



# Unity iOS Game Development Beginners Guide

By Gregory Pierce

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This step-by-step book guides you through the process of using Unity to create monetized iOS games. It will get you through all the major learning points in a smooth, logical order. You will also learn how to avoid some common pitfalls. This book is for developers and designers who want to learn the process of building commercial game applications using Unity. It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity. This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7. With each chapter, you add new features and content until your social network is ready to be released to the Internet where it can grow. By the end of this book, you will have a powerful social network which you can either choose to model on the case-study, or create to your own unique design. This book is aimed at anyone looking to create their own social networking website, including: Businesses building a social network around a product or service can improve your company profile and increase customer loyalty, while an internal social network gives you employees a place to keep resources, discuss ideas, raise concerns, and keep up to date on company policies. Hobbyists create a community around your hobbies and interests; create a local or distributed user group. Organizations and charities raise your profile, promote your events, services, and fundraisers, and get help from the community in organizing them. Families for large families based across the country or across the globe, keep up to date with everyone, and let everyone know what you are up to. You don't need any experience of Drupal or PHP to use this book. If you are a Drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website.

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## **Editorial Review**

### **About the Author**

Gregory Pierce has worked in software development and executive management, across a variety of high-technology industries, for over 18 years. Gregory started his professional computer software career as a software test engineer for the Microsoft Corporation in 2002. Since then he has gained experience across a variety of industries; while working in the defense and space industry for Sytex, Director of Research and Development for Bethesda Softworks and Zenimax Media, Software Architect for the Strategic Applications group within CNN, and later Time Warner, Technology Evangelist at JBoss/Red Hat, Vice President of Technology for Blockbuster, and finally Director of Global Software Development for the Intercontinental Hotels Group. A published technical author, Gregory has used his experience to give back to communities by lecturing on a variety of technology subjects, contributing to open source projects, and participating in organizations such as Junior Achievement. Gregory holds an MBA in Global Business from the Georgia Institute of Technology and a BS in Computer Science from Xavier University of Louisiana. In this book, many of the chapters and artwork contained herein are commissioned by Sojourner Mobile, provider of the monetization platform that has made it all possible. He co-authored Direct3D Professional Reference during the early days of DirectX.

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#### **Diane Reid:**

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