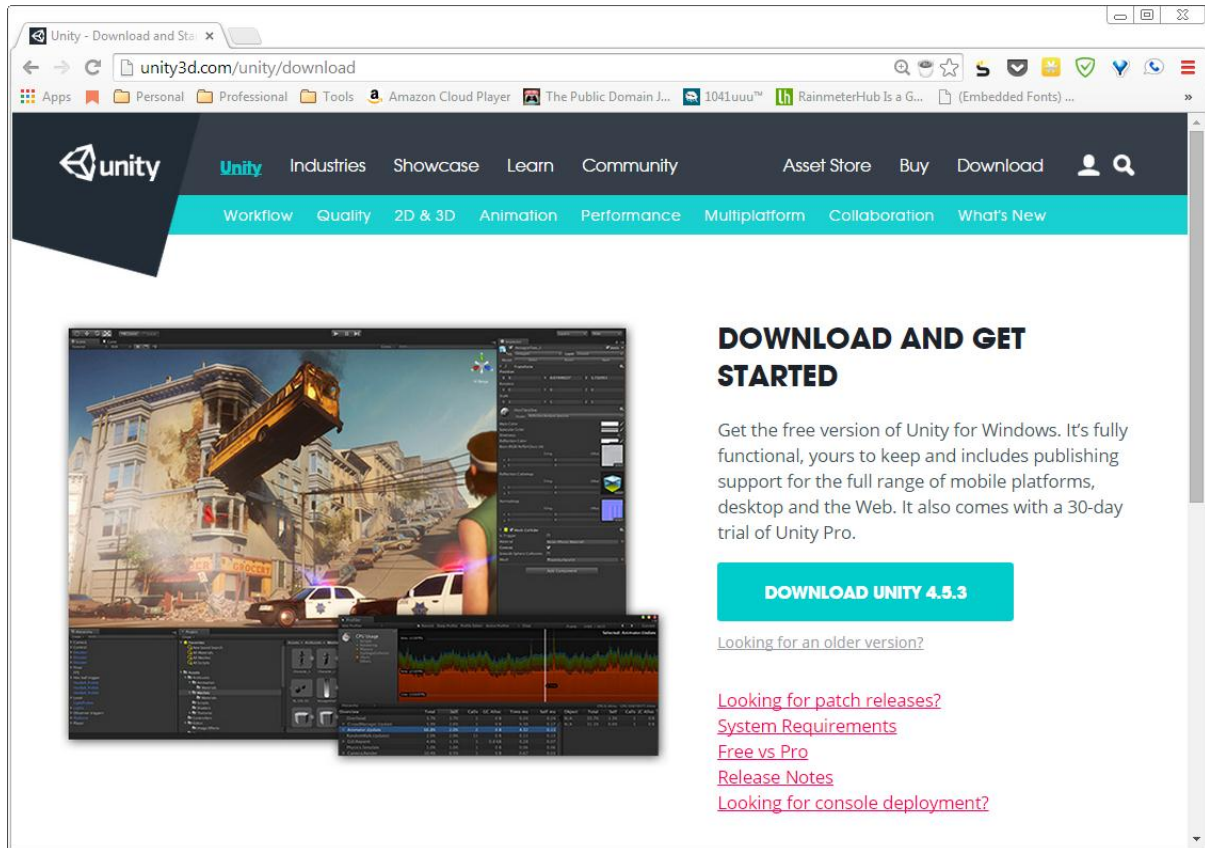


Unity Game Development Blueprints

Chapter 1



The screenshot shows the Unity website's download page. The browser address bar displays 'unity3d.com/unity/download'. The navigation menu includes 'Unity', 'Industries', 'Showcase', 'Learn', 'Community', 'Asset Store', 'Buy', and 'Download'. A secondary menu lists 'Workflow', 'Quality', '2D & 3D', 'Animation', 'Performance', 'Multiplatform', 'Collaboration', and 'What's New'. The main content area features a large image of a 3D game scene with a car flying through the air, and a smaller inset image showing the Unity development interface with a console window displaying performance metrics.

DOWNLOAD AND GET STARTED

Get the free version of Unity for Windows. It's fully functional, yours to keep and includes publishing support for the full range of mobile platforms, desktop and the Web. It also comes with a 30-day trial of Unity Pro.

[DOWNLOAD UNITY 4.5.3](#)

[Looking for an older version?](#)

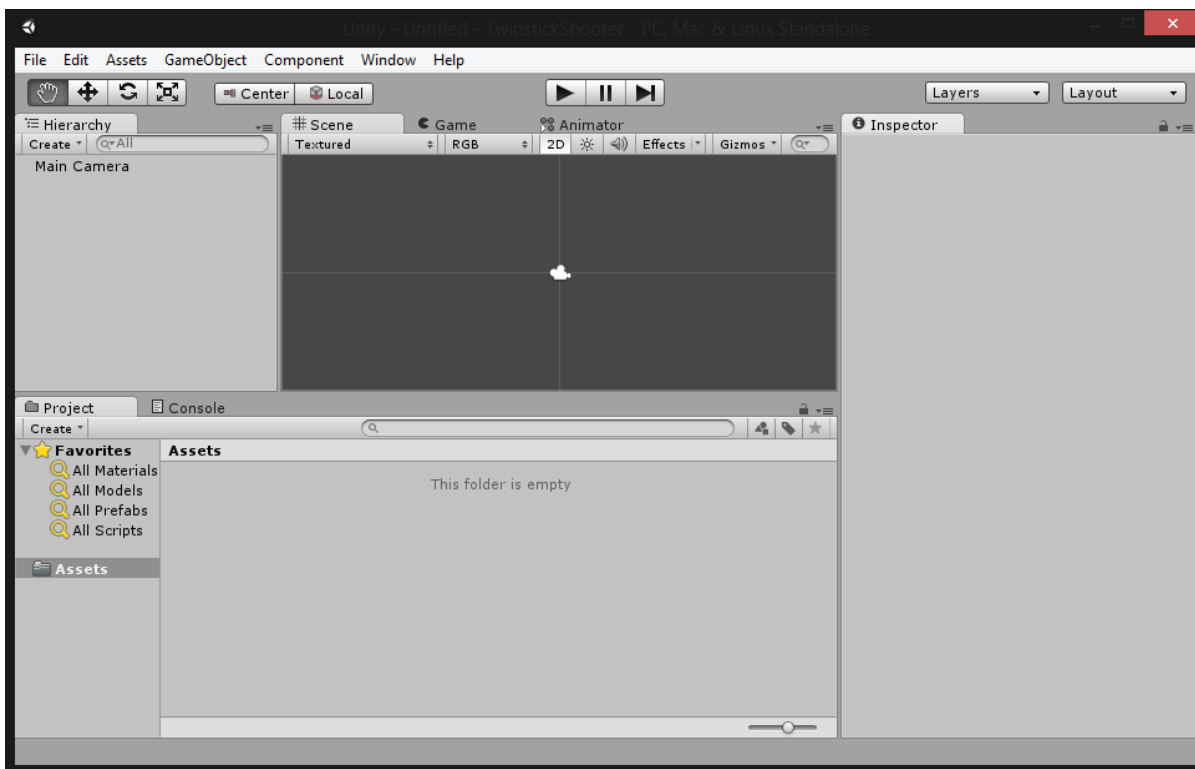
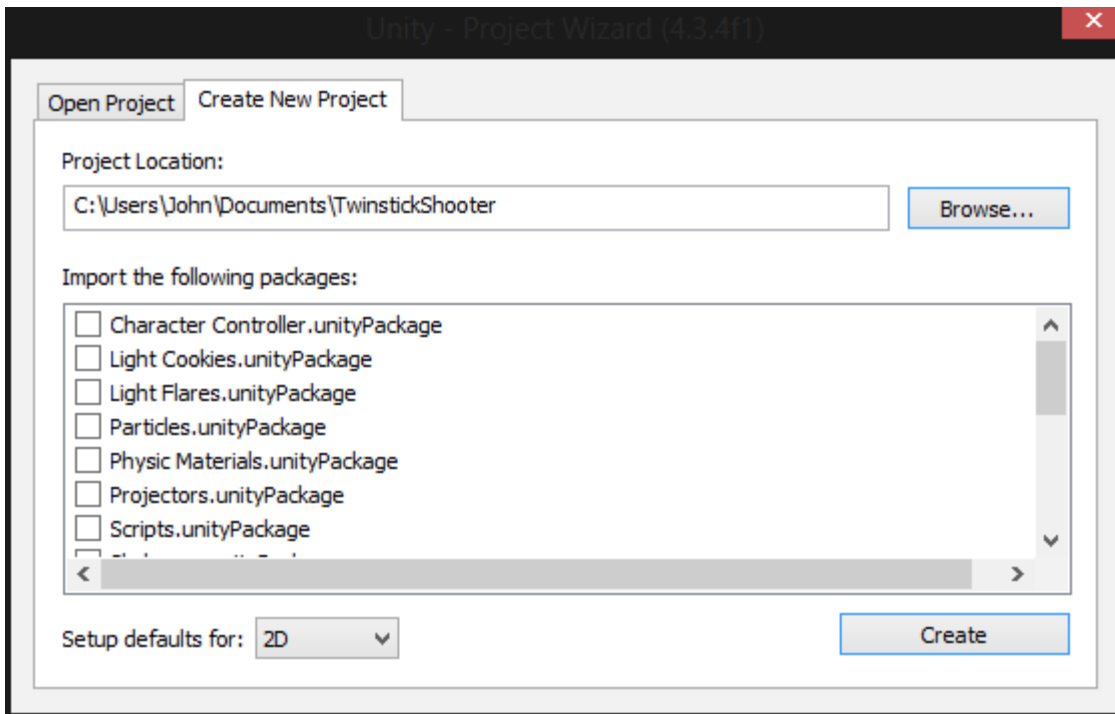
[Looking for patch releases?](#)

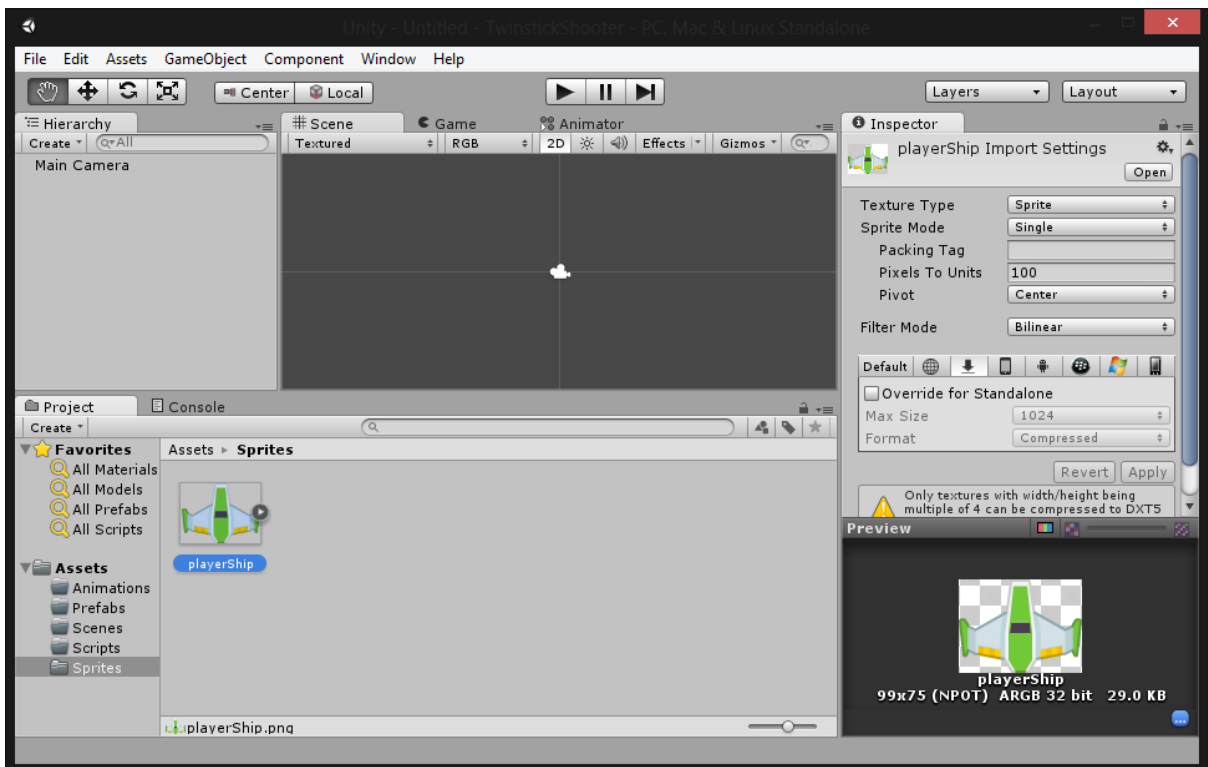
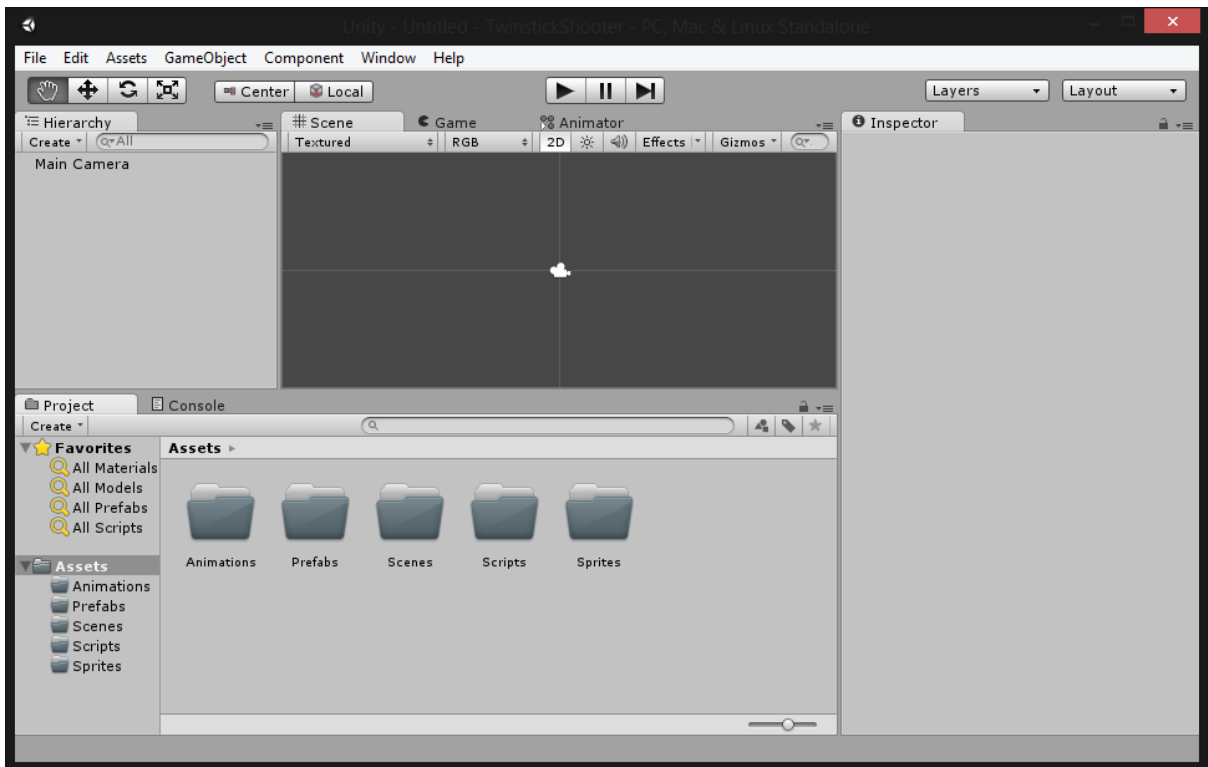
[System Requirements](#)

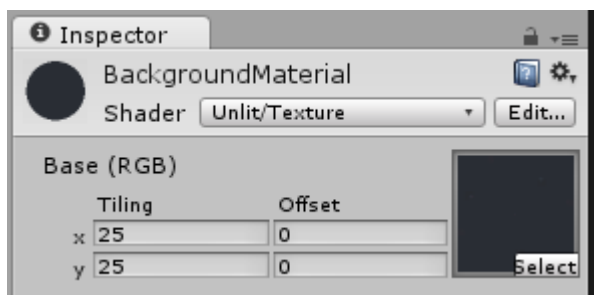
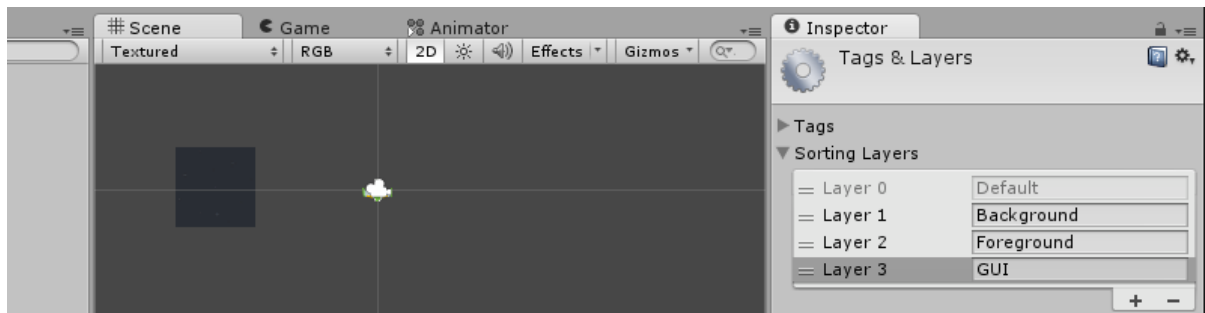
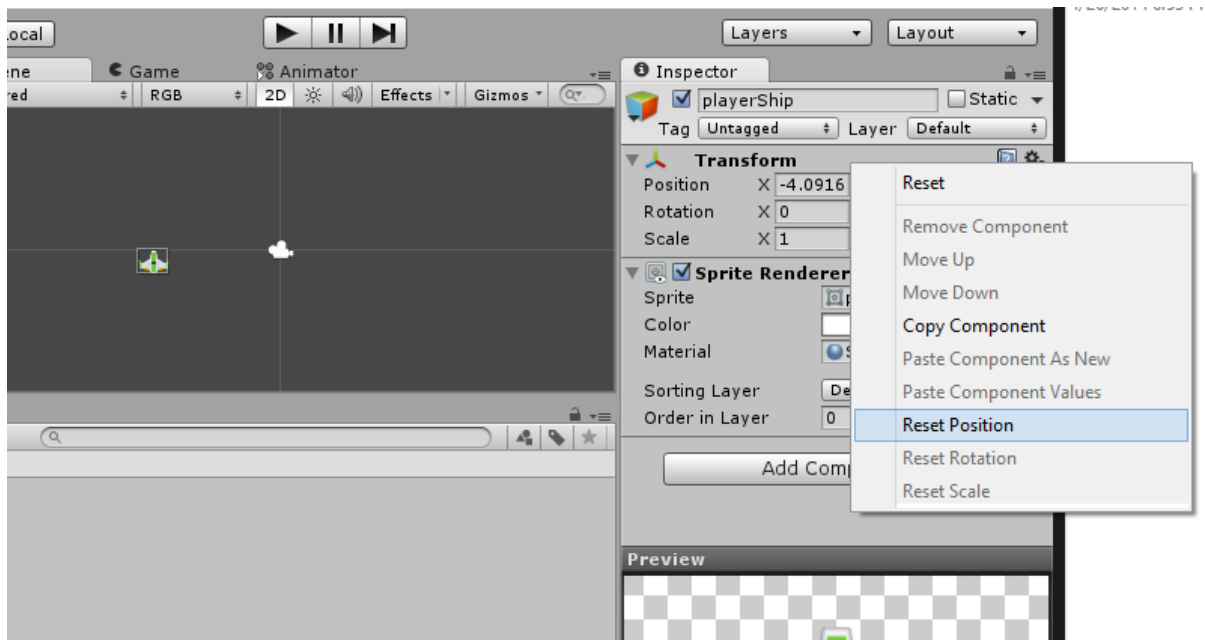
[Free vs Pro](#)

