



No-Code Video Game Development Using Unity and Playmaker

By Michael Kelley

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In the past, not being able to program meant not being able to make video games. Now if you can draw a flow-chart you can use powerful State Machine technology to create your dream game! Whether you want to learn the basics of programming or bypass coding altogether, **No-Code Video Game Development using Unity and Playmaker** makes it as easy as 1, 2, 3.

1. In Section 1 you'll master the fundamentals of Unity, the world's leading game engine.
2. In Section 2 you'll learn important concepts and how to use Playmaker to substitute flow-charts for code.
3. In Section 3 you'll create a modest yet complete FPS survival horror game!

The book's DLC comes with Unity Packages, Playmaker Templates, CharacterModels, Animations, Materials, and more. You'll also learn game design documentation and theory, Mecanim, Particle Systems, and UI. By the time you're done you'll have gained the skills needed to create your own dream game, all without writing any code!

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Editorial Review

About the Author

Michael Kelley is an internationally award-winning independent game developer and former adjunct professor. As an instructor he created and taught the university's first video game development courses. In addition to curricula, Michael has authored several game-related inventions. These and other innovations earned his company acceptance into several New York tech incubators. Today Michael continues to do what he loves: make games and teach!

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