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7. Mastering Unity 2D Game Development. This is the newest book in my list with a 2nd edition slated for December 2016. The author Ashley Godbold put a lot of effort into both C# and Unity explanations with detailed examples for each chapter. Mastering Unity 2D Game Development teaches you how to work with 2D sprites for real game environments. You learn how to create an RPG game with characters, environments, and programmed interactions.

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Now game developers can rig their 2D sprites right inside the Unity editor! Rigging your 2D characters will make animating them much easier and faster than drawing each

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frame by hand. Using the Sprite Editor in Unity, sponsored instructor Sykoo will show you how to rig a 2D character and animate it.

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Unity is free, easy to learn, has excellent documentation,

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and is the game engine used for building android games. Jobs in unity android game development are plentiful, and being able to learn unity android game development will give you a strong background to more easily build awesome android games.

~~Unity Android Game Development : Build 7 2D & 3D Games~~



This book will help you build 2D games in Unity using the engine's 2D technologies added in Version 4.3. You'll learn the basics of importing assets and building foundation technology all the way up to full combat and boss battles! With the book's straightforward and practical approach, each chapter takes you a step closer to the final game.

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One year ago, I downloaded Unity, this is my progress and result, with over 800 hours of work. Hope you enjoy! Discord - <https://discord.gg/dani> Facebook - ...

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This video explains how to download the Unity software and set up your first 2D game project. You can download Unity from www.unity3d.com

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