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# UNITY 2D GAME DEVELOPMENT



Packt Publishing - ebooks Account. Paperback. Condition: New. 126 pages. Dimensions: 9.2in. x 7.5in. x 0.4in. 2D games aren't just fun to play, with this book they're a blast to develop. That's because the guide takes you through every step of creating a fully featured platform game using Unity 4.3, easily and imaginatively. Overview Build a 2D game using the native 2D development support in Unity 4.3 Create a platformer with jumping, falling, enemies, and a final boss Full...

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