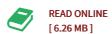# Learning C# 7 By Developing Games with Unity 2017: Learn C# Programming by building fun and interactive games with Unity (Paperback)

By Micael DaGraca

Packt Publishing Limited, United Kingdom, 2017. Paperback. Condition: New. 3rd Revised edition. Language: English . Brand New Book ***** Print on Demand *****.Develop your first interactive 2D and 3D platform game by learning the fundamentals of C# Key Features This is a step-by-step guide to learn the fundamentals of C# 7 scripting to develop GameObjects and master the basics of the new UI system in Unity Build and develop your 2D game right from scratch while implementing the principles of object-oriented programming and coding in C# 7 Get to grips with the fundamentals of optimizing your game using the latest features of Unity 2017 Book Description Do you want to learn C# programming by creating fun and interactive games using the latest Unity 2017 platform? If so, look no further; this is the right book for you. Get started with programming C# so you can create 2D and 3D games in Unity. We will walk you through the basics to get you started with C# 7 and its latest features. Then, explore the use of C# 7 and its latest functional programming capabilities to create amazing games with Unity 2017. You will create your first C# script for Unity, add...

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