
- Get to grips with Unity's Mecanim system for stunning animation
- Integrate AI for more engaging gameplay
- Build games for a multi-platform world
- Deploy, monetize and market your game
- Gain a practical yet in depth understanding of the game development project lifecycle

**About the Author**

**Simon Jackson** describes himself as a 'game development generalist'. He regularly contributes to the MonoGame project, adding new features and new samples before publishing it on NuGet, as well as working

on several of his own open source projects. He recently became a Microsoft MVP in the ID@Xbox program, for his evangelizing efforts in the game development space. He hopes that this will give him the additional tools that will help him help game developers.

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