

Mastering Unity 2017 Game Development With C

Assassin's Creed Unity

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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 4, Windows, and Xbox One, and in December 2020 for Stadia. It is the eighth major installment in the Assassin's Creed series, and the successor to 2013's Assassin's Creed IV: Black Flag. It also has ties to Assassin's Creed Rogue, which was released for the previous generation consoles on the same day as Unity.

The plot is set in a fictional history of real-world events and follows the millennia-old struggle between the Assassins, who fight to preserve peace and free will, and the Templars, who desire peace through control. The framing story is set in the 21st century and features an unidentified and unseen protagonist, who joins the Assassins as an initiate to help them locate the corpse of an 18th-century Templar Grand Master. The main story is set in Paris during the French Revolution from 1789 to 1794, and follows Assassin Arno Dorian and his efforts to expose the true powers behind the Revolution, while seeking revenge against those responsible for his adoptive father's murder. Unity retains the series' third-person open world exploration as well as introducing revamped combat, parkour, and stealth systems. The game also introduces cooperative multiplayer to the Assassin's Creed series, letting up to four players engage in narrative-driven missions and explore the open world map.

Assassin's Creed Unity received mixed reviews upon release. It was praised for its visuals, customization options, setting, and characterization. Its narrative, gameplay, mission design, and multiplayer-oriented format received more divided opinions. The game was also widely panned for its numerous graphical issues and bugs, prompting Ubisoft to issue an apology and offer compensation in the form of a free expansion, Dead Kings, which acts as an epilogue to the base game's story. Players who had bought the game's season pass (which was later made unavailable for purchase in response to the controversy) additionally received a free copy of another Ubisoft title of their choice. Despite the initial critical reception, Unity was a commercial success, selling over 10 million units by May 2020. It was followed in October 2015 by Assassin's Creed Syndicate, which continues the modern-day narrative, but has its main plot set in Victorian era London.

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++

Godot (GOD-oh) is a cross-platform, free and open-source game engine released under the permissive MIT license. It was initially developed in Buenos Aires by Argentine software developers Juan Linietsky and Ariel Manzur for several companies in Latin America prior to its public release in 2014. The development environment runs on many platforms, and can export to several more. It is designed to create both 2D and 3D games targeting PC, mobile, web, and virtual, augmented, and mixed reality platforms and can also be used to develop non-game software, including editors.

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 development (sometimes shortened to gamedev) is the process of creating a video game. It is a multidisciplinary practice, involving programming, design, art, audio, user interface, and writing. Each of those may be made up of more specialized skills; art includes 3D modeling of objects, character modeling, animation, visual effects, and so on. Development is supported by project management, production, and quality assurance. Teams can be many hundreds of people, a small group, or even a single person.

Development of commercial video games is normally funded by a publisher and can take two to five years to reach completion. Game creation by small, self-funded teams is called independent development. The technology in a game may be written from scratch or use proprietary software specific to one company. As development has become more complex, it has become common for companies and independent developers alike to use off-the-shelf "engines" such 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 like the Atari 2600, and home computers like the Apple II. Into the 1980s, a lone programmer could develop a full and complete game such as Pitfall!. By the second and third generation of video game consoles in the late 1980s, the growing popularity of 3D graphics on personal computers, and higher expectations for visuals and quality, it became difficult for a single person to produce a mainstream video game. The average cost of producing a high-end (often called AAA) game slowly rose from US\$1–4 million in 2000, to over \$200 million and up by 2023. At the same time, independent game development has flourished. The best-selling video game of all time, Minecraft, was initially written by one person, then supported by a small team, before the company was acquired by Microsoft and greatly expanded.

Mainstream commercial video games are generally developed in phases. A concept is developed which then moves to pre-production where prototypes are written and the plan for the entire game is created. This is followed by full-scale development or production, then sometimes a post-production period where the game is polished. It has become common for many developers, especially smaller developers, to publicly release games in an "early access" form, where iterative development takes place in tandem with feedback from actual players.

Video game programming

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Game programming, a subset of game development, is the software development of video games. Game programming requires substantial skill in software engineering and computer programming in a given language, as well as specialization in one or more of the following areas: simulation, computer graphics, artificial intelligence, physics, audio programming, and input. For multiplayer games, knowledge of network programming is required (the resultant code, in addition to its performance characteristics, is commonly referred to as the game's netcode by players and programmers alike). In some genres, e.g. fighting games, advanced network programming is often demanded, as the netcode and its properties (e.g. latency) are considered by players and critics to be some of the most important metrics of the game's quality. For massively multiplayer online games (MMOGs), even further knowledge of database programming and advanced networking programming are required. Though often engaged in by professional game programmers, there is a thriving scene of independent developers who lack a relationship with a publishing company.

