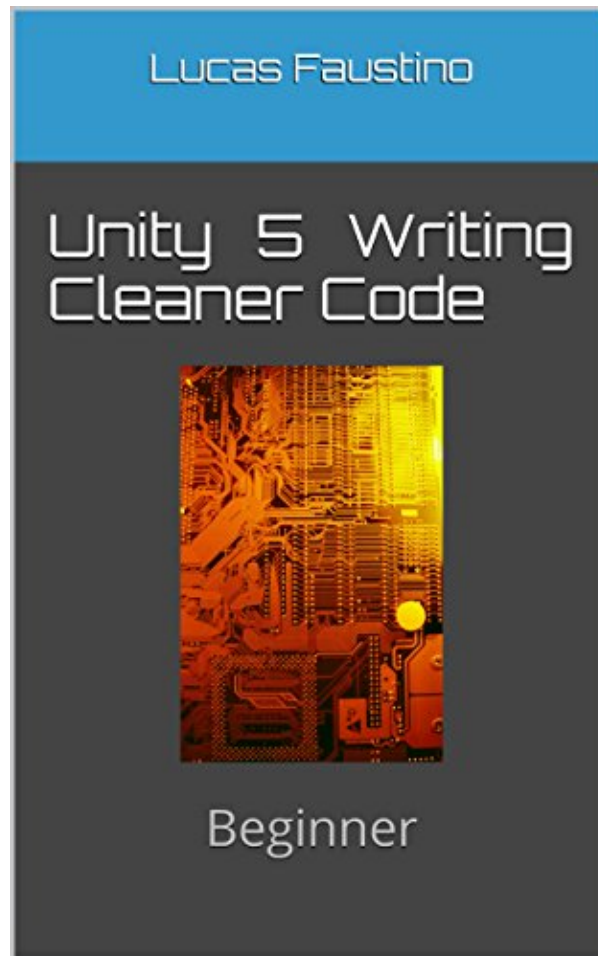


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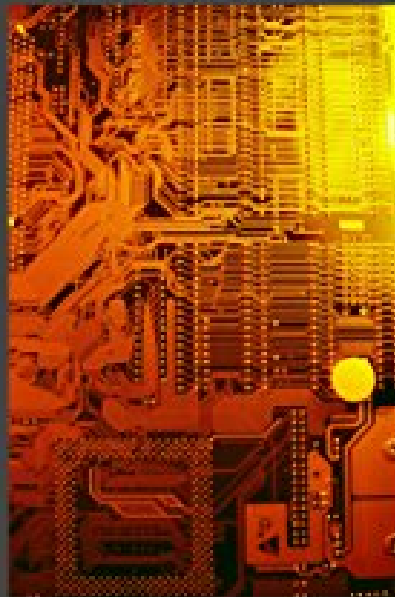


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This book was written for those who have learned the basics of the Unity engine and are familiar with its interface. As such, this book does not go over on how to write C# code nor does it go over on how to install or how to use the Unity engine.

This book aims to help those who are suffering from the following:

- *Are you duplicating code into other scripts?
- *Would you like to write cleaner code but don't know how?
- * Is your codebase turning into spaghetti?
- * Is it becoming difficult to find bugs in your code?
- * Is your codebase difficult to change without breaking something somewhere else?

This book aims to help you overcome those problems. So, if you answered yes to some or all of the above, then, you'll want to read this book.

- Sales Rank: #244987 in eBooks
- Published on: 2015-10-15
- Released on: 2015-10-15
- Format: Kindle eBook

Most helpful customer reviews

0 of 0 people found the following review helpful.

poorly written, poorly formatted, not enough material

By Bizarro Stormy

I'm wary of low-priced, self-published books with no reviews on amazon, but the introduction to this book seemed to be promising exactly what I was looking for so I took a chance. Unfortunately, that was a mistake. In a nutshell, this book is poorly written, poorly formatted, and there is not enough material to fully cover the topics that are discussed.

It seems like it might have been written in one sitting without the benefit of proof reading or reflection about whether there was adequate attention to the topics discussed. The assumptions given in the introduction specify the reader has "familiarity with C# at a basic level." The table of contents lists topic like inheritance, interfaces, and delegates and promises to go over the basics. Taken together, you might think the book will introduce you to these topics and how they are best used in Unity to write cleaner code. However, unless you have a fairly complete working knowledge of what each of these things are already, the material will be meaningless to you.

While the lack of adequate material is the core problem, it is compounded further by numerous grammar issues and typos. In addition, the code portions are not in a monospaced font, making it extremely difficult to make out what is happening, especially if you do not have a very wide reading device so that the typical line

of code is wrapped and continues on the next line. I'm not sure what options amazon gives to publishers, but if this isn't possible, people simply shouldn't publish coding books on this particular platform.

On a more positive note, it seems as though the pattern (inadequately) touched on in this book would lead to cleaner code. It might serve as a useful overview to go learn about elsewhere. There does seem to be some useful snippets interspersed throughout the book.

It would be more appropriate as a series of blog posts. Simply put, this is not material that is worth paying any amount for in its current form.

0 of 0 people found the following review helpful.

Easy to follow, great information for a beginner

By India

This is an incredibly useful, quick read, well worth your time and money. Yes, it could use a proofread, but it is still readable and the information is great for a beginner because it is straightforward, with easy to follow code.

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