

# Mastering Unity 2017 Game Development With C

## Assassin's Creed Unity

Assassin's Creed Unity is a 2014 action-adventure game developed by Ubisoft Montreal and published by Ubisoft. It was released in November 2014 for PlayStation...

## Godot (game engine)

non-game software, including editors. Godot allows video game developers to create both 3D and 2D games using multiple programming languages, such as C++...

## Video game development

as Unity, Unreal Engine or Godot. Commercial game development began in the 1970s with the advent of arcade video games, first-generation video game consoles...

## Video game programming

Game programming, a subset of game development, is the software development of video games. Game programming requires substantial skill in software engineering...

## Fan game

pre-existing tools and game engines. The Unity engine and Adobe Flash allow fans to develop standalone games, as with other programs such as GameMaker, Construct...

## OpenVR (category Articles with short description)

2021-12-26. Macdonald, Mickey (2018). Mastering C++ Game Development: Create professional and realistic 3D games using C++ 17. Birmingham: Packt Publishing...

## Stellaris (video game)

Stellaris is a 4X grand strategy video game developed by Paradox Development Studio and published by Paradox Interactive. In Stellaris, players take control...

## GTFO (video game)

received a warm reception at The Game Awards 2017. A year later, it received an accolade as the Best Cooperative Game at E3 2018 from the website DualShockers...

## Sunless Skies (category Articles using Infobox video game using locally defined parameters)

role-playing video game developed by Failbetter Games. Partially funded by a Kickstarter campaign, the game entered early access in 2017 and released in...

## **List of cancelled Nintendo Switch games (category Articles with short description)**

Nintendo Switch is a video game console launched by Nintendo in 2017. After the poor commercial performance of their prior video game console, the Wii U, Nintendo...

## **Tilt Brush (category Articles with short description)**

2016 Proto Awards 2016: Best Overall, Most Innovative Unity Awards 2016: Best Non-game Project Unity Awards 2015: Best VR Experience Proto Awards 2014: Best...

## **Assassin's Creed (category Video game franchises introduced in 2007)**

Creed game, titled or code-named Unity, showing a new assassin in Paris. On March 21, Ubisoft confirmed the game's existence, having been in development for...

## **List of Mac software (category Articles with short description)**

platform development. Included with macOS. TextMate – multipurpose text editor that supports Ruby, PHP, and Python Torque (game engine) – game creation...

## **List of video games notable for negative reception (redirect from List of video games with generally negative reception)**

apologized on behalf of the studio with regard to the poor launch of Unity, stating that the "overall quality of the game was diminished by bugs and unexpected...

## **Tokyo Mirage Sessions ♯FE (category Articles using Infobox video game using locally defined parameters)**

U GamePad displays an in-game social app known as Topic where players can receive messages from other characters, keep updated on available Unity fusions...

## **Minecraft (redirect from Development of Minecraft)**

language, Jens "Jeb" Bergensten was handed control over the game's continuing development following its full release in 2011. In 2014, Mojang and the...

## **Firebase (category Articles with short description)**

applications, including Android, iOS, JavaScript, Node.js, Java, Unity, PHP, and C++. Firebase evolved from Envolv, a prior startup founded by James...

## **List of commercial video games with available source code**

"bottom-up" development methodology process, the re-created source-code of a game is able to replicate the behavior of the original game exactly, often...

## **Nintendo Switch (redirect from NX (video game console))**

The Nintendo Switch is a video game console developed by Nintendo and released worldwide in most regions on March 3, 2017. Released in the middle of the...

## **Chromium Embedded Framework (category Free software programmed in C++)**

Uniface – Uniface runtime and development environment  
Unity – game engine  
Unreal Engine – game engine  
Xojo – uses CEF with its HTMLViewer control on Windows...

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