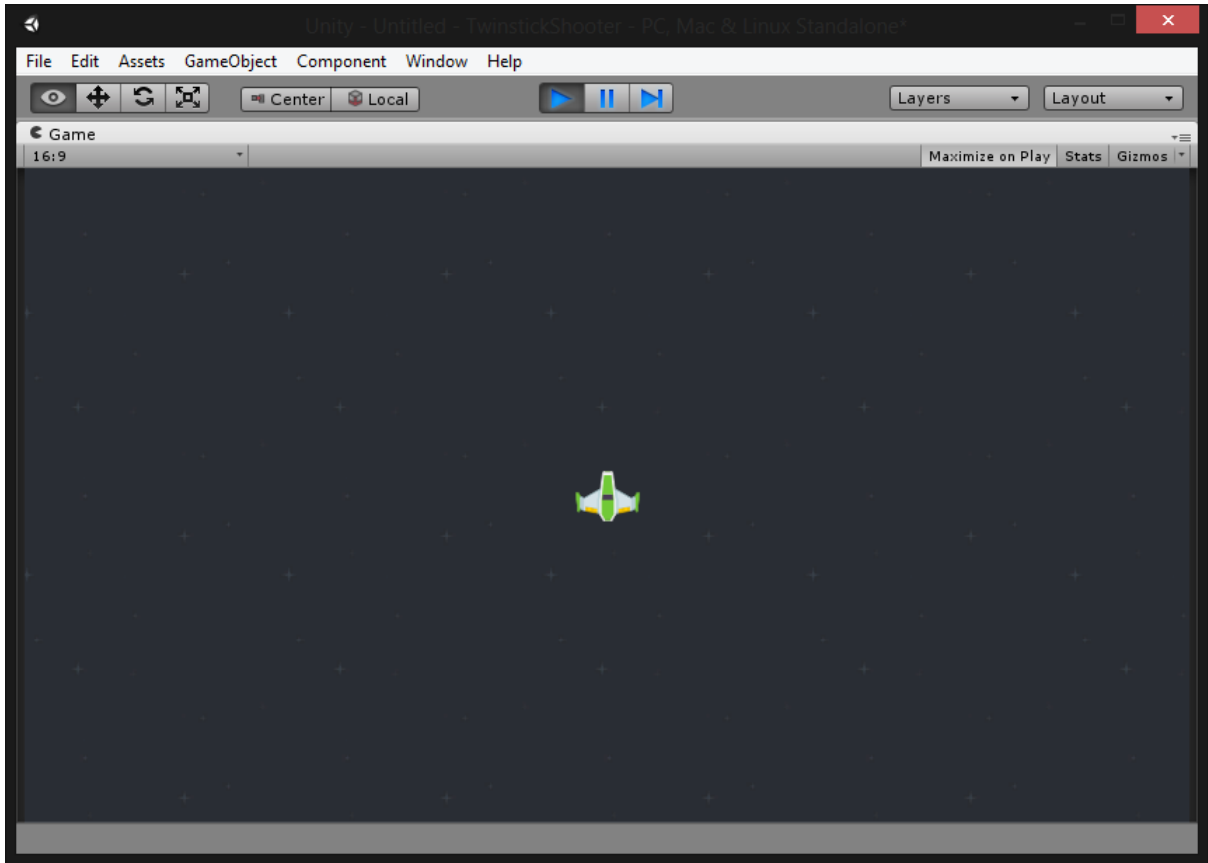
[Release Notes](#)

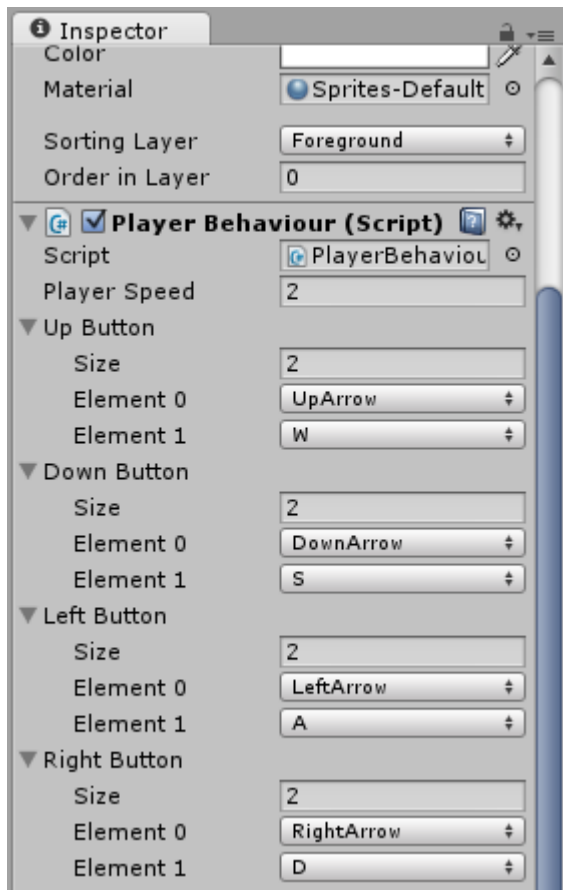
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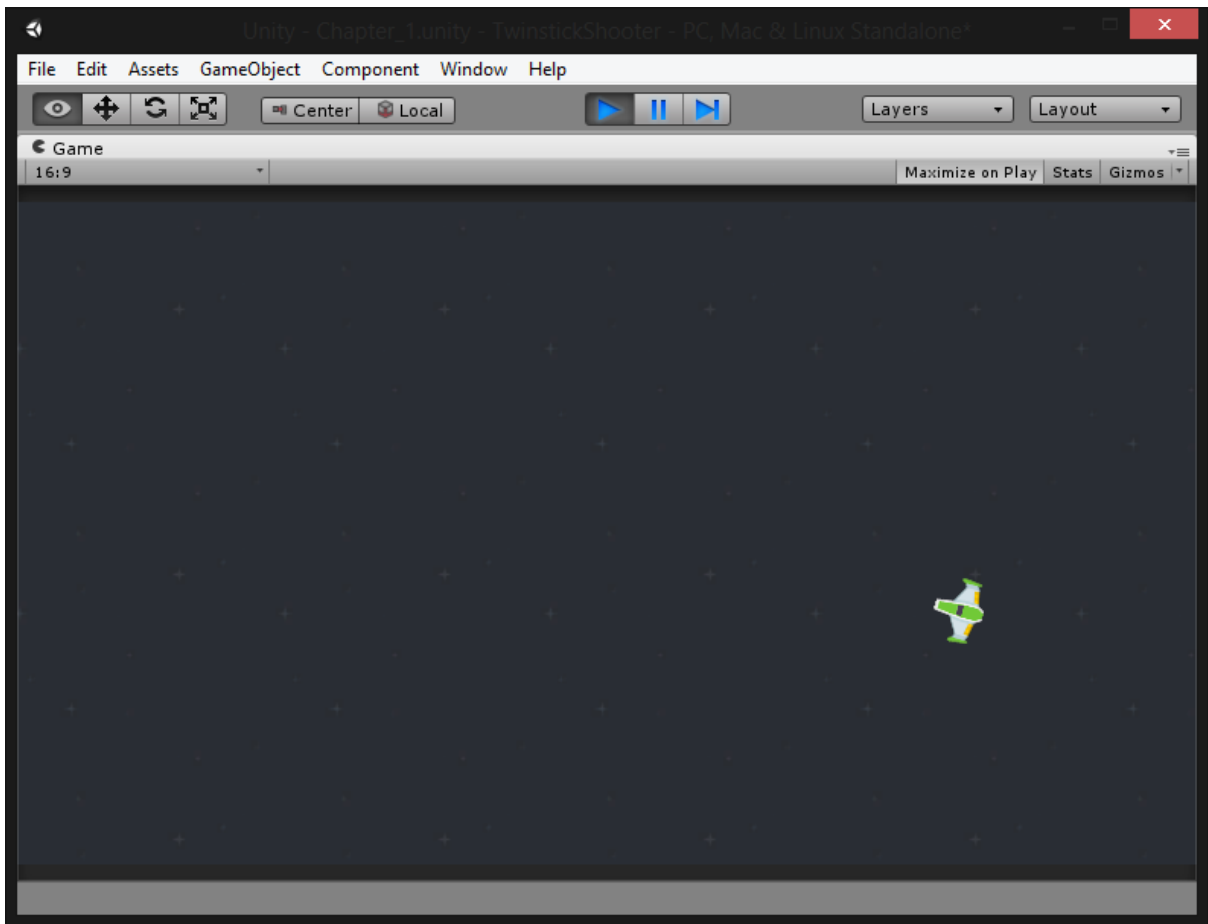


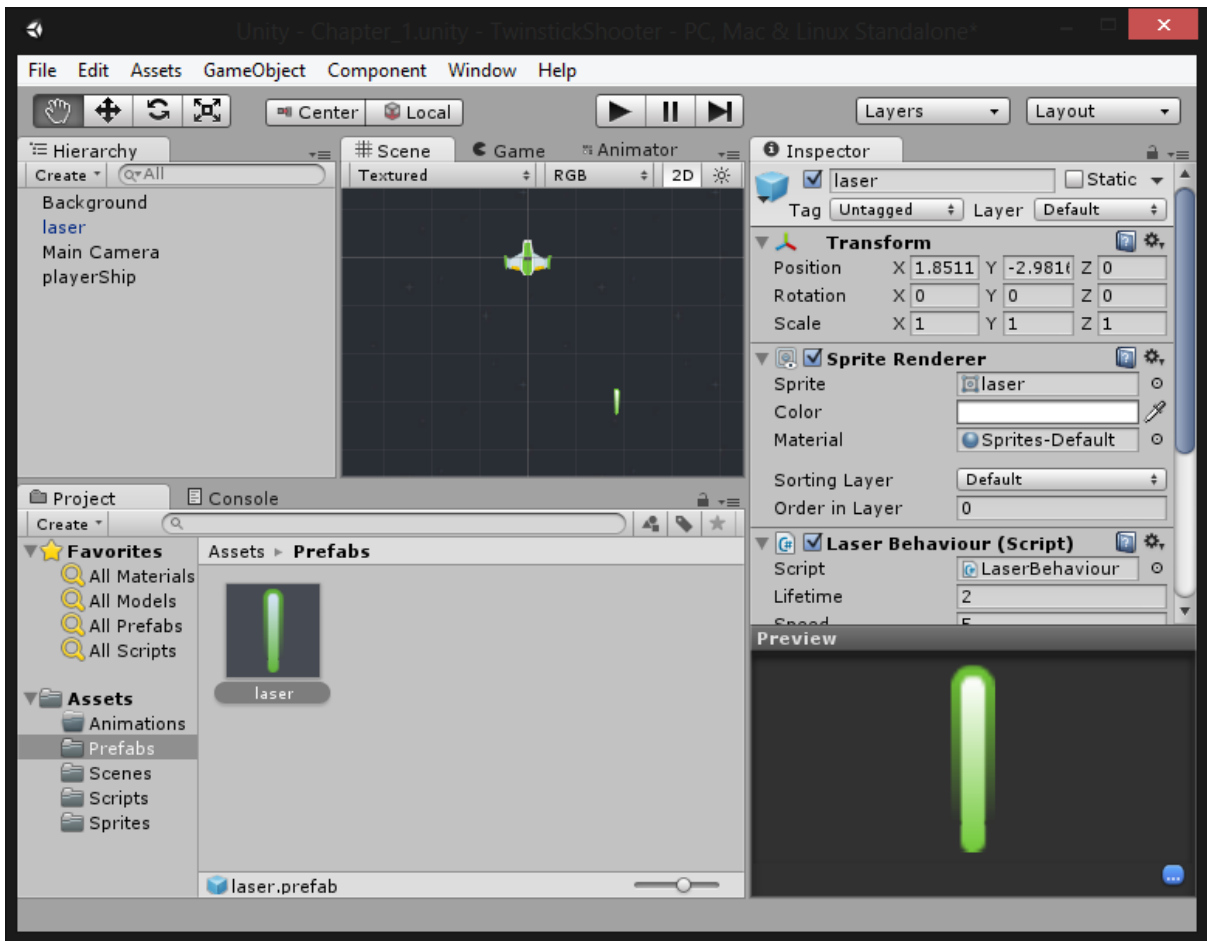


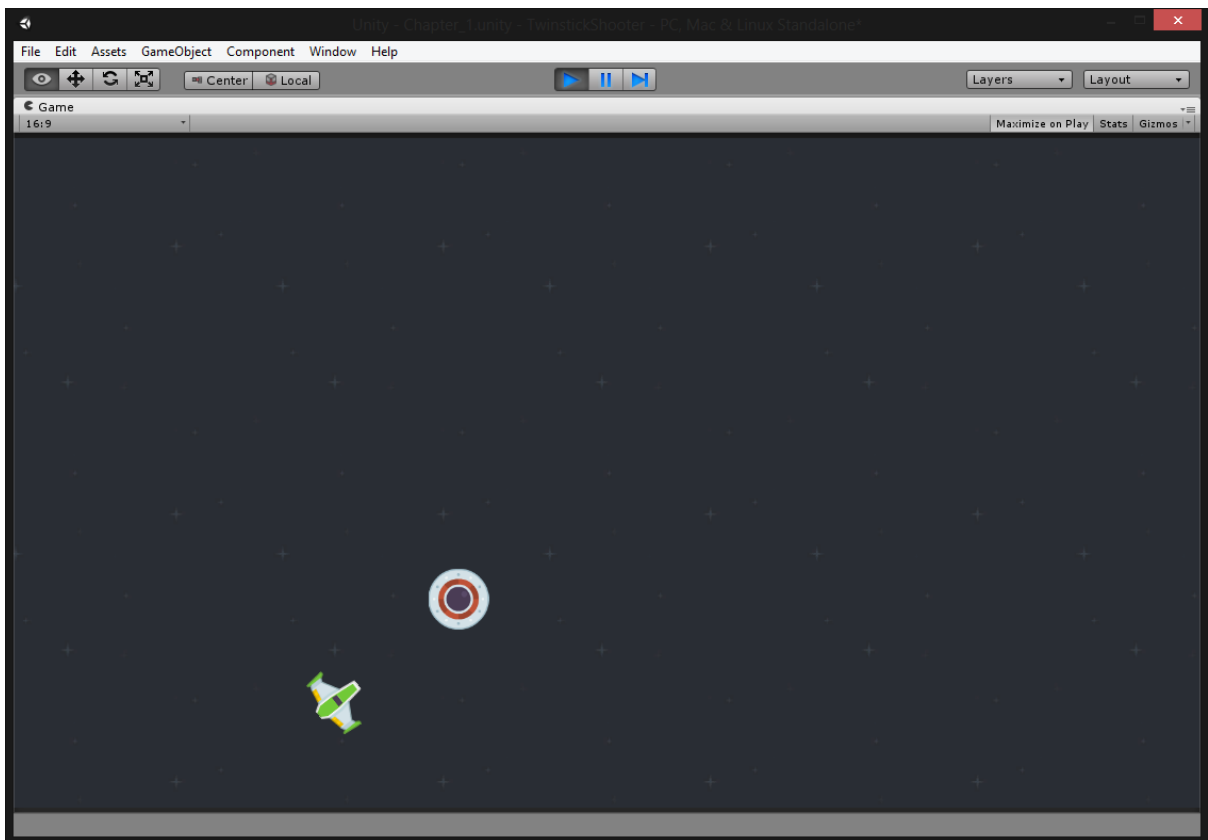
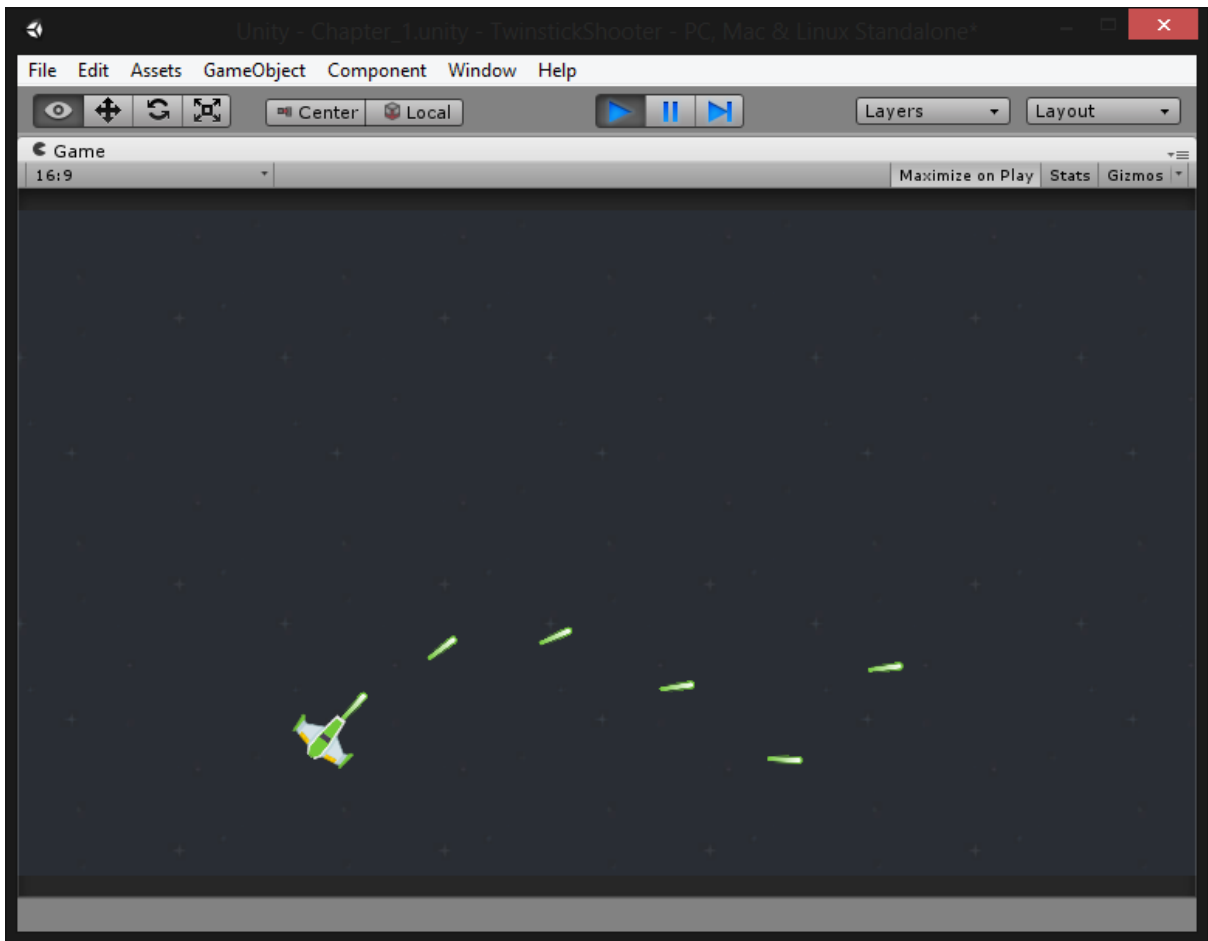


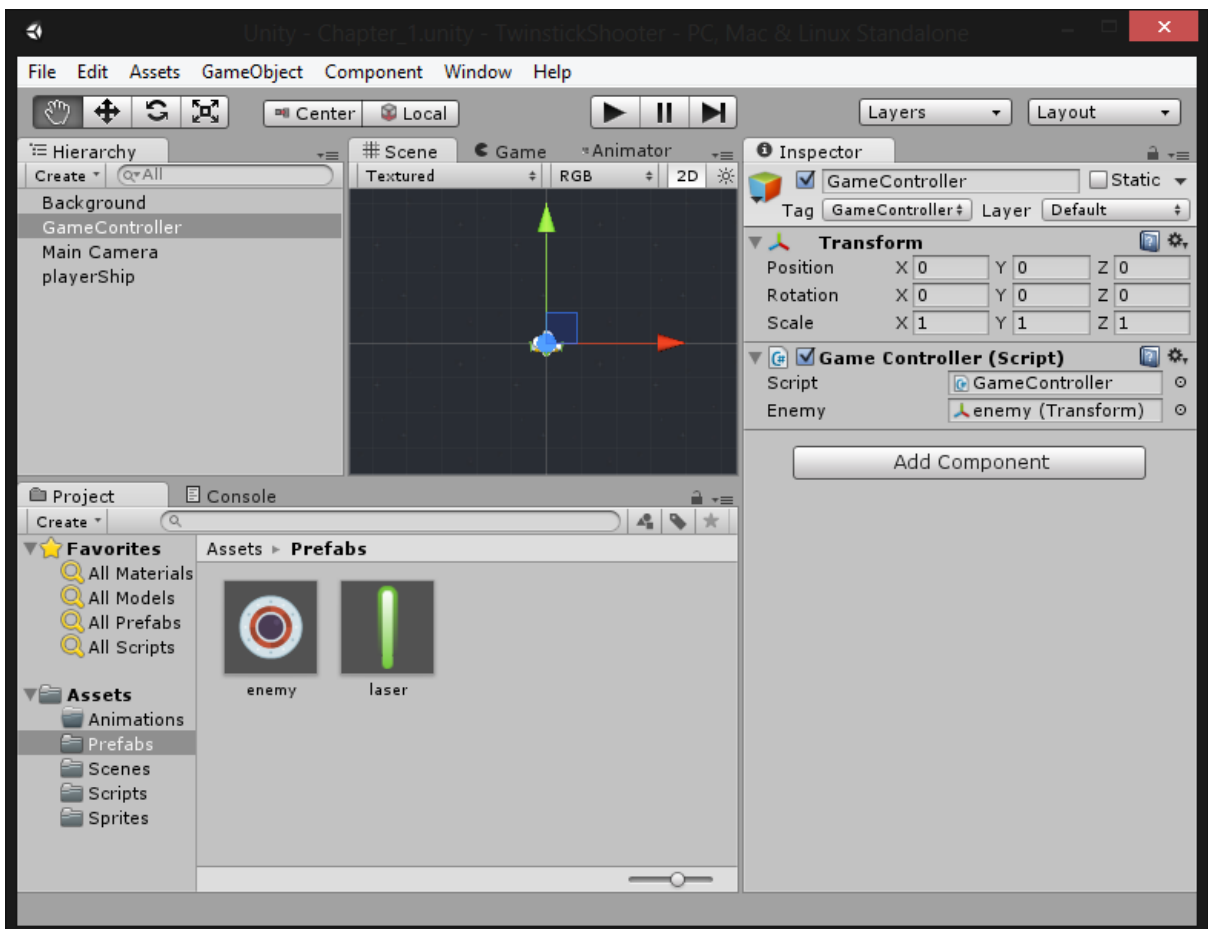
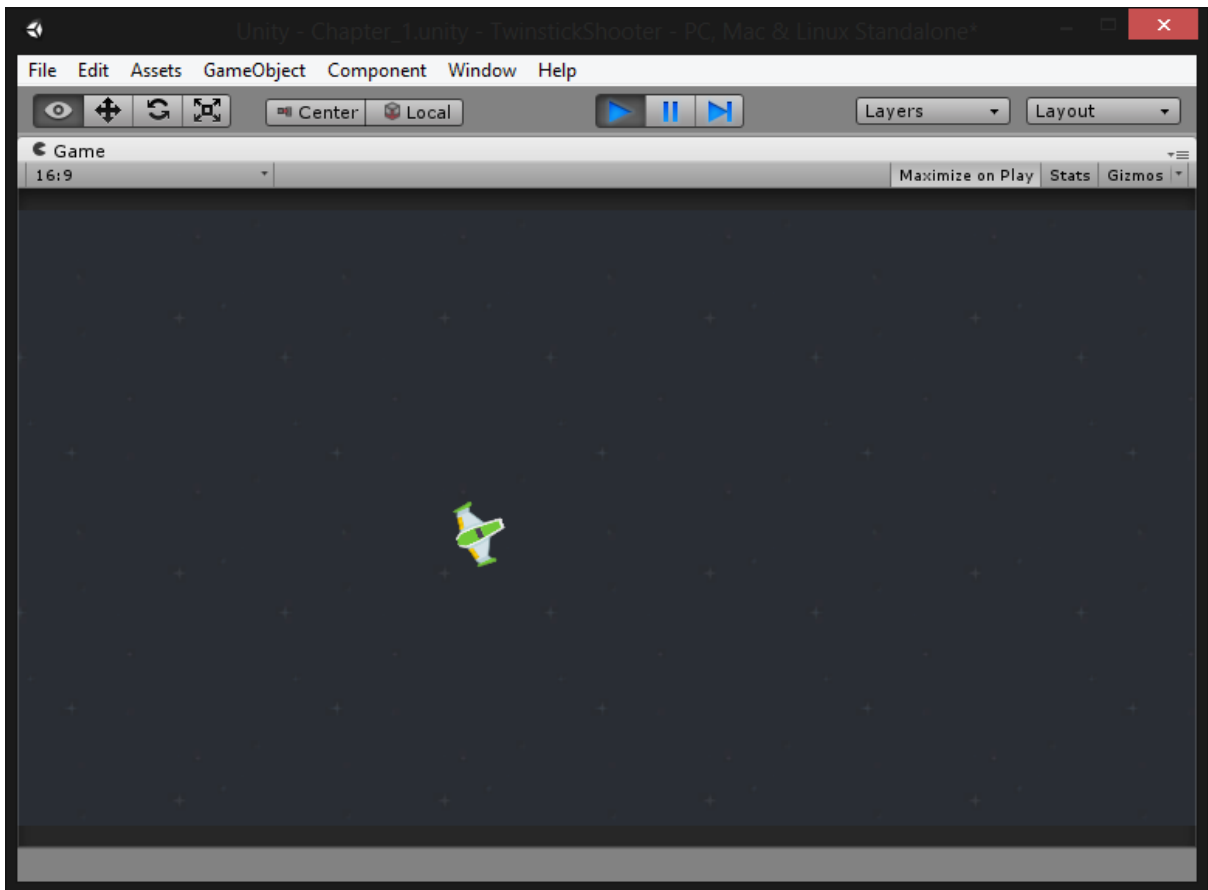


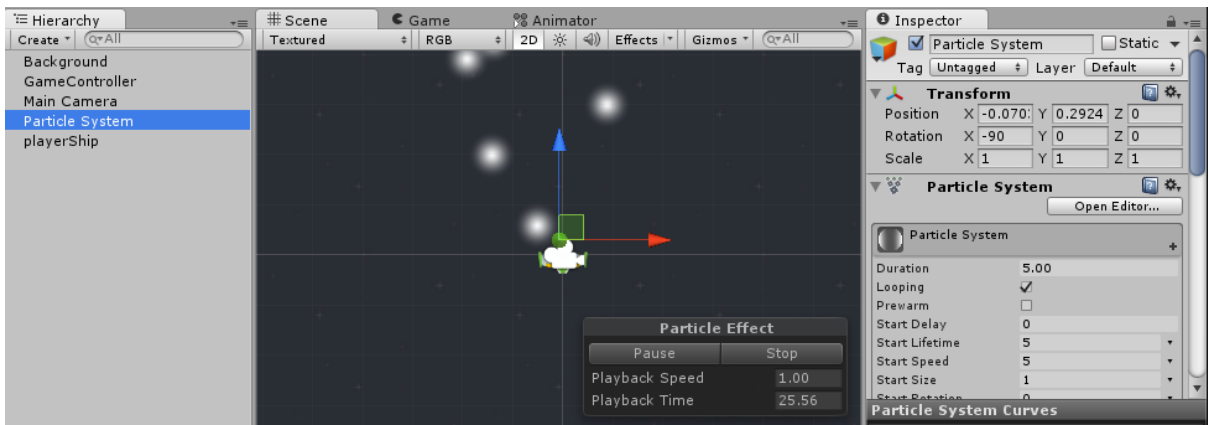
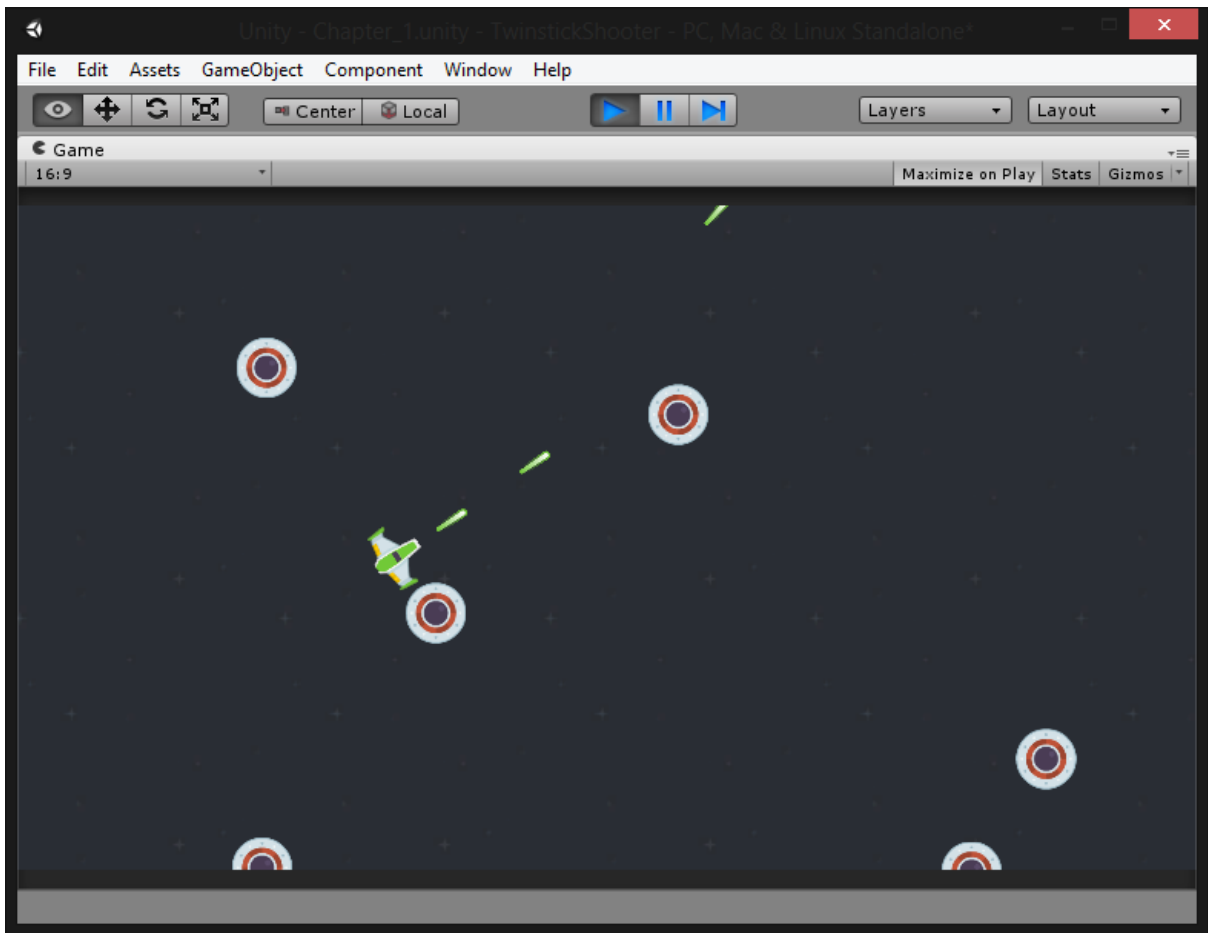


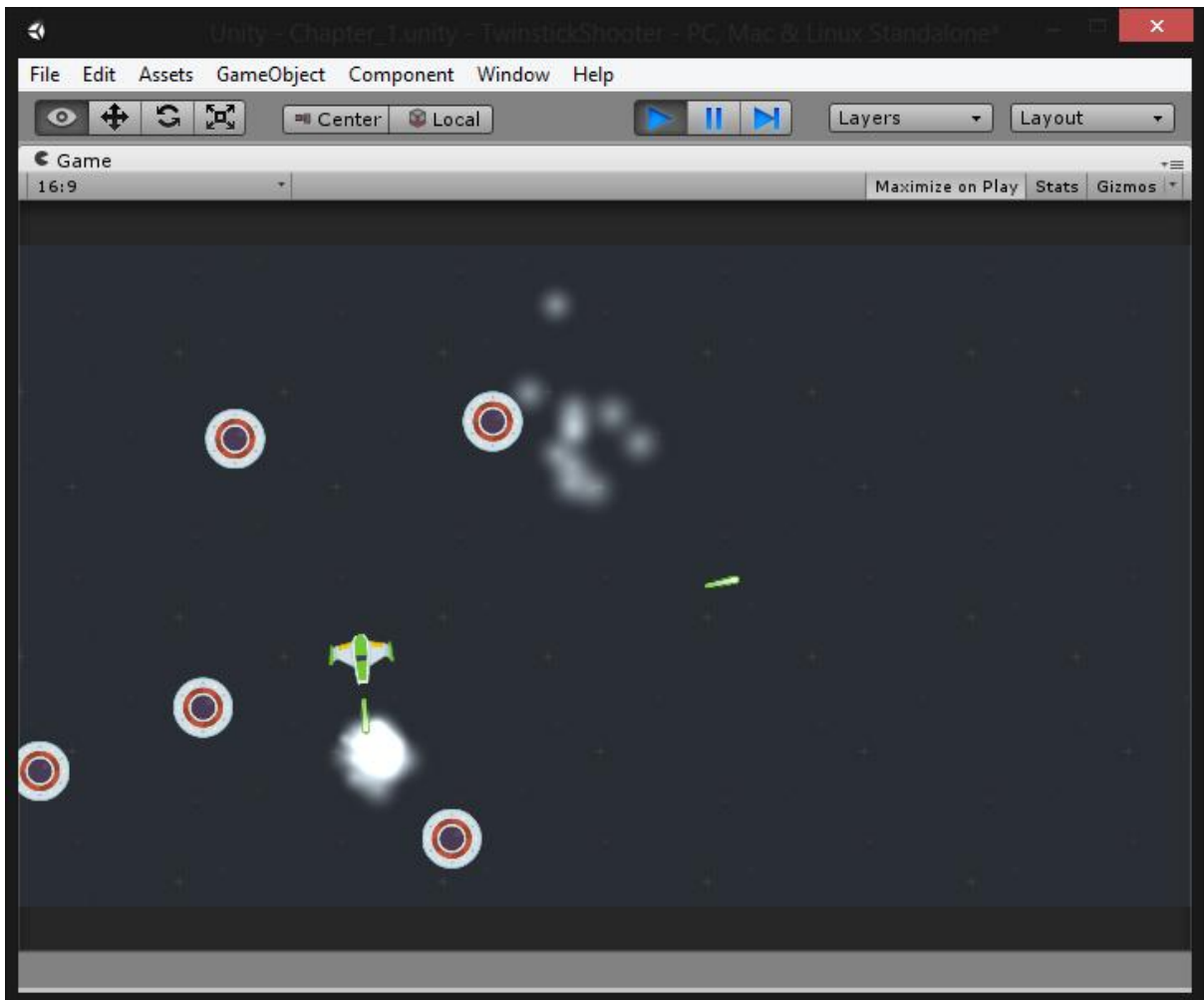


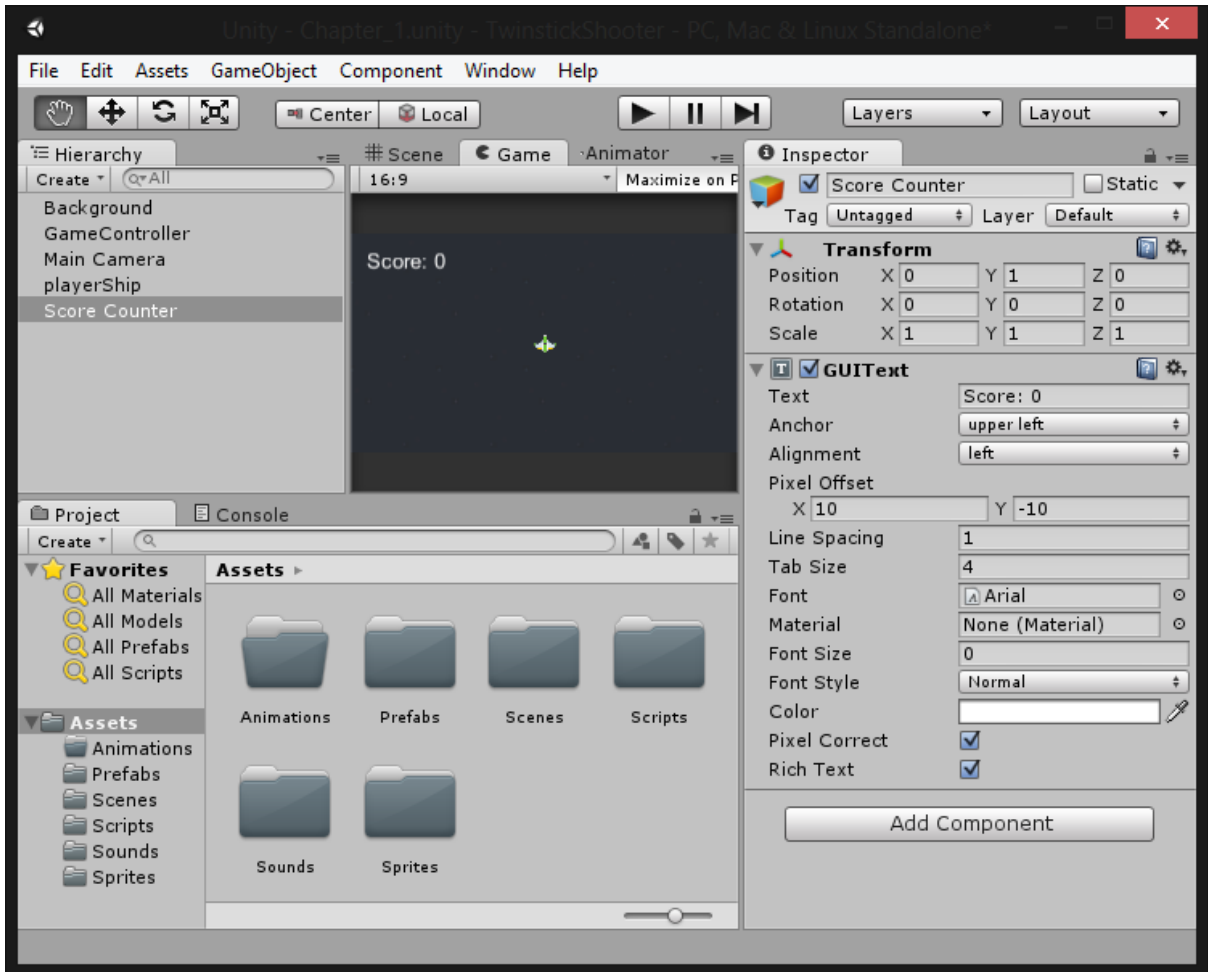
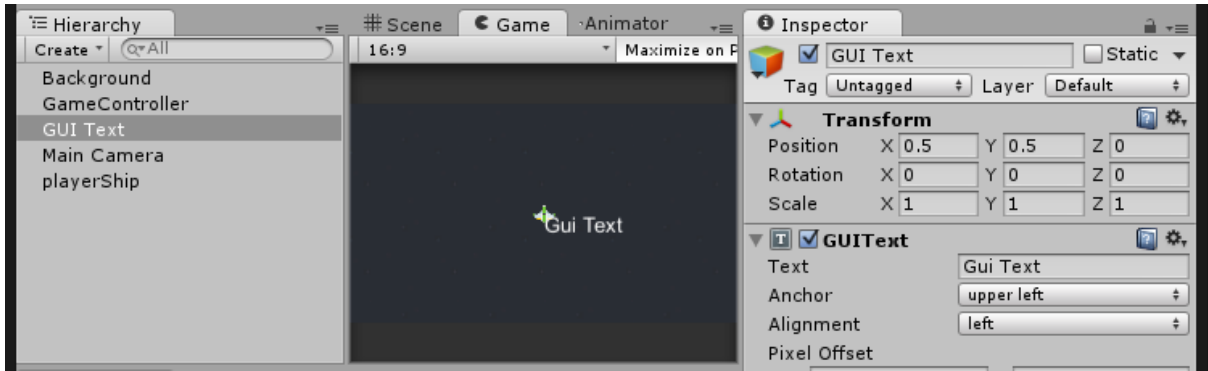


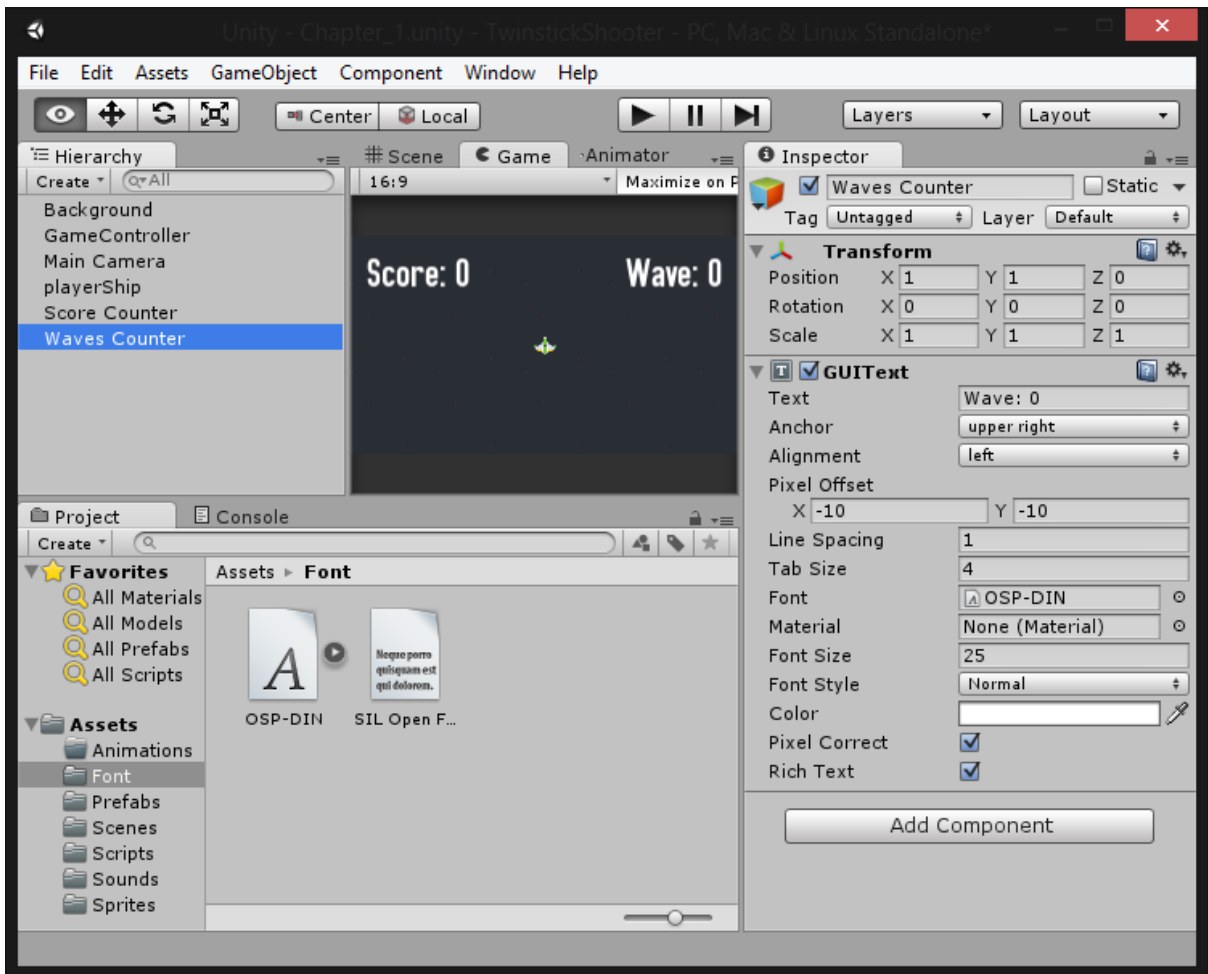


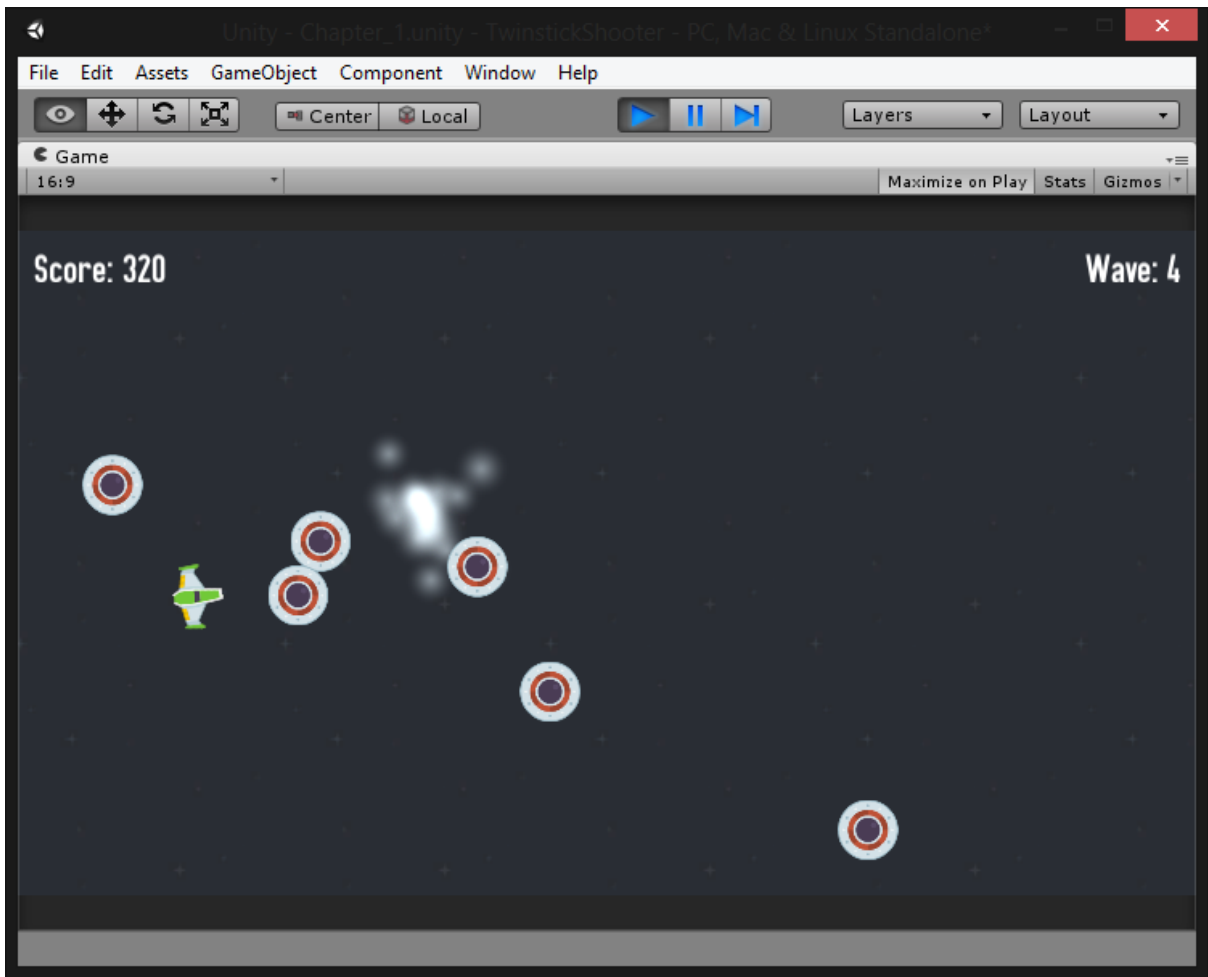












Build Settings










Scenes In Build

Scenes/Chapter_1.unity

0

Add Current

Platform

-  Web Player
-  PC, Mac & Linux Standalone
-  iOS
-  Android
-  BlackBerry
-  Windows Store Apps
-  Windows Phone 8



PC, Mac & Linux Standalone

Target Platform

Architecture

Development Build

Autoconnect Profiler

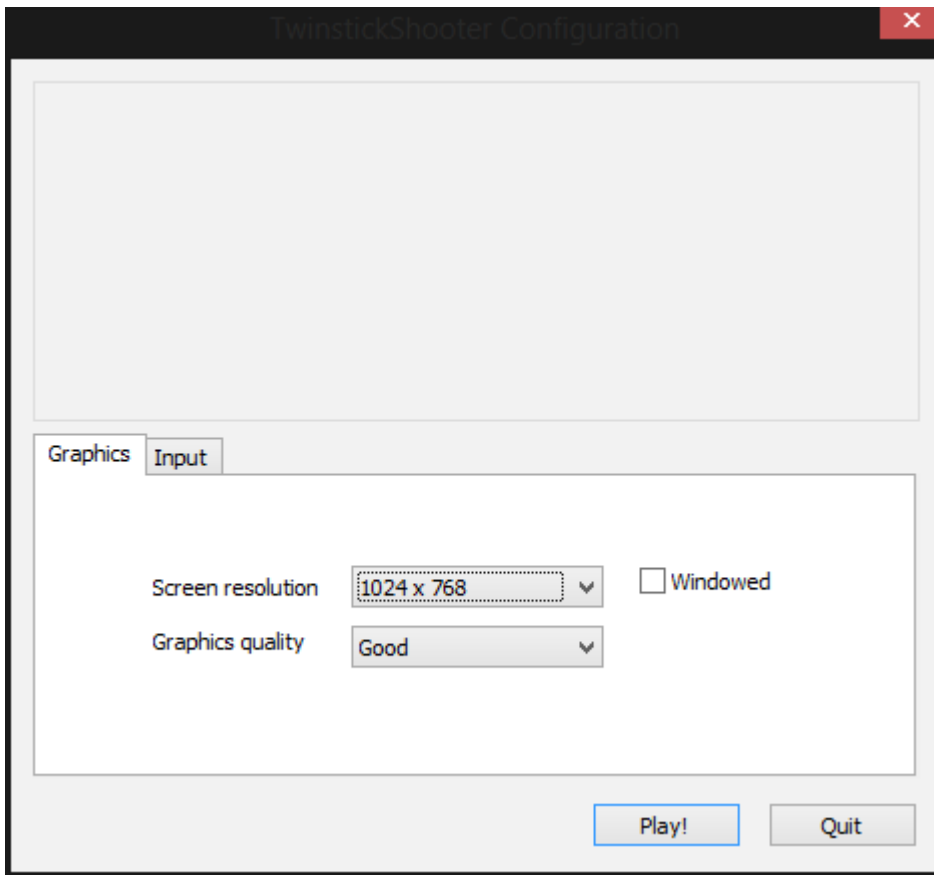
Script Debugging

Switch Platform

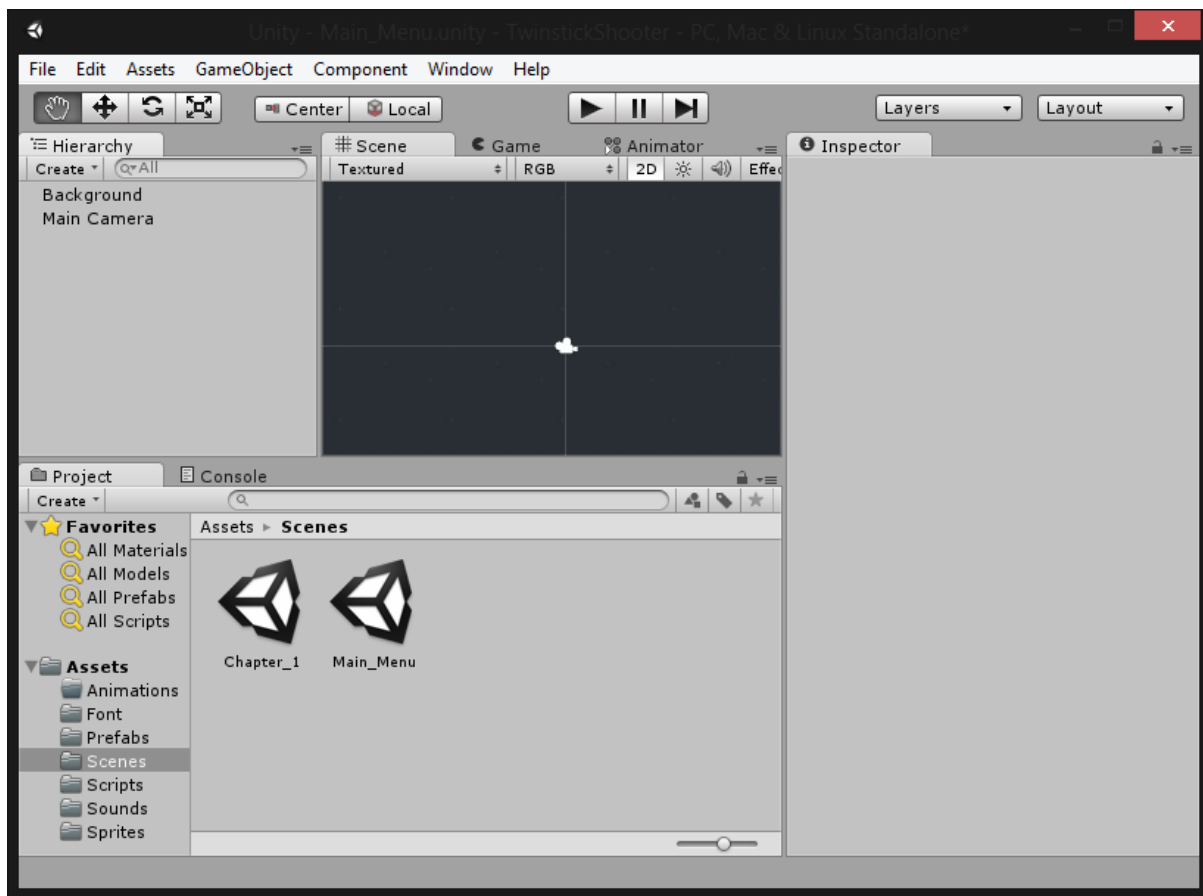
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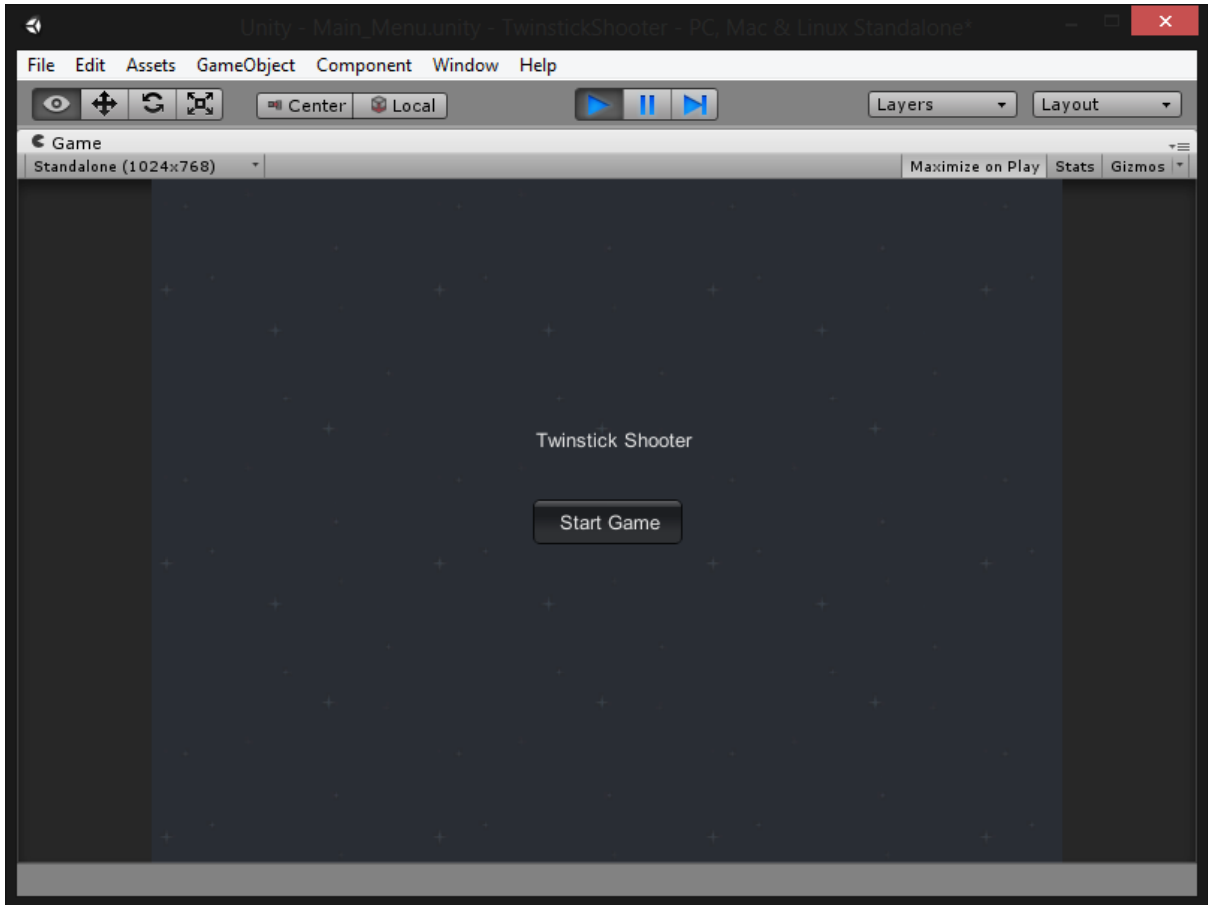
Build

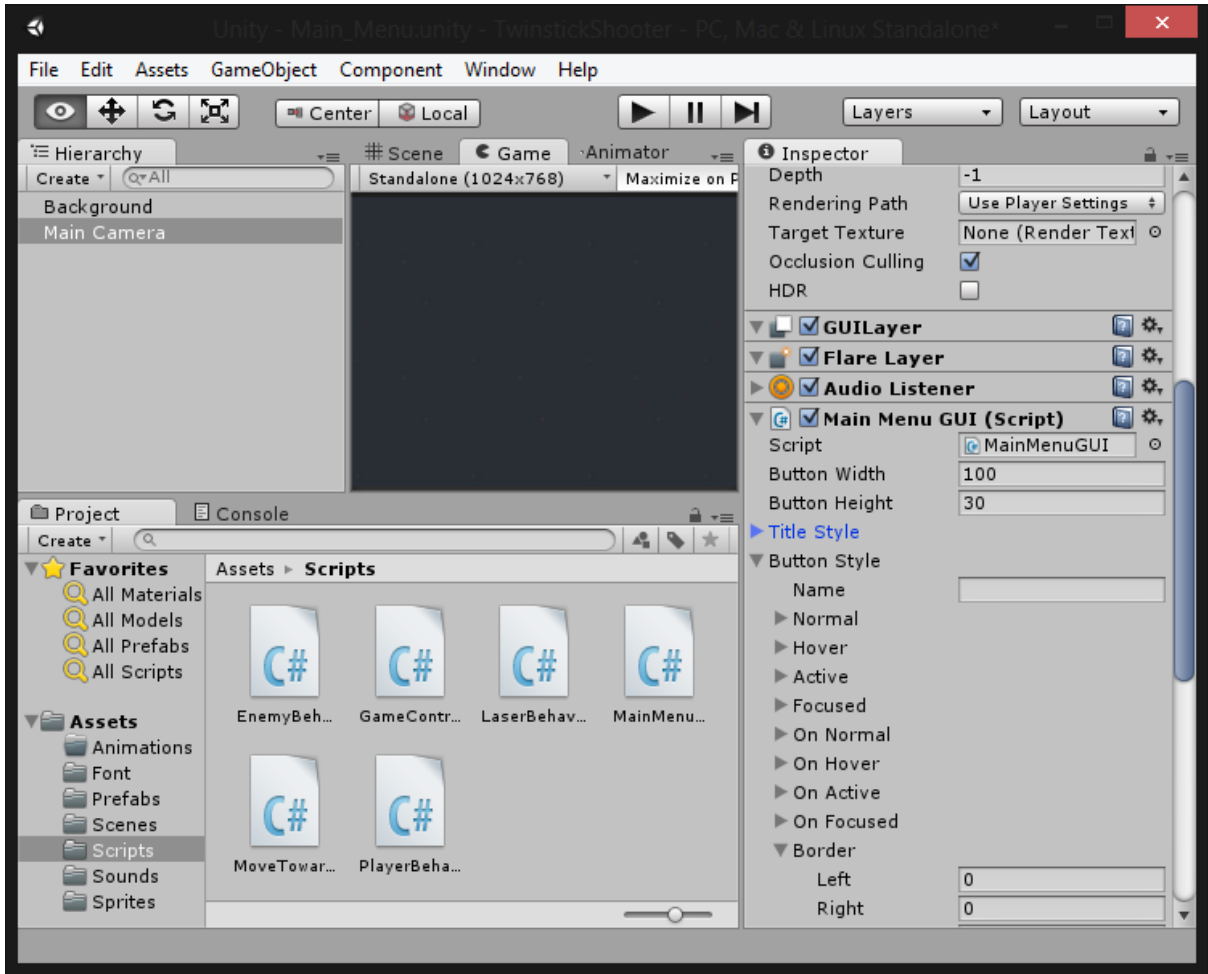
Build And Run

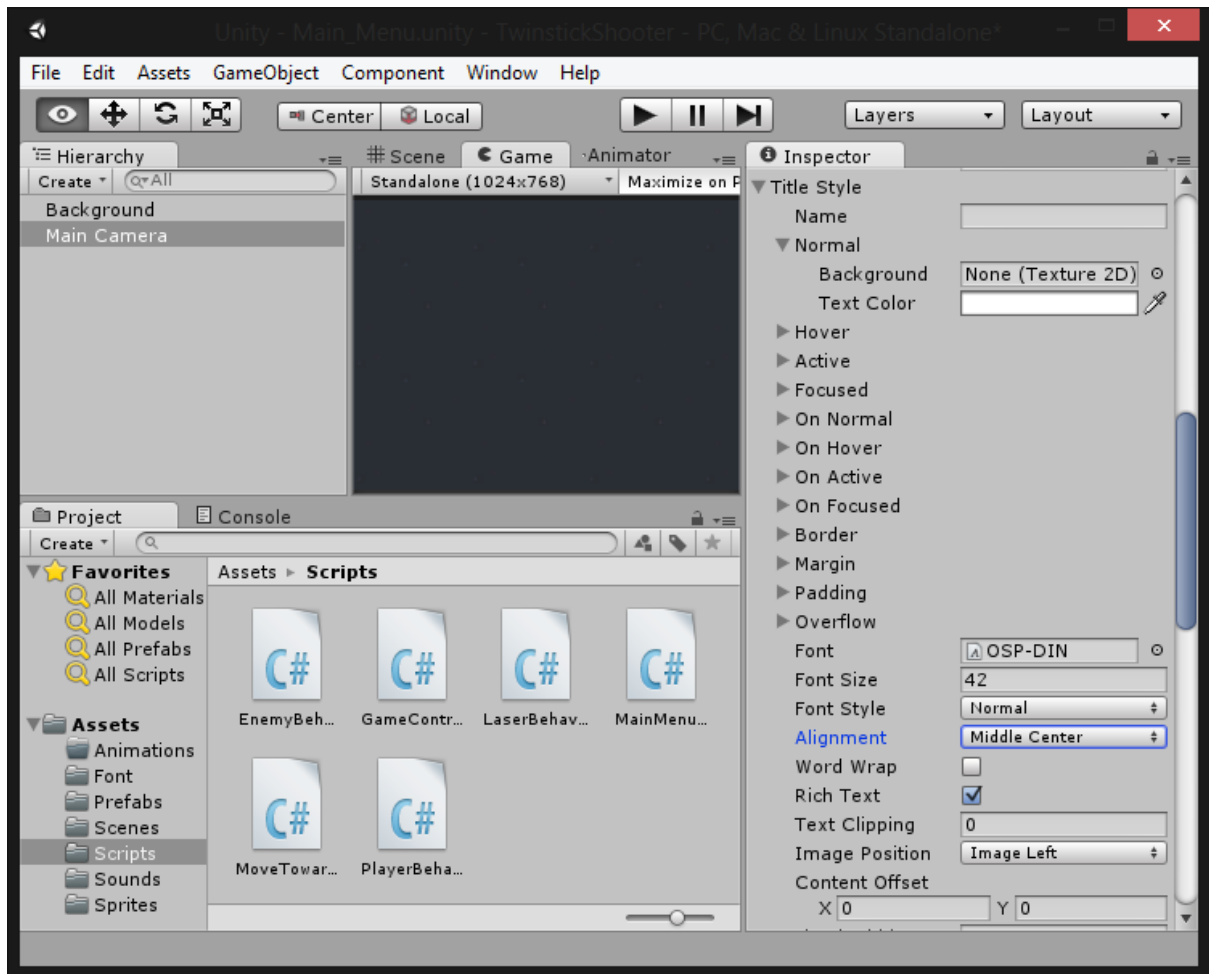


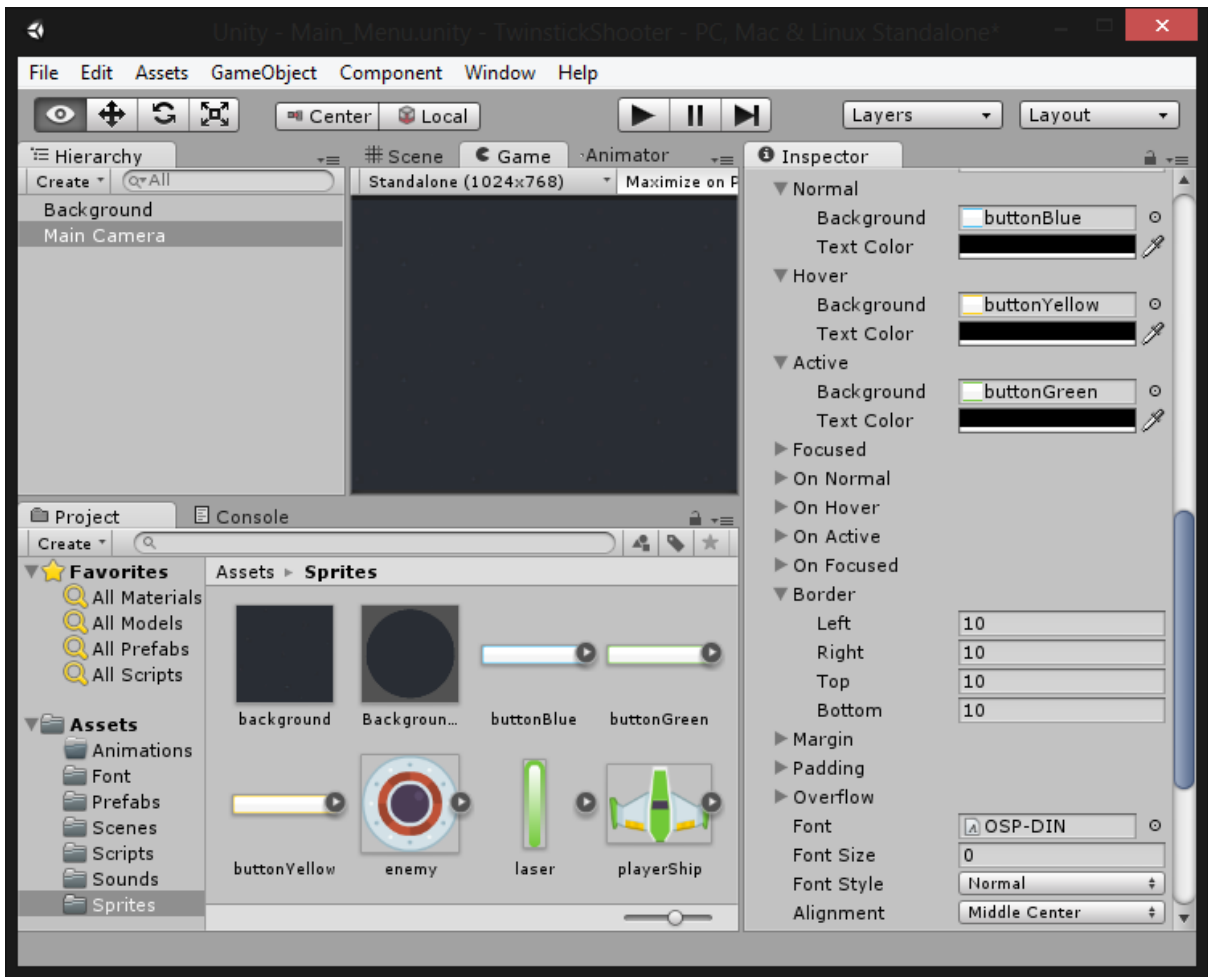
Chapter 2

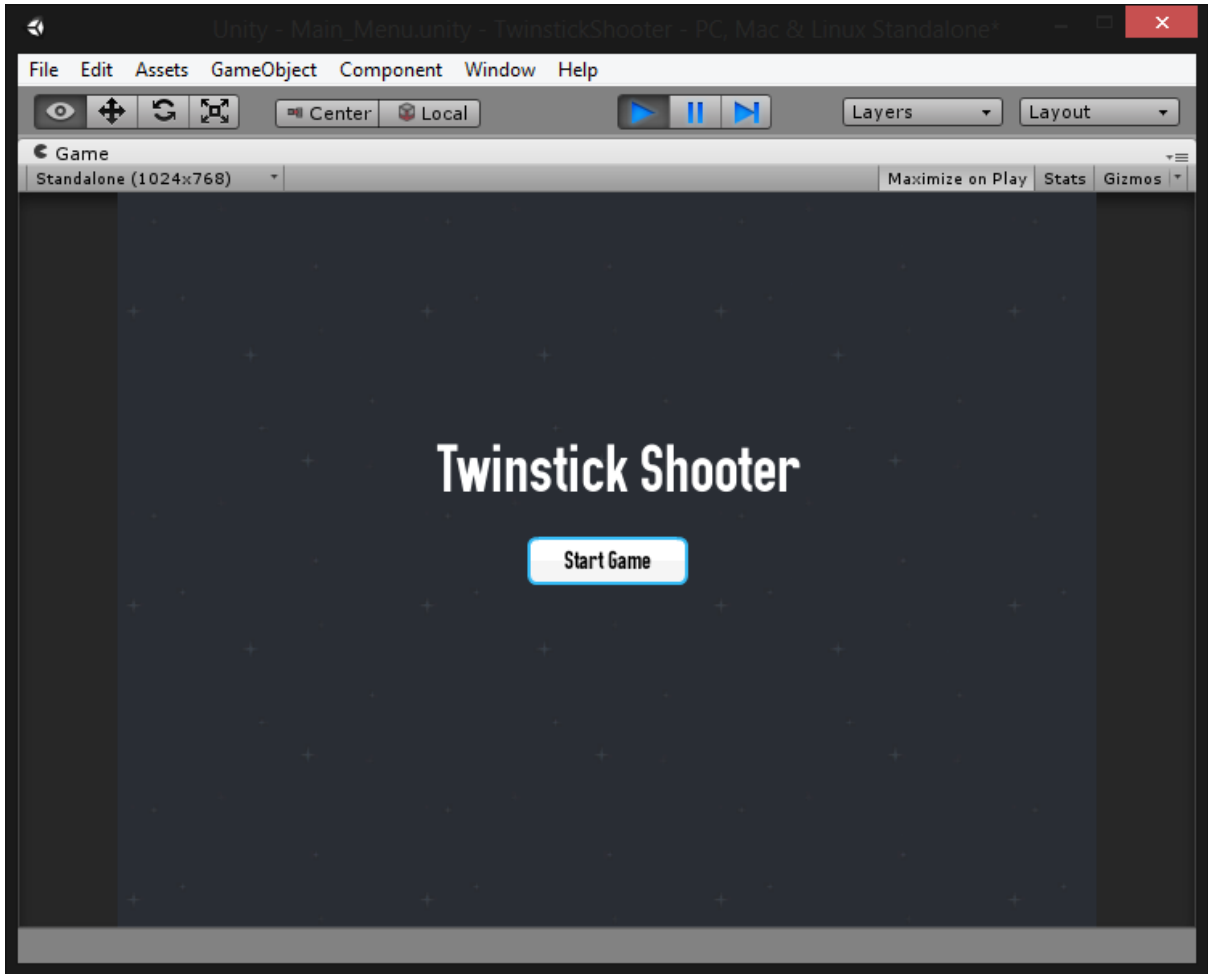


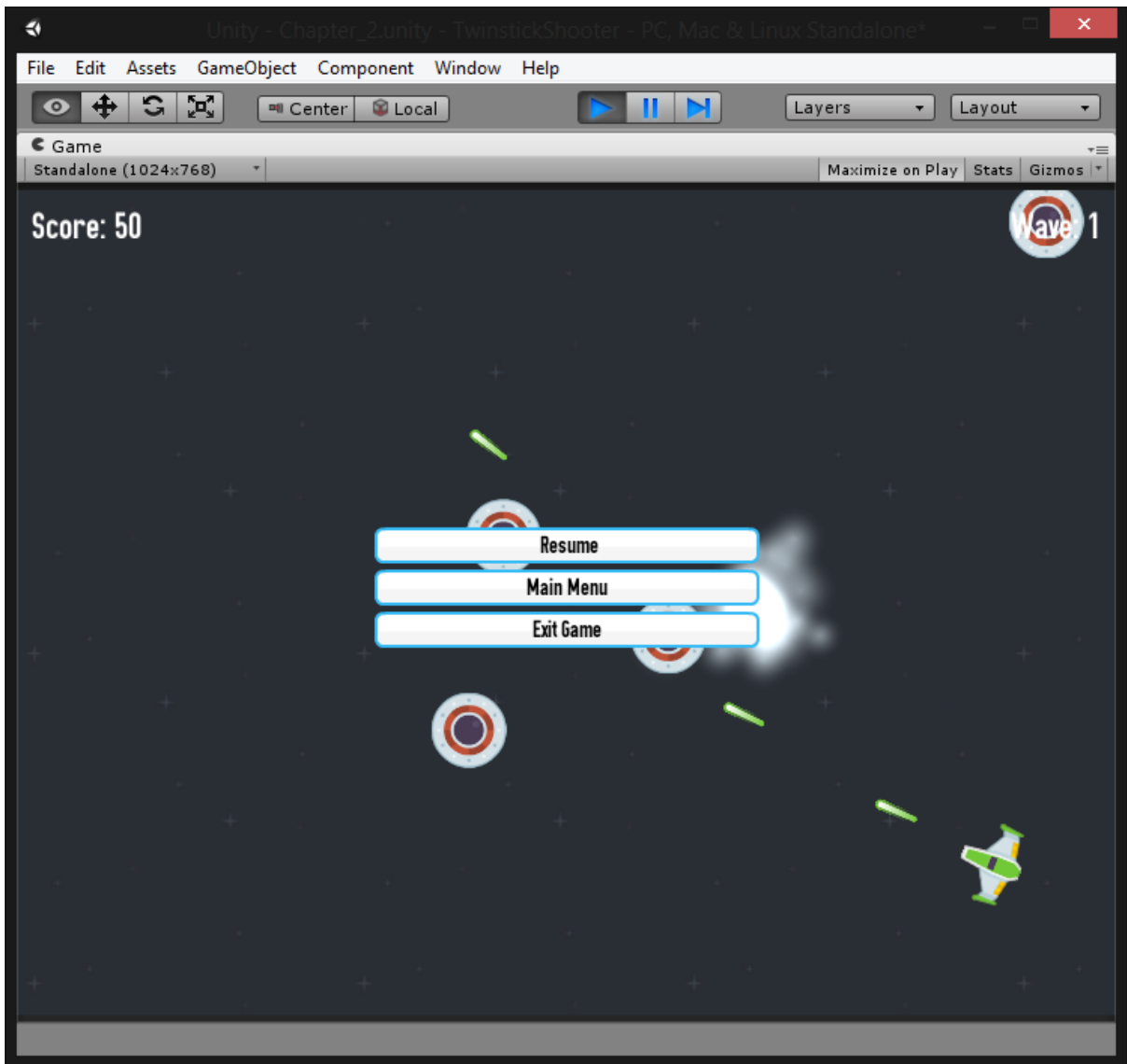


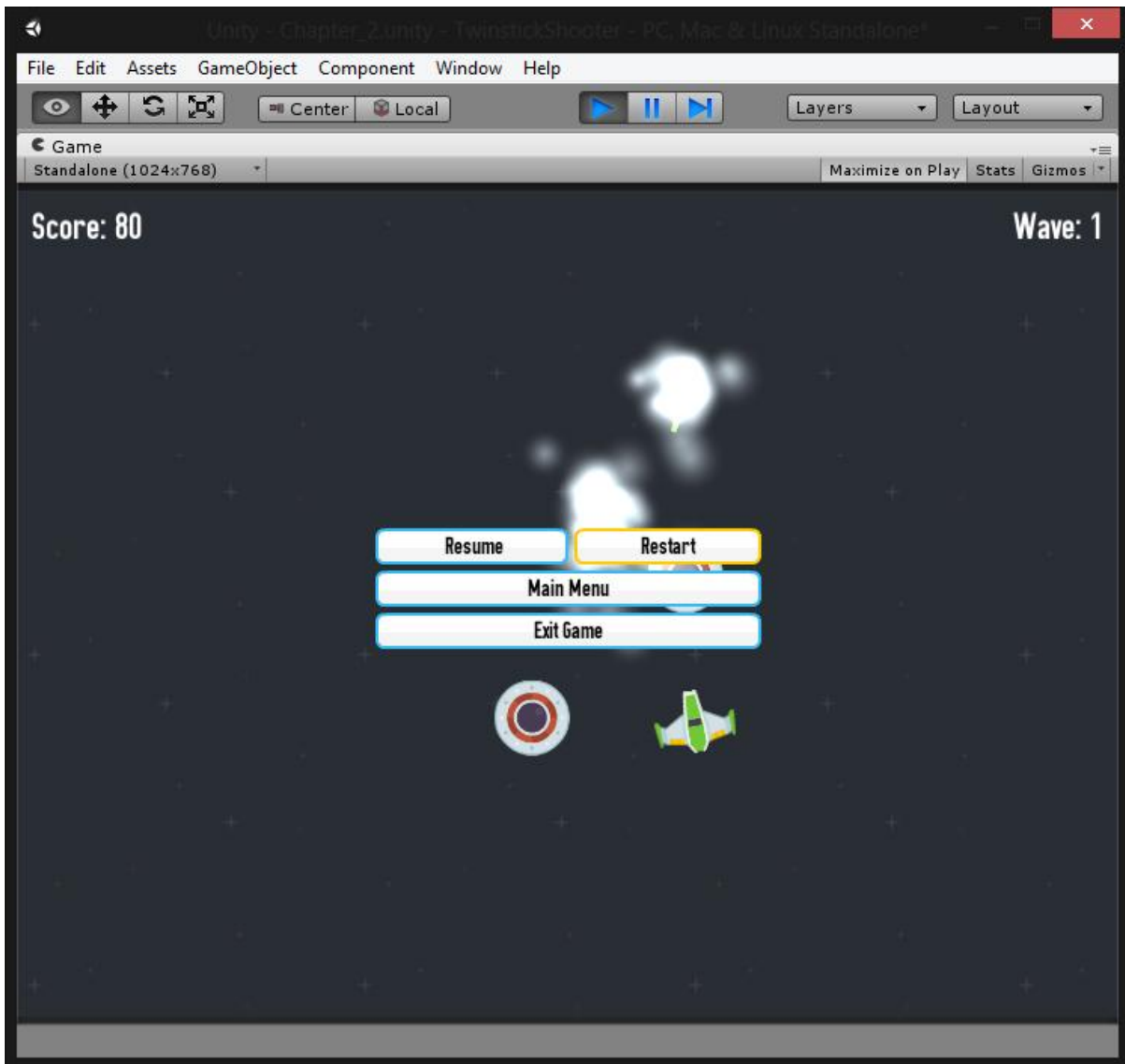












```

void Start()
{
    //We don't want the game paused when it starts and/or resets
    isPaused = false;
    currentMenu = Menu;
}

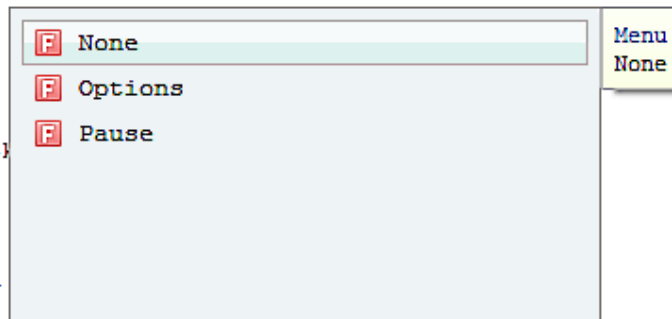
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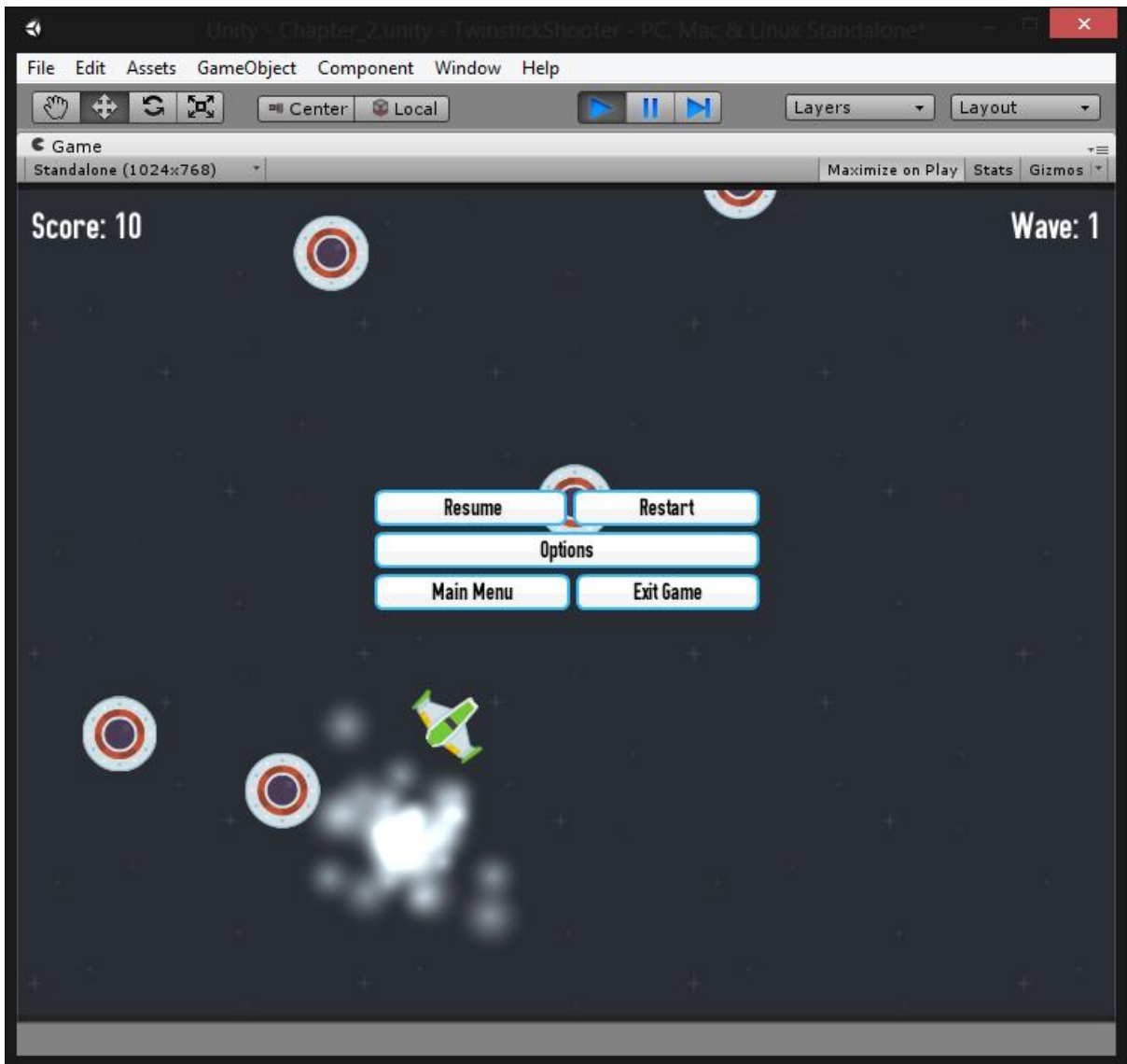
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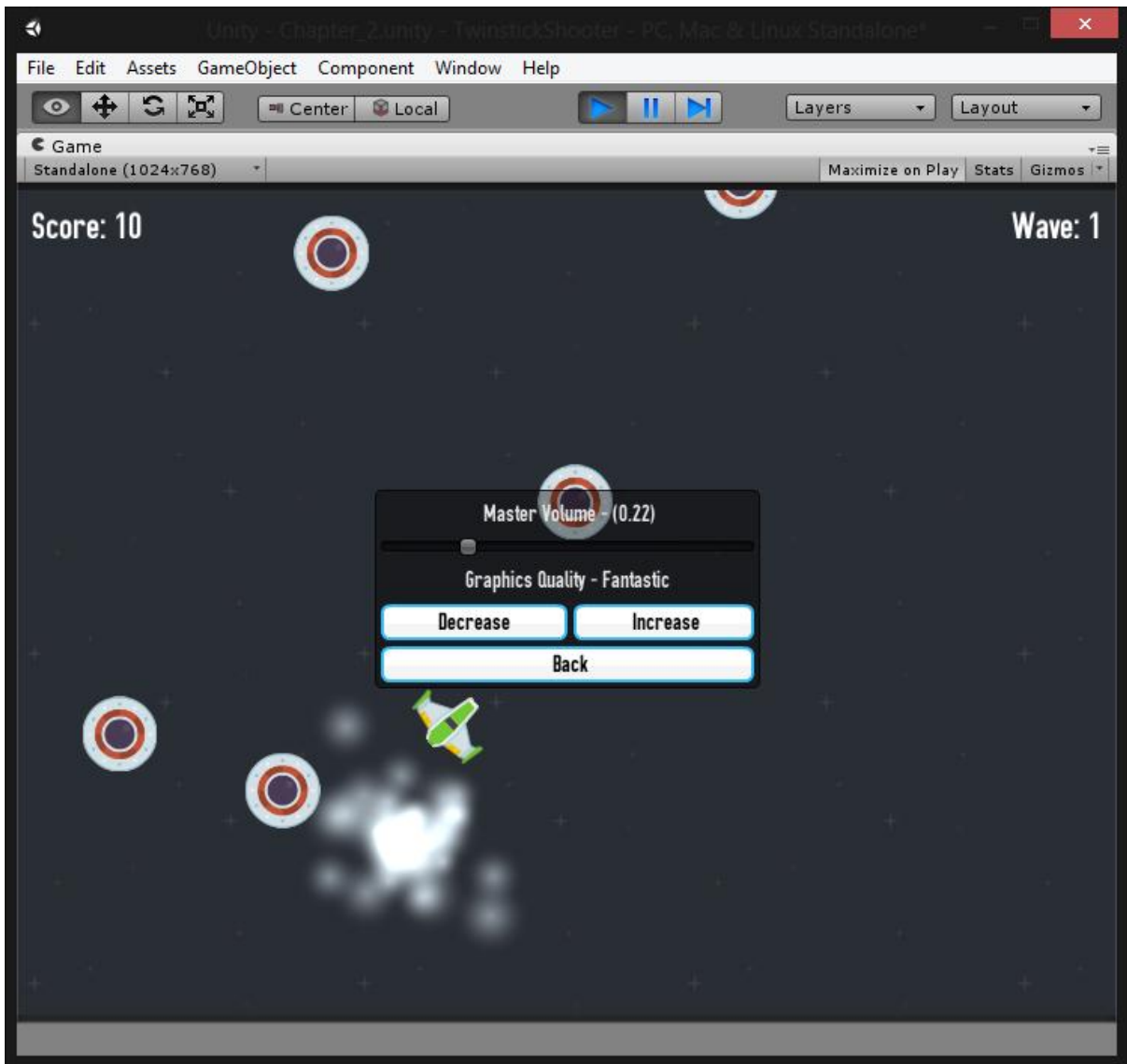
void OnGUI()
{
    GUI.skin = new Skin();

    if(isPaused &&
    {
        currentMenu
    }
}

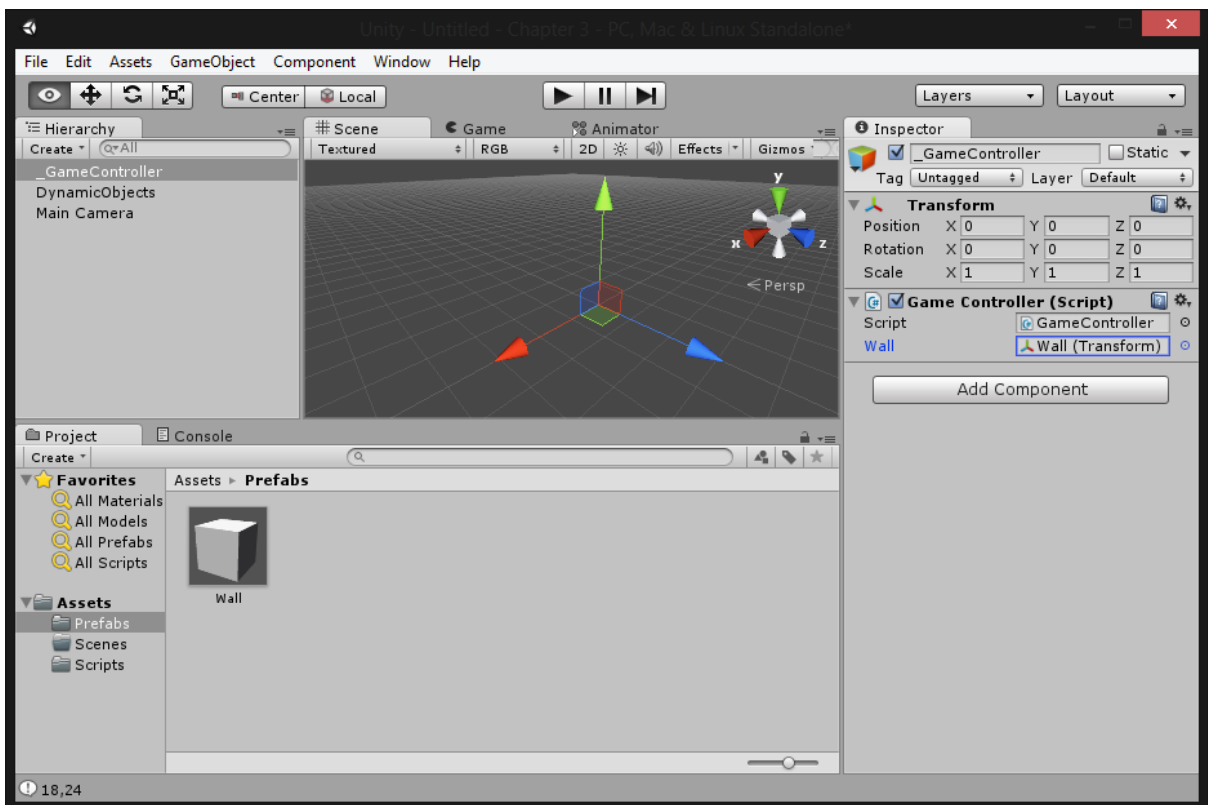
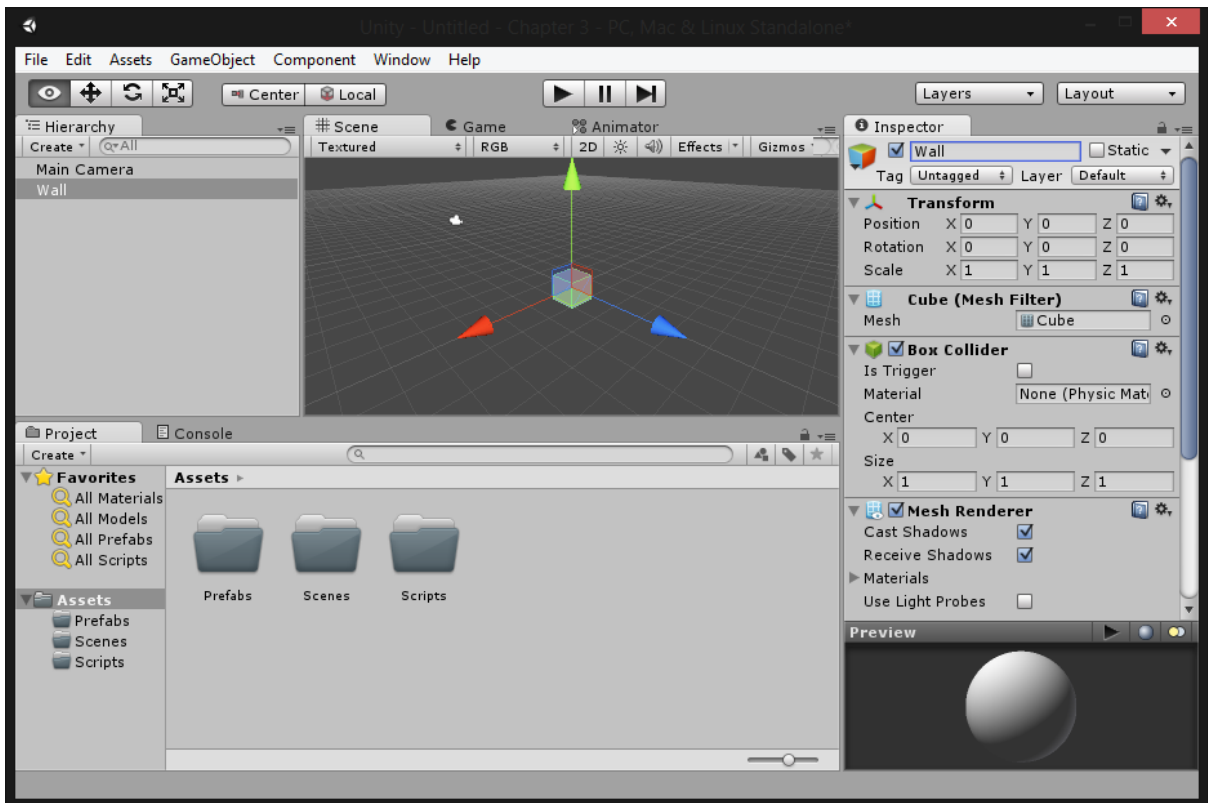
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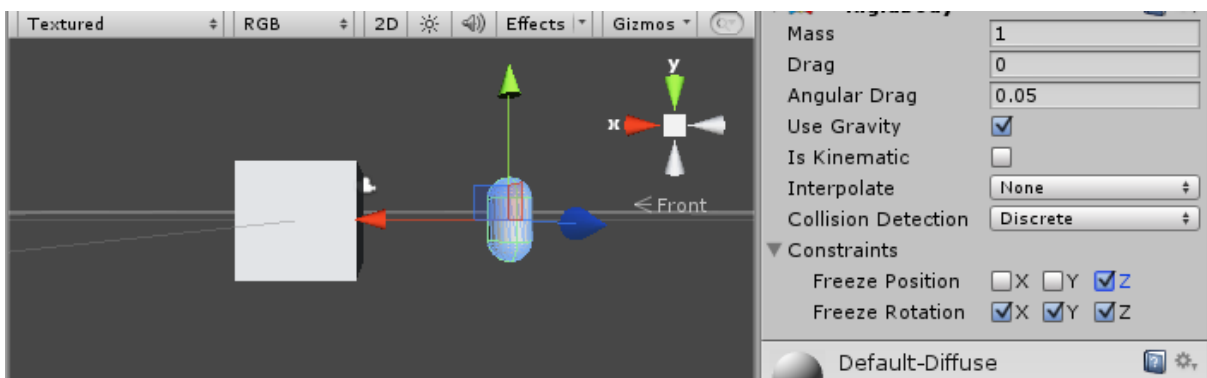
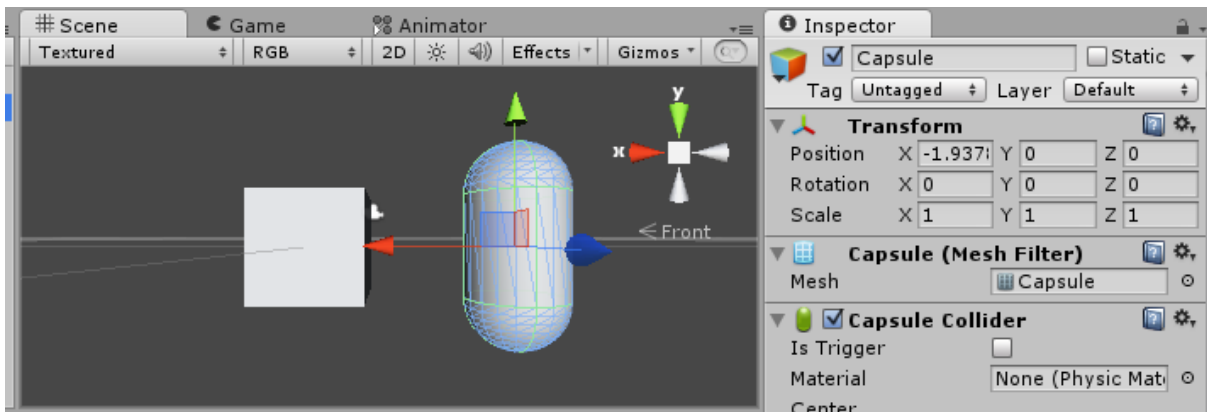
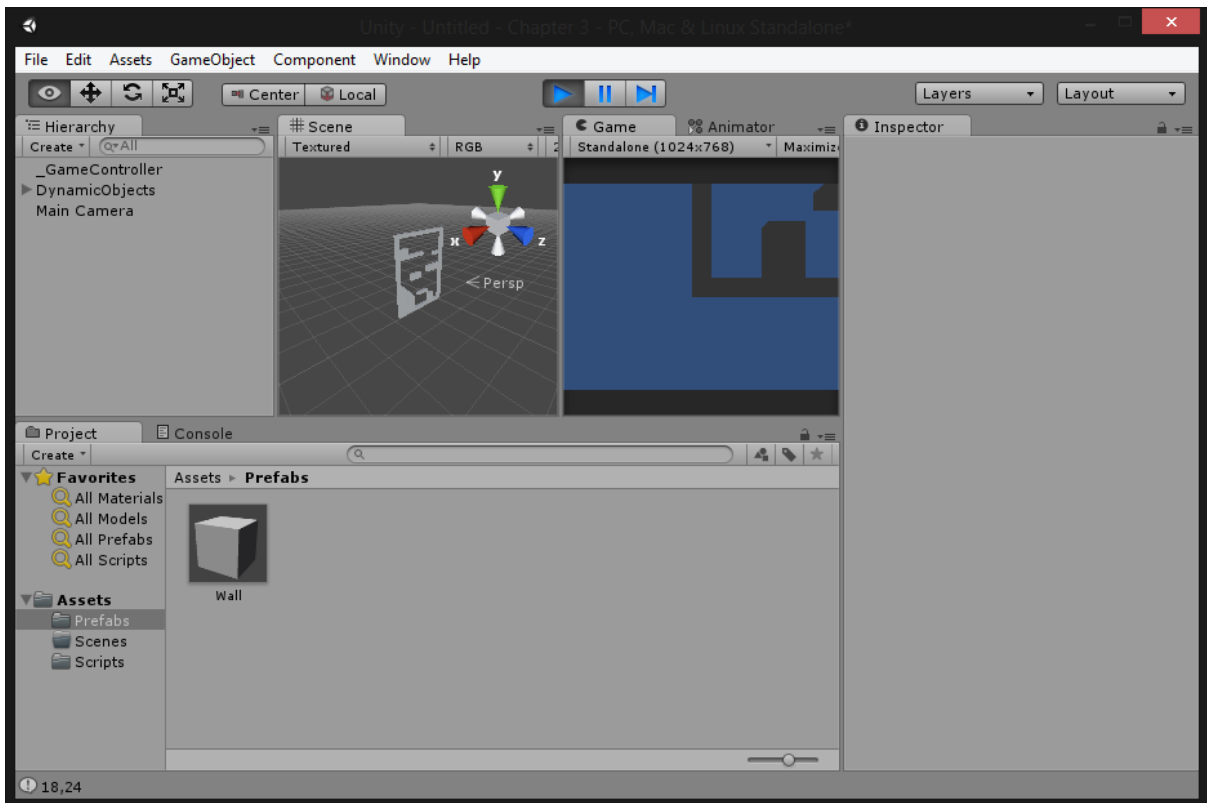


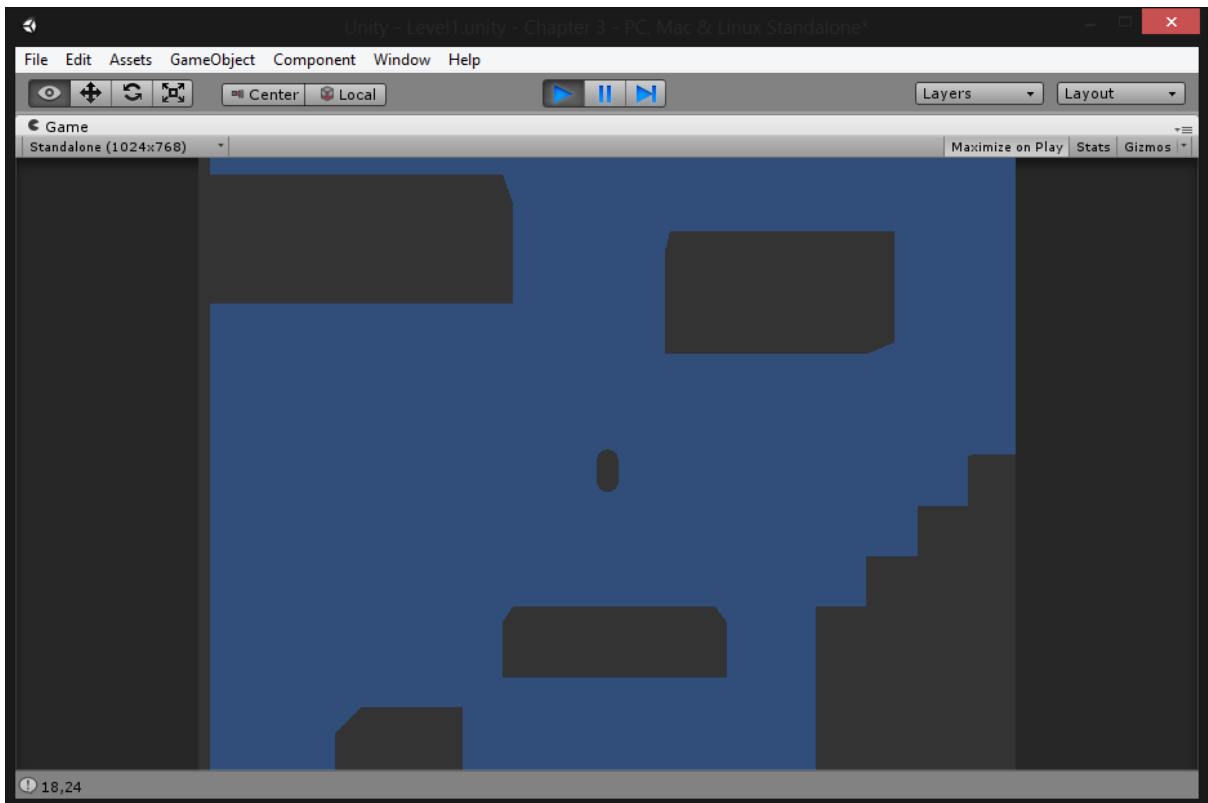
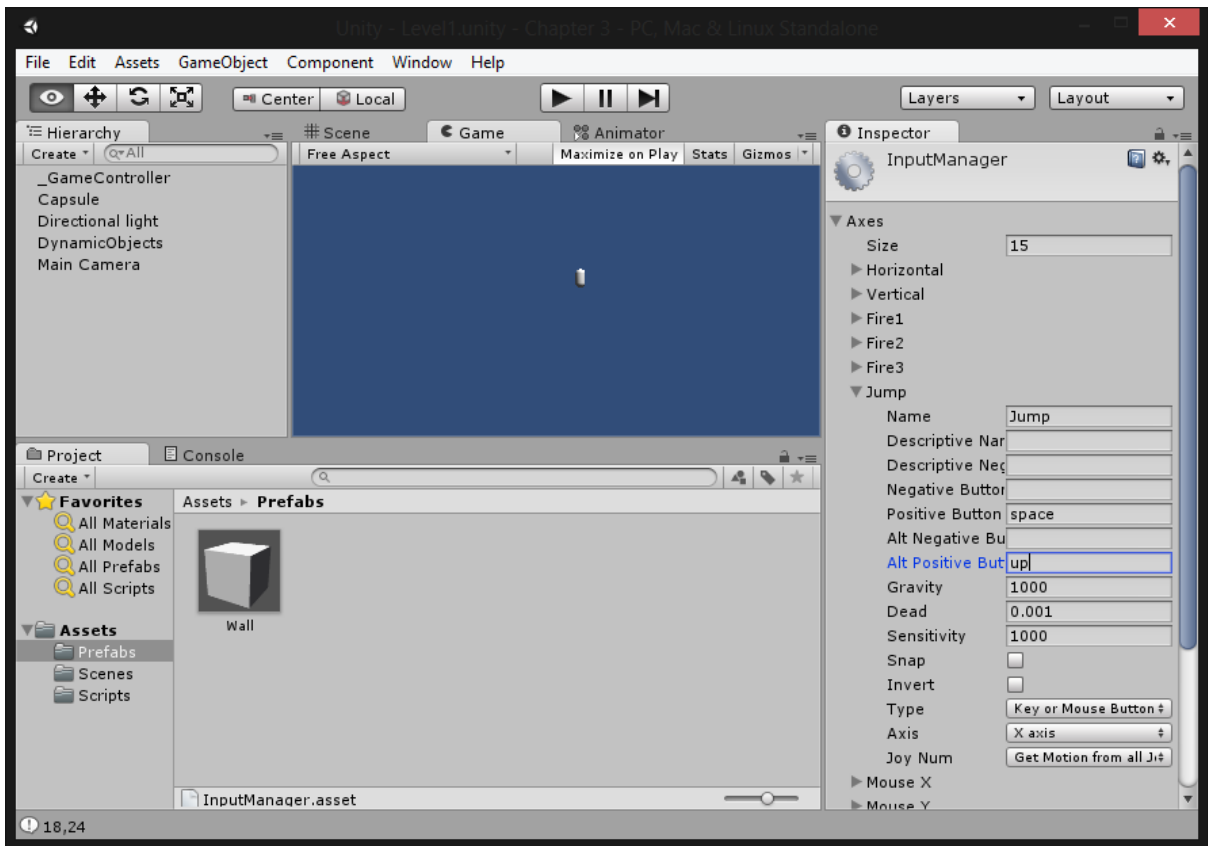


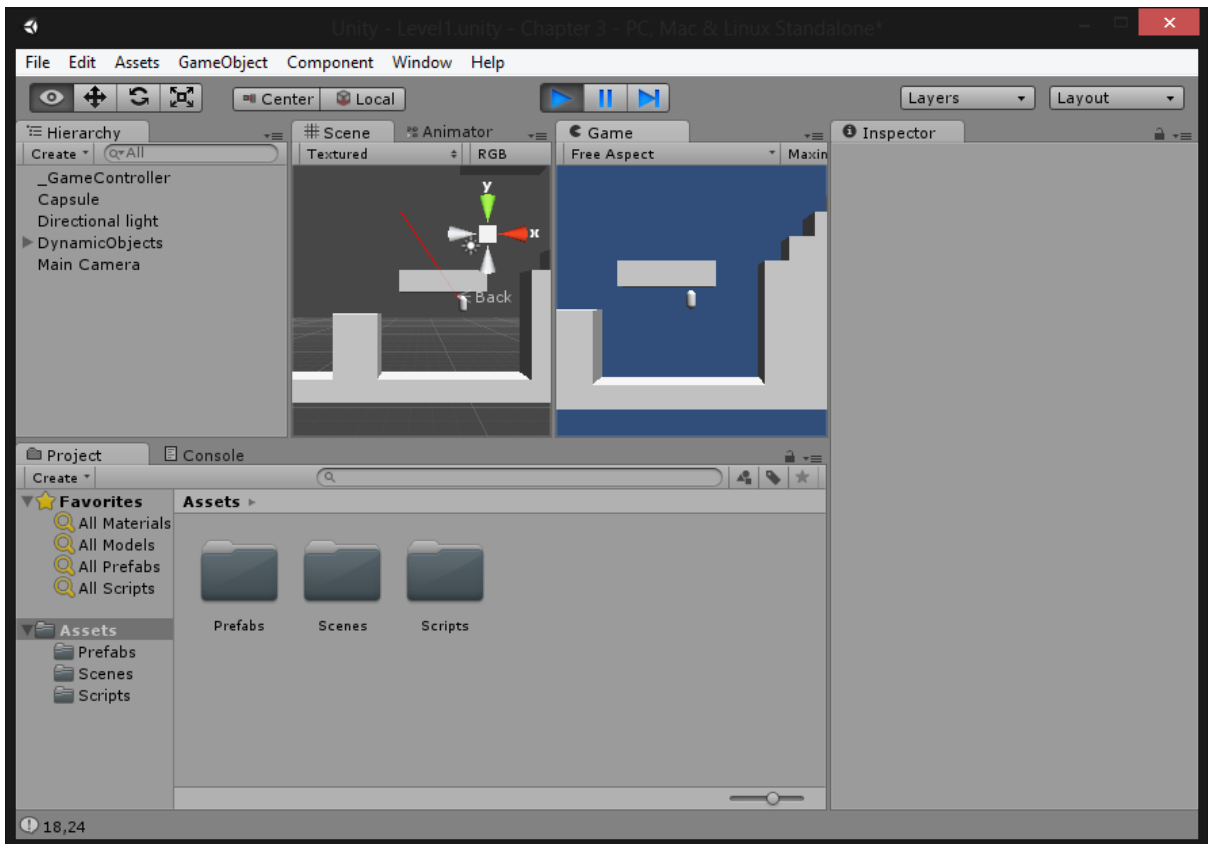
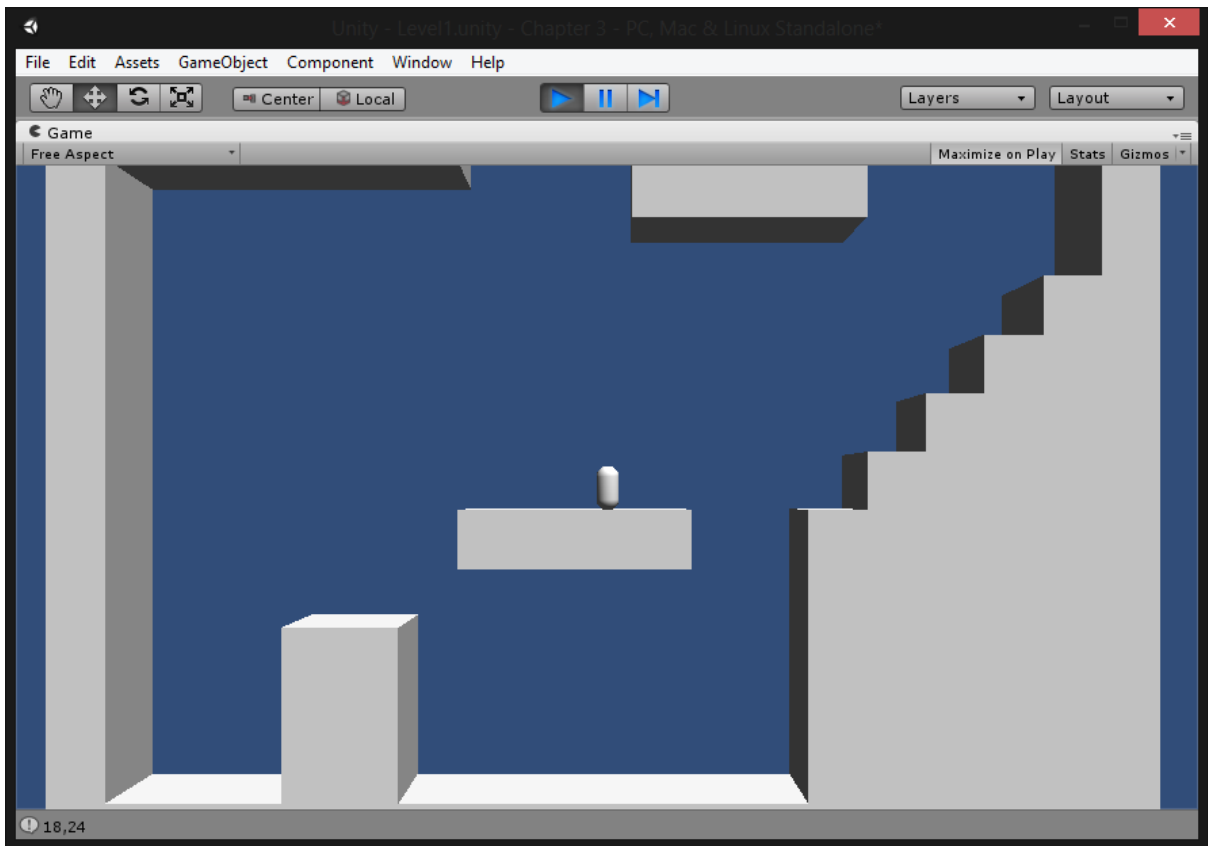


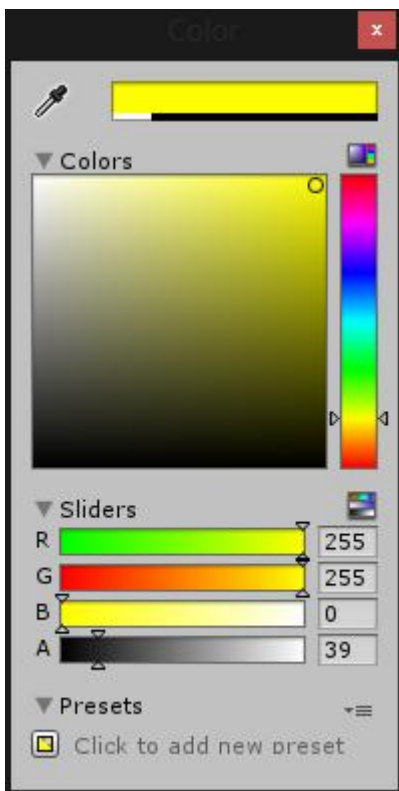
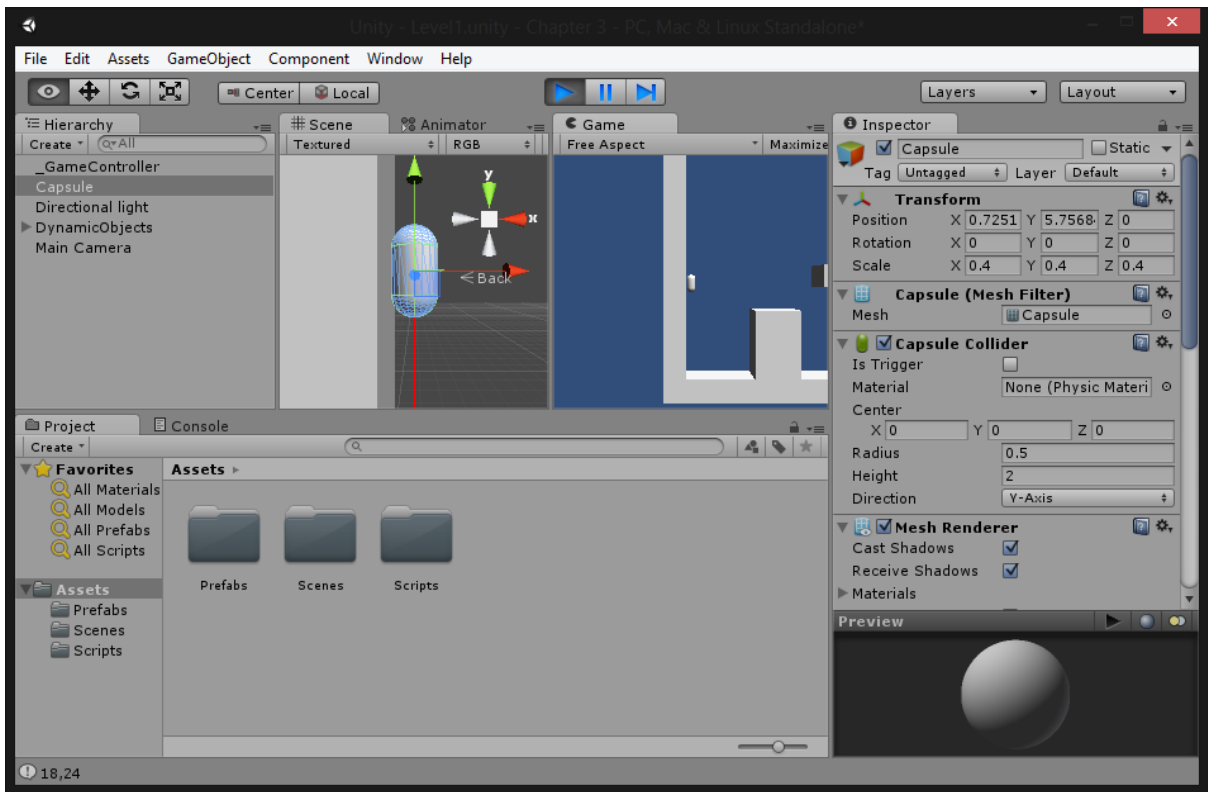
Chapter 3

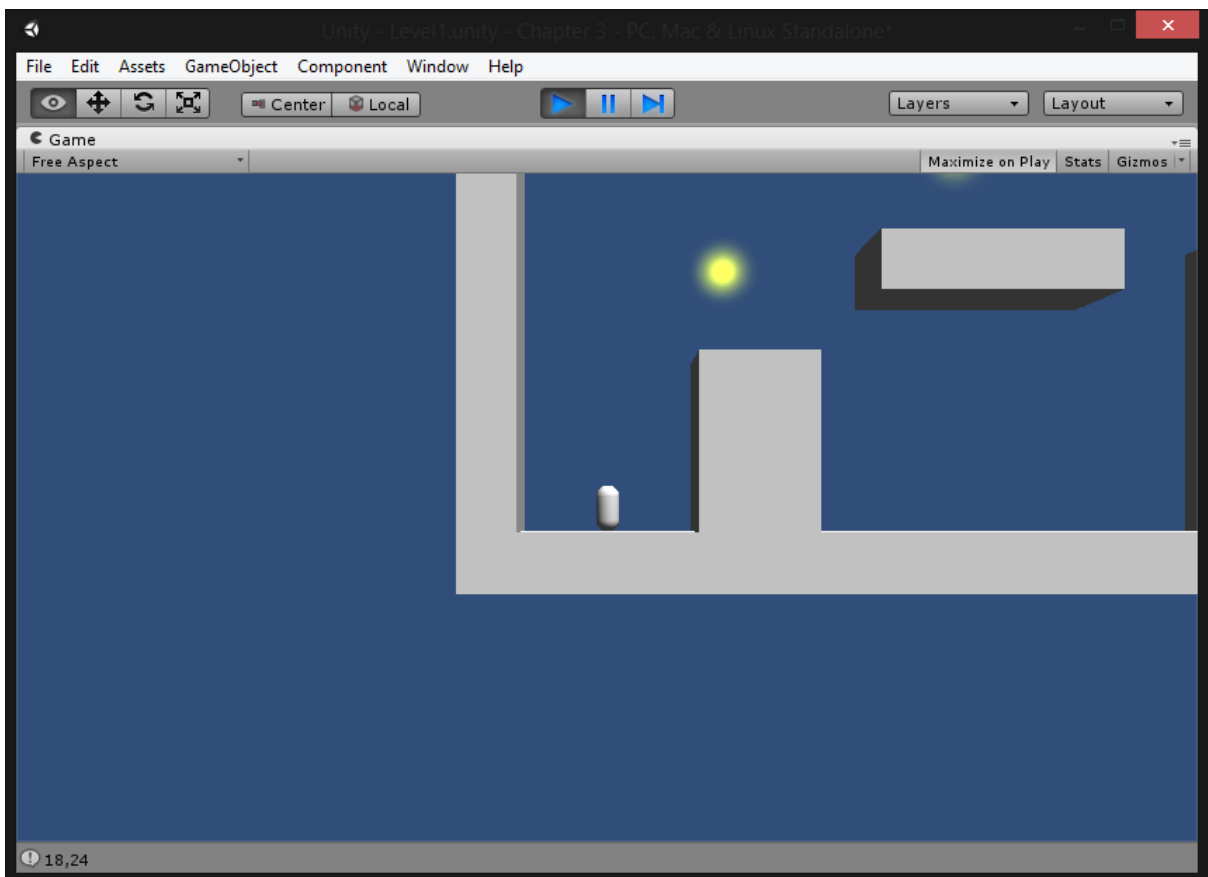
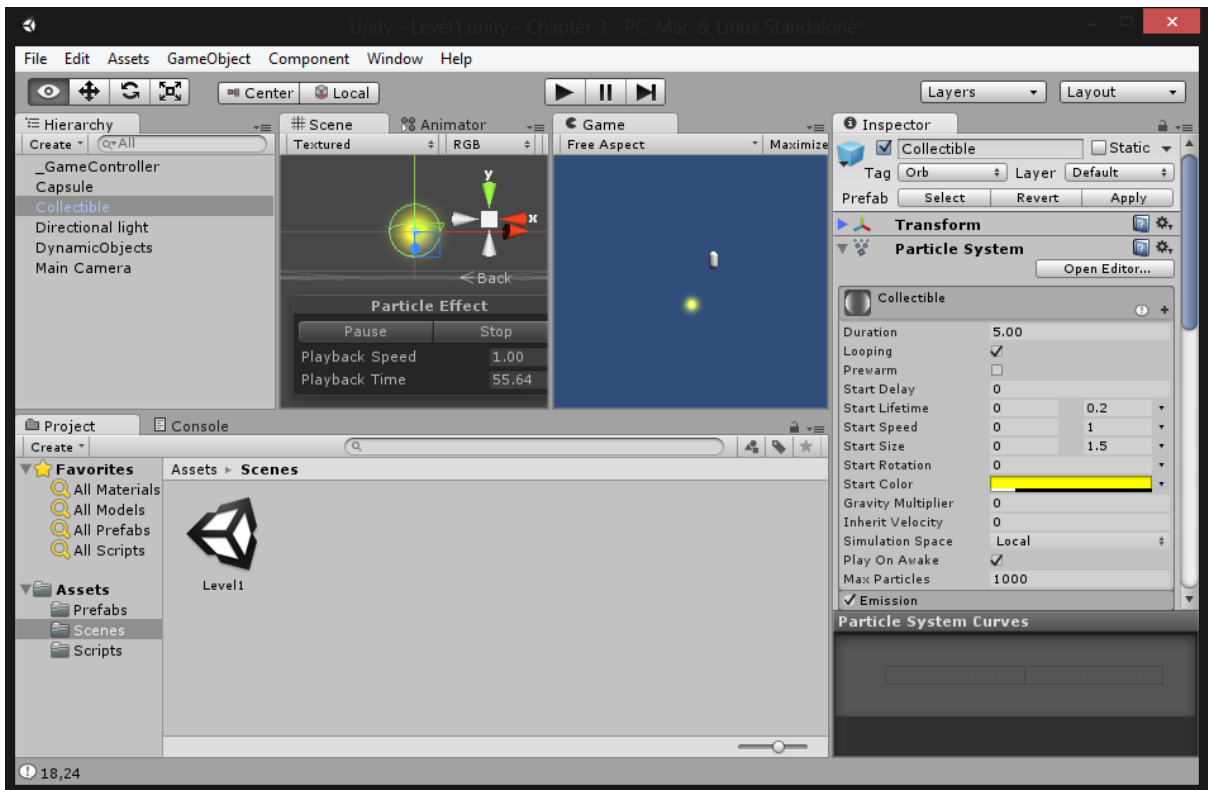


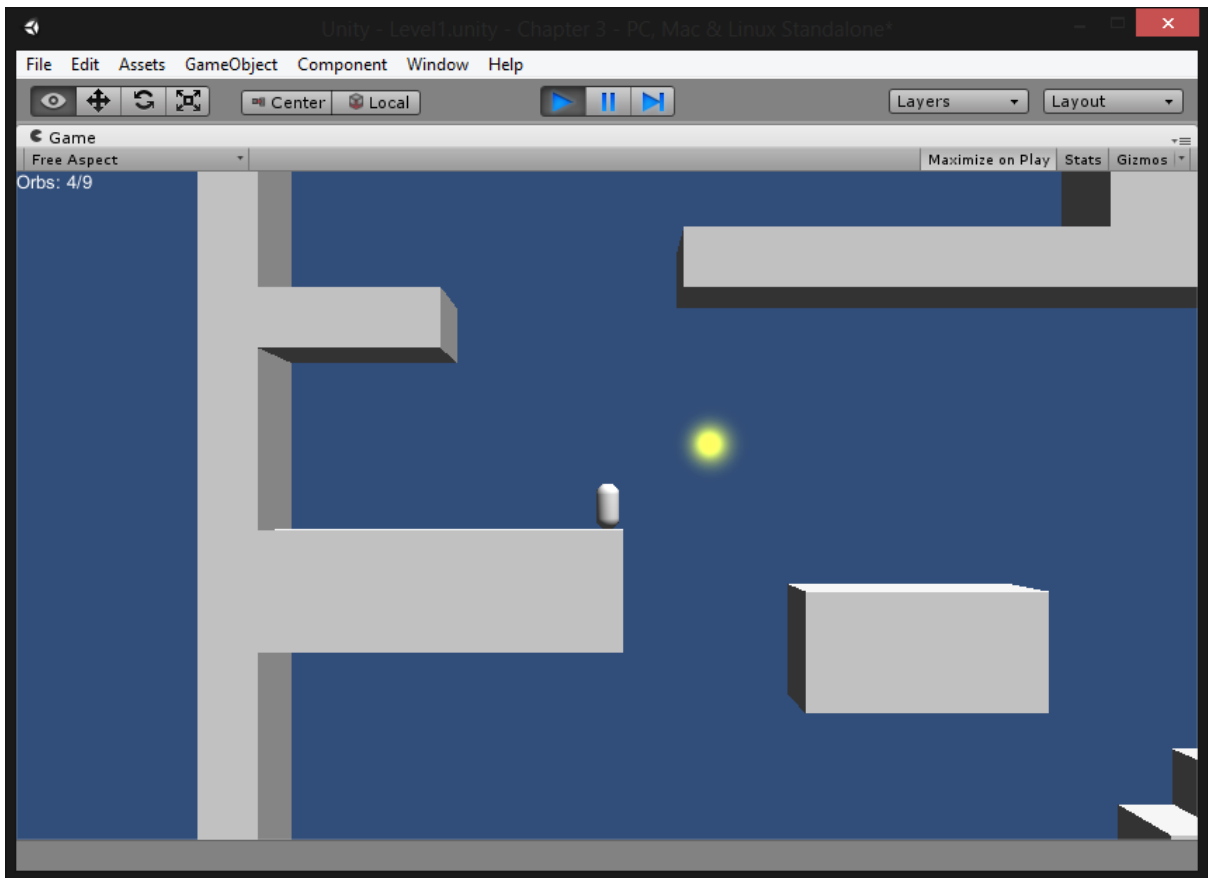
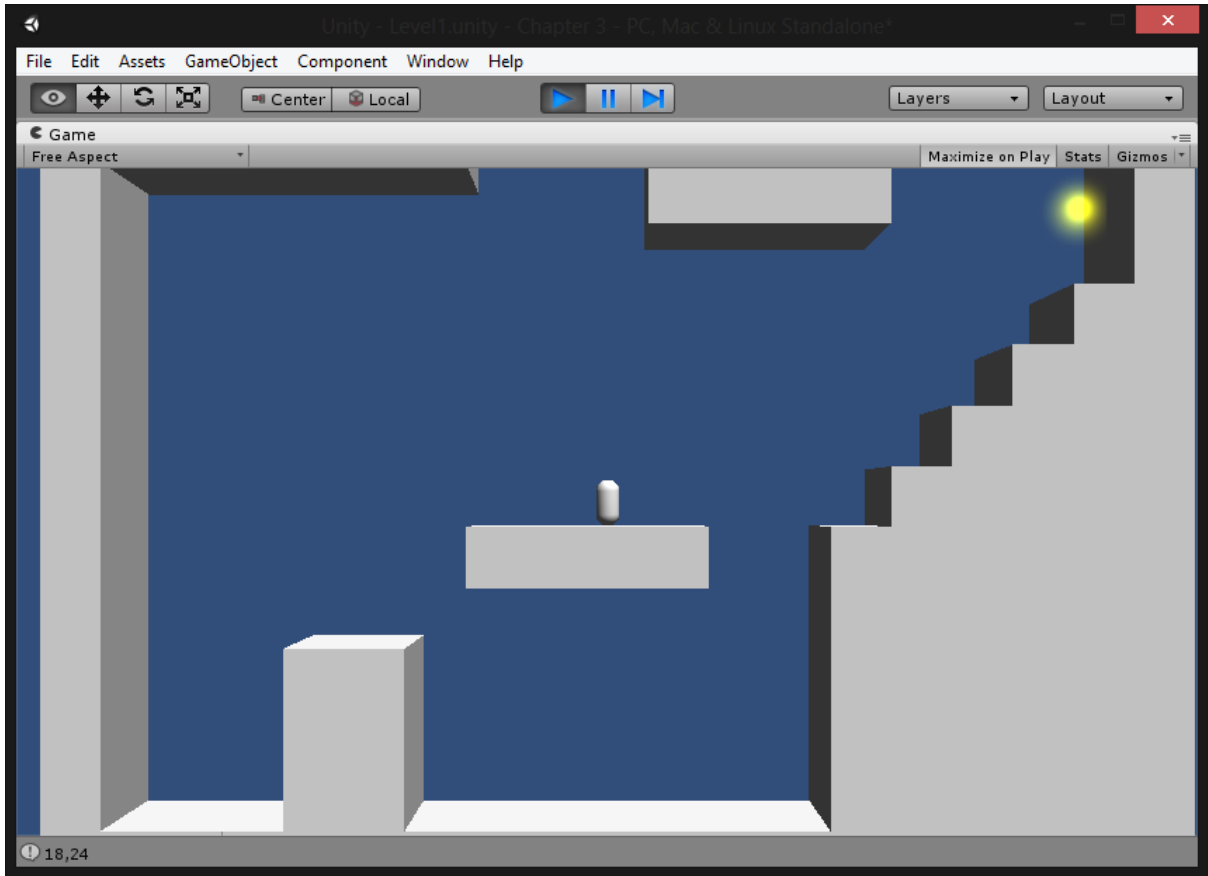


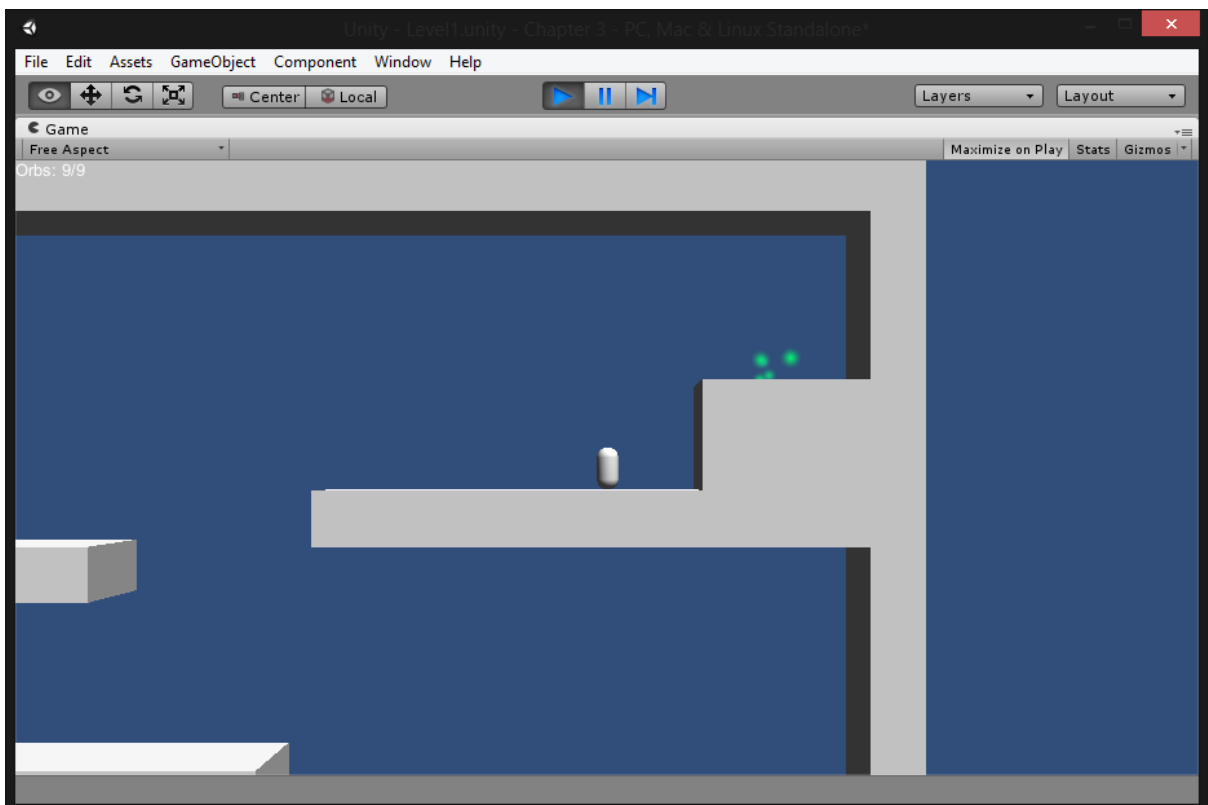
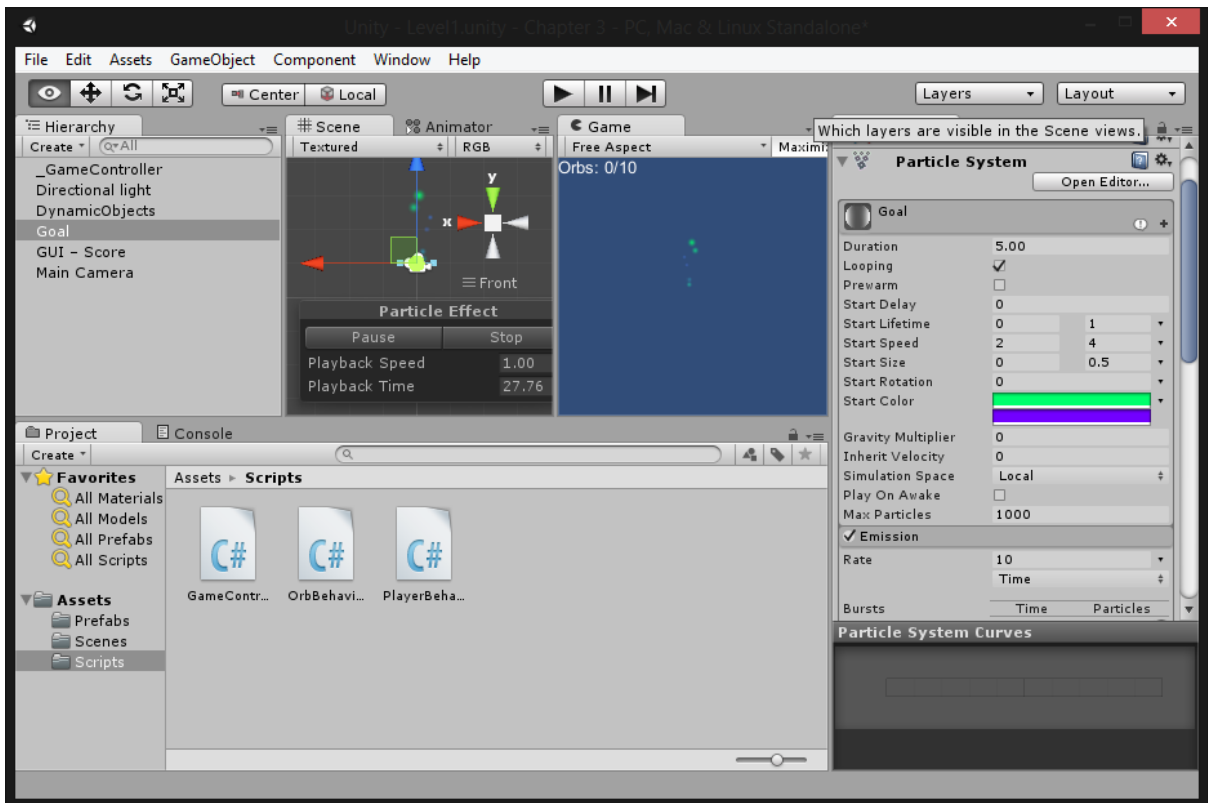