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

Stellaris is a 4X grand strategy video game developed by Paradox Development Studio and published by Paradox Interactive. In Stellaris, players take control of an interstellar civilization on the galactic stage and

are tasked with exploring, colonizing, and managing their region of the galaxy, encountering other civilizations that they can then engage in diplomacy, trade, or warfare with. A large part of the game involves dealing with both scripted and emergent events, through which new empires alter the balance of power, powerful crises threaten the galaxy, or event chains tell the story of forgotten empires. It was released worldwide for Windows, macOS, and Linux on May 9, 2016, and for PlayStation 4 and Xbox One as *Stellaris: Console Edition* on February 26, 2019.

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

A fan game is a video game that is created by fans of a certain topic or IP. They are usually based on one, or in some cases several, video game entries or franchises. Many fan games attempt to clone or remake the original game's design, gameplay, and characters, but it is equally common for fans to develop a unique game using another as a template. Though the quality of fan games has always varied, recent advances in computer technology and in available tools, e.g. through open source software, have made creating high-quality games easier. Fan games can be seen as user-generated content, as part of the retrogaming phenomena, and as expression of the remix culture.

OpenVR

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

OpenVR is a software development kit (SDK) and application programming interface (API) developed by Valve for supporting the SteamVR and other virtual reality headset devices. The SteamVR platform uses it as the default application programming interface and runtime. It serves as the interface between the virtual reality hardware and software and is implemented by SteamVR.

Although OpenVR is the default SDK for HTC Vive, it was developed to have multiple vendor support. For instance, a developer can design OpenVR-based trigger button functions for controllers of Oculus Rift or Windows MR because these systems are both supported by the SDK.

Valve has announced that they will be cooperating with the Open Source Virtual Reality project, although the extent of the cooperation is unclear.

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

GTFO is a 2021 cooperative first-person shooter game developed and published by 10 Chambers. GTFO released in early access for Windows on December 9, 2019. The game was officially released two years later, on December 10, 2021, during The Game Awards 2021. In the game, the players control prisoners sent into a facility overrun by monsters and use guns, tools, and melee weapons to dispatch the monsters and complete objectives.

Assassin's Creed

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

Assassin's Creed is a historical action-adventure video game series and media franchise published by Ubisoft and developed mainly by its studio Ubisoft Montreal using the game engine Anvil and its more advanced derivatives. Created by Patrice Désilets, Jade Raymond, and Corey May, the Assassin's Creed video game series depicts a fictional millennia-old struggle between the Order of Assassins, who fight for peace and free will, and the Knights Templar, who desire peace through order and control. The series features historical fiction, science fiction, and fictional characters intertwined with real-world historical events and historical figures. In most games, players control a historical Assassin while also playing as an Assassin Initiate or someone caught in the Assassin–Templar conflict in the present-day framing story. Considered a spiritual successor to the Prince of Persia series, Assassin's Creed took inspiration from the novel *Alamut* by the Slovenian writer Vladimir Bartol, based on the historical Hashashin sect of the medieval Iran (Persia).

The first Assassin's Creed game was released in 2007, and the series has featured fourteen main installments in total, the most recent being Assassin's Creed Shadows in 2025. Main games in the Assassin's Creed series are set in an open world and played from the third-person view. Gameplay revolves around combat, stealth, and exploration, including the use of parkour to navigate the environment. The games feature both main and side missions, and some titles also include competitive and cooperative multiplayer game modes.

A new story and occasionally new time periods are introduced in each entry, with the gameplay elements also evolving. There are three overarching story arcs in the series. The first five main games follow Desmond Miles, a descendant of several important Assassins throughout history, who uses a machine called the Animus to relive his ancestors' memories and find powerful artifacts called Pieces of Eden in an attempt to prevent a catastrophic event, referencing the 2012 phenomenon. From Assassin's Creed IV: Black Flag to Assassin's Creed Syndicate, Assassin initiates and employees of Abstergo Industries (a company used as a front by the modern-day Templars) record genetic memories using the Helix software, helping the Templars and Assassins find new Pieces of Eden in the modern world. The next three games, Assassin's Creed Origins, Odyssey, and Valhalla, follow ex-Abstergo employee Layla Hassan on her own quest to save humanity from another disaster.

The main games in the Assassin's Creed franchise have received generally positive reviews for their ambition in visuals, game design, and narratives, with criticism for the yearly release cycle and frequent bugs, as well as the prioritising of role-playing mechanics in later titles. The series has received multiple awards and nominations, including multiple Game of the Year awards. It is commercially successful, selling over 200 million copies as of September 2022, becoming Ubisoft's best-selling franchise and one of the best-selling video game franchises of all time. While main titles are produced for major consoles and desktop platforms, multiple spin-off games have been released for consoles, mobiles, and handheld platforms. A series of art books, encyclopedias, comics, and novels have also been published. A live-action film adaptation of the series was released in 2016.

Sunless Skies

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

Sunless Skies is a role-playing video game developed by Failbetter Games. Partially funded by a Kickstarter campaign, the game entered early access in 2017 and released in January 2019, and has been described as a "Gothic horror roleplay game". Sunless Skies is a direct sequel to 2015's *Sunless Sea* and incorporates similar elements and setting.

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