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Unity Multiplayer Games

By Alan R. Stagner

Packt Publishing. Paperback. Condition: New. 242 pages. Dimensions: 9.2in. x 7.5in. x 0.6in. Take your gaming development skills into the online multiplayer arena by harnessing the power of Unity 4 or 3. This is not a dry tutorial - it uses exciting examples and an enthusiastic approach to bring it all to life. Overview Create a variety of multiplayer games and apps in the Unity 4 game engine, still maintaining compatibility with Unity 3. Employ the most popular networking middleware options for Unity games Packed with ideas, inspiration, and advice for your own game design and development In Detail Unity is a game development engine that is fully integrated with a complete set of intuitive tools and rapid workflows used to create interactive 3D content. Multiplayer games have long been a staple of video games, and online multiplayer games have seen an explosion in popularity in recent years. Unity provides a unique platform for independent developers to create the most in-demand multiplayer experiences, from relaxing social MMOs to adrenaline-pumping competitive shooters. A practical guide to writing a variety of online multiplayer games with the Unity game engine, using a multitude of networking middleware from player-hosted games to standalone dedicated servers to...



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