



# Unity 3D Game Development by Example Beginner's Guide: LITE

*Ryan Henson Creighton*

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A practical, hands on tutorial written in a fun, informal way. Step-by-step instructions tell you exactly what to do to get results in Unity. Clear explanations mean you will understand how it works and be able to work on your own games too. The book is suitable for anybody who wants to create games in Unity. You don't need a programming background. If you love playing games and want to try your hand at creating them, this book is the place to start.



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