Learning C# by Developing Games with Unity 3D Beginner's Guide

Terry Norton

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The beauty of this book is that it assumes absolutely no knowledge of coding at all. Starting from very first principles it will end up giving you an excellent grounding in the writing of C# code and scripts.

Overview

- You've actually been creating scripts in your mind your whole life, you just didn't realize it. Apply this logical ability to write Unity C# scripts
- Learn how to use the two primary building blocks for writing scripts: the variable and the method. They're not mysterious or intimidating, just a simple form of substitution
- Learn about GameObjects and Component objects as well as the vital communication between these objects using Dot Syntax. It's easy, just like addressing a postal letter
- Stay logically organized by utilizing a State Machine for your code. Use the simple concept of a State to control your Unity project. You will definitely save time by knowing where your code is located
- With your new knowledge of coding, you will be able to look at Unity's Scripting Reference code examples with confidence

In Detail

For the absolute beginner to any concept of programming, writing a script can appear to be an impossible hurdle to overcome. The truth is, there are only three simple concepts to understand: 1) having some type of information; 2) using the information; and 3) communicating the information. Each of these concepts is very simple and extremely important. These three concepts are combined to access the feature set provided by Unity.

"Learning C# by Developing Games with Unity 3D" assumes that you know nothing about programming concepts. First you will learn the absolute basics of programming using everyday examples that you already know. As you progress through the book, you will find that C# is not a foreign language after all, because you already know the words. With a few keywords and using substitution, before you know it, you'll be thinking in code.

The book starts by explaining in simple terms the three concepts you need for writing C# code and scripts: 1) variables to hold information; 2) methods (functions) to use the information; and 3) Dot Syntax to communicate the information where it's needed. The book builds on these concepts to open up the world of C# coding and Unity scripting. You will use this new power to access the features provided in Unity's Scripting Reference.

The first half of this book is devoted to the code writing beginner. The concepts of variables, methods, Dot Syntax, and decision processing are fully explained. Since C# is an actual programming language, we take advantage of this to develop a State Machine to help control and organize each phase of a Unity project. Once the basic programming concepts are established and we have some State Machine organization, the features and power of Unity are accessed using the Scripting Reference.

The goal of "Learning C# by Developing Games with Unity 3D" is to teach to you how to use the Unity Scripting Reference.

What you will learn from this book

- Understand what a variable is and how it works
- Learn about methods and functions is and how they are used to manipulate information
- Learn the concept of an object, a component of a GameObject, and the class they come from
- Learn about communication between objects using Dot Syntax
- Understand how to make decisions in code
- Learn how to use a State Machine to control and organize a Unity project
- Master the Scripting Reference to bring GameObjects to life
- Learn how to use the Unity Physics engine for moving and detecting GameObject collisions and triggers
- Display information on the game screen

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