Unity In Action: Multiplatform Game Development In C

Books of Unity in Action Multiplatform Game Development in C with Unity 5 - Books of Unity in Action Multiplatform Game Development in C with Unity 5 16 seconds

Unity in 100 Seconds - Unity in 100 Seconds 2 minutes, 45 seconds - Build your first video **game**, in 100 seconds with the **Unity Game Engine**,. It is a powerful tool that simplifies the way **developers**, ...

MONUMENT VALLEY

ESCAPE FROM TARKOV

ONCE PER FRAME

50 FPS UPDATE

The BEST Advice For Starting Game Dev In 2025 - The BEST Advice For Starting Game Dev In 2025 3 minutes, 47 seconds - I chat with Thomas Vandenberg, who sold over a million copies of his **game**,, about his #1 piece of advice for Indies. ? Get 50% off ...

How I would learn game dev (If I could start over) - How I would learn game dev (If I could start over) 7 minutes, 50 seconds - A lot of people aren't sure how to start **game development**,, and it feels like there are so many unanswered questions and not ...

Best Advice for Learning the Unity Game Engine #coding #indiedeveloper #gamedesign #unity #unitydev - Best Advice for Learning the Unity Game Engine #coding #indiedeveloper #gamedesign #unity #unitydev by One Wheel Studio 73,802 views 2 years ago 42 seconds - play Short - My number 1 piece of advice to learn the **Unity game engine**, or improve your C# skills from a beginner to intermediate level is the ...

I Wish I Had Known This Before I Started Unity Game Development... - I Wish I Had Known This Before I Started Unity Game Development... 11 minutes, 11 seconds - In this video I cover several tips for beginners and skilled **developers**, alike! I wish I had known many of these **unity**, skills before ...

Intro

Unity Tips

General Tips

Quick Specific Tips

Why I’m switching from Unity to Unreal Engine - Why I’m switching from Unity to Unreal Engine 9 minutes, 2 seconds - In this video, I'm going to tell you why I'm switching from **Unity**, to Unreal **Engine**,. **Unity**, made a lot of poor choices lately, especially ...

I'm switching to Unreal Engine

1 - It's Old

2 - So Many Features

3 - It's a GAME Engine

4 - BLUEPRINTS!!

5 - So Much FREE Stuff

6 - Epic Games

UE for 2D Games Kinda Sucks

Unreal HEAVY!

CPP

THE BIG TWIST

Godot

Thank You, Members!!

If You Can't Make Games After This Video, Give Up - If You Can't Make Games After This Video, Give Up 4 minutes, 37 seconds - chapters: 0:00 Lesson 1 0:22 Lesson 2 0:36 Lesson 3 1:39 Lesson 4 2:44 Lesson 5 3:36 Lesson 6.

Lesson 1

Lesson 2

Lesson 3

Lesson 4

Lesson 5

Lesson 6

Making a game from scratch with C/C++, CMake, SDL3, SDL_image, SDL_mixer - Making a game from scratch with C/C++, CMake, SDL3, SDL_image, SDL_mixer 2 hours, 33 minutes - In this video, I'll take a deep dive into fundamental **game development**,, and build a platformer from the ground up. This video ...

Introduction and Video Description

Project Setup and Description

SDL3 with find_package and CMake

Visual Studio Presets and CMAKE_PREFIX_PATH

Building from the Command Line / Terminal

Linking with SDL3 with target_link_libraries

Initialize and Quit SDL

SDL Runtime DLL Path

SDL_main Setup

Error Handling and SDL_ShowSimpleMessageBox

Create a Window with SDL_CreateWindow

SDL Event Loop

SDLState Structure

Create the Render with SDL_CreateRenderer

Clear the Screen with SDL_SetRenderDrawColor and SDL_RenderClear

Flip Buffers with SDL_RenderPresent

Incorporating SDL_image

Load Image with IMG_LoadTexture

Draw Sprite with SDL_RenderTexture

Tell Visual Studio What currentDir to Use

SDL_FRect Texture Source Rect

SDL_SetTextureScaleMode for Nearest Neighbor Pixelated Scaling

Texture Desination Rect

Logical Game Resolution with SDL_SetRenderLogicalPresentation

Window Resizing

initialize() and refactor main()

Basic Character Movement and SDL_GetKeyboardState

Game Loop and Delta Time and SDL_GetTicks

SDL_FLIP_HORIZONTAL and SDL_RenderTextureRotated

Timers and Animations

Basic Resource / Asset Management

glm Math Library

Add glm library directly to codebase

Add glm using find_package

Setting up GameObject and GameState

Sprite Drawing with drawObject()

GameObject update() and Animation driver

drawObject Animation Refactor

State Management with a Finite State Machine (FSM)

GameObject type-specific data union

update() function

Improved Player Input and Movement

Player Deceleration

Running Animation

Tile Map Creation and Loading

More Tile Types

Gravity!

Collision Detection with SDL_GetRectIntersection

Collision Response / Resolution

Custom Collider Dimensions

Jumping Mechanics and Key Presses

Debug Text Rendering with SDL_RenderDebugText

Using std::format from C++ STL

Ground Sensor and isGrounded Flag

Running and Sliding

Game Camera and Viewport Setup

Parallax Background Layers and SDL_RenderTextureTiled

More Background and Foreground Sprites

SDL_SetRenderVSync to Enable VSync

Shooting / Bullet Particles and More Input Handling

Using LERP for the Bullet's x Origin

Shooting from All Player States

Improved Debug Text

Shooting from All States Continued, and Shooting Lambda

Player Shooting Tilesheets and Animations

Collider Debugging/Visualizing and Debug Mode

Blend Modes with SDL_SetRenderDrawBlendMode

Gravity Bug Fix / Grounded Flag Checking

SDL_HasRectIntersection Bug / Use SDL_GetRectIntersection

Bullet Collision Detection (Finally!)

Reuse Inactive Bullets / Limit Number of Bullet Objects

Remove Bullets Exiting the Viewport

Colliding Bullet Animations

Weapon Recoil with SDL_rand

Adding a Creepy Enemy

Add Enemies to the Map

Bullets vs Enemies (Collision Detection)

Flashing Damage Indicator

SDL_TextureColorModFloat

Enemy Hit and Death Animations

Enemy Health Points and Damage

Ignoring Collisions

Stop Animations from Repeating

Correct Animation and update() Sequence

Enemy Gravity and Level Collisions

Super Lazy Basic AI

Bounce Off Enemies

Audio with SDL_mixer

Compiling and Linking with SDL_mixer with CMake (SDL3)

Loading and Playing Sound and Music

Fullscreen Toggle

20 Game Dev Tips I Wish I Was Told Earlier - 20 Game Dev Tips I Wish I Was Told Earlier 8 minutes, 40 seconds - Game Dev, is HARD. So here's some advice on help you on your **game dev**, journey. Play some of my **games**, here: ...

Intro

Tip 1

Tip 2

Tip 3

Tip 4

Tip 5

Tip 6

Tip 7

Tip 8

Tip 9

Tip 10

Brilliant!

Tip 11

Tip 12

Tip 13

Tip 14

Tip 15

Tip 16

Tip 17

Tip 18

Tip 19

Tip 20

2 Years of C++ Programming - 2 Years of C++ Programming 8 minutes, 20 seconds - I have spent the last 2 years **programming**, in c++. And I have gone from simple console projects, to small little **games**, and even ...

I Made the Same Game in 8 Engines - I Made the Same Game in 8 Engines 12 minutes, 34 seconds - Games, Featured: **UNITY**, Cuphead A Short Hike Firewatch Hollow Knight The Demise of Flappy Bird UNREAL Gears 5 Octopath ...

Intro

Unity

Unreal

Godot

Game Maker

Construct

G Develop

RPG Maker

Scratch

Making a Game in 1 SECOND! - Making a Game in 1 SECOND! 57 seconds - i tried making a **game**, in ONE SECOND! i think i'll become a millionaire if steam ever approves this monstrosity. discord: ...

Game development is a LIE - Game development is a LIE 5 minutes, 49 seconds - #**unity**, # **gamedevelopment**, #indiegamedev.

Can I make a GTA game using ChatGPT? - Can I make a GTA game using ChatGPT? 9 minutes, 27 seconds - In this video, we'll try to make a GTA **game**, in **Unity**, with the help of ChatGPT Part 2: https://youtu.be/1zO4Cd8fmEw Check out my ...

Intro to Data Oriented Design for Games - Intro to Data Oriented Design for Games 52 minutes - I originally gave this talk at NZGDC 2023. It gives a high level overview of what makes the CPU go fast and slow, and provides ...

The Unity Tutorial For Complete Beginners - The Unity Tutorial For Complete Beginners 46 minutes - Unity, is an amazingly powerful **game engine**, - but it can be hard to learn. Especially if you find tutorials hard to follow and prefer to ...

Intro

Installing Unity

Step 1 - Unity UI

Recap

Step 2 - Physics and Programming

Recap

Step 3 - Spawning Objects

Recap

Step 4 - Logic and UI

Recap

Step 5 - Game Over

Next Steps

Use AI to Make a Unity Enemy Patrol Script FAST - Use AI to Make a Unity Enemy Patrol Script FAST 3 minutes, 26 seconds - Want to speed up your **Unity**, workflow? In this **tutorial**,, I'll show you how to use AI

to instantly generate a **Unity**, enemy patrol script ...

Intro: Using AI for Enemy Patrol Scripts

Prompting AI for the Patrol Script

Reviewing and Understanding the Script

Setting Up the Enemy and Patrol Points

Assigning the Patrol Points in Unity

Testing the Patrol Script

When to Use AI for Game Dev

Is Unity a bad game engine!? ???? #technology #programming #software #gamedev #gaming - Is Unity a bad game engine!? ???? #technology #programming #software #gamedev #gaming by Coding with Lewis 598,961 views 3 years ago 30 seconds - play Short

unity for beginners - part 1 - unity for beginners - part 1 by IndividualKex 845,129 views 3 years ago 51 seconds - play Short - discord: https://discord.gg/eEY75Nqk3C tiktok: https://www.tiktok.com/@individualkex wishlist Orrstead on steam: ...

The Difference between ECS and OOP #rustprogramming #indiegamedev #gamedevelopmentcourse - The Difference between ECS and OOP #rustprogramming #indiegamedev #gamedevelopmentcourse by C Game Dev 55,519 views 1 year ago 42 seconds - play Short - Let's break down the core differences between Entity-Component-System (ECS) and Object-Oriented **Programming**, (OOP).

Making A Game In C With SDL3 - Making A Game In C With SDL3 8 minutes, 15 seconds - How hard can it be to make a **game**, from scratch in **C**,? We're going old school, but with a twist of using a new library SDL 3!

What's a good starter C game dev library? #gamedev #programming #coding - What's a good starter C game dev library? #gamedev #programming #coding by Travis Vroman 4,293 views 1 year ago 28 seconds - play Short - Twitch: https://twitch.tv/travisvroman Discord: https://discord.gg/YBMH9Em Twitter: https://twitter.com/travisvroman ...

Unity: Smart tips to speed up Game Development! - Unity: Smart tips to speed up Game Development! by Levi Buck 331,498 views 2 years ago 20 seconds - play Short - 3 smart **Unity**, tips to speed up your **game development**,! Please don't forget to like \u0026 subscribe for more beginner friendly quick ...

How to Start Gamedev in 2025 - How to Start Gamedev in 2025 11 minutes, 41 seconds - Want to know how to start learning **game dev**, in 2025? We've got you! Whether you're a complete beginner or looking to level ...

Notch just COOKED Unity and Unreal developers! ??? #gamedev #coding #programming - Notch just COOKED Unity and Unreal developers! ??? #gamedev #coding #programming by why not code? 1,400,179 views 5 months ago 40 seconds - play Short - Notch, the creator of Minecraft, is stirring up the **game development**, community with some strong statements on X about **Unity**, and ...

choosing a game engine is easy, actually - choosing a game engine is easy, actually 15 minutes - forgot to mention: if you're making a mobile **game**,, **unity**, has the most built in features. unreal does support mobile export, but it's ...

Making Game Engines - Making Game Engines by Pirate Software 6,392,287 views 1 year ago 54 seconds - play Short - #Shorts #GameDev #PirateSoftware.

This CLASSIC game was written in the HARDEST programming language??? #programming #technology - This CLASSIC game was written in the HARDEST programming language??? #programming #technology by Coding with Lewis 221,901 views 2 years ago 31 seconds - play Short - This classic **game**, was written in one of the hardest **programming**, languages and took four years to make Pokemon Gold and ...

So you want to make a Game Engine!? (WATCH THIS before you start) - So you want to make a Game Engine!? (WATCH THIS before you start) 14 minutes, 39 seconds - Ever thought of building your own **game engine**,? Watch this video to find out what you need to know before making one! Donate ...

Intro

What is a game engine?

Game engines vs frameworks

Why make a game engine

Career opportunities

Advantages of building a custom engine

Disadvantages

What you NEED to know

Choosing a Programming Language

Choosing a Graphics API

Where to start

Outro

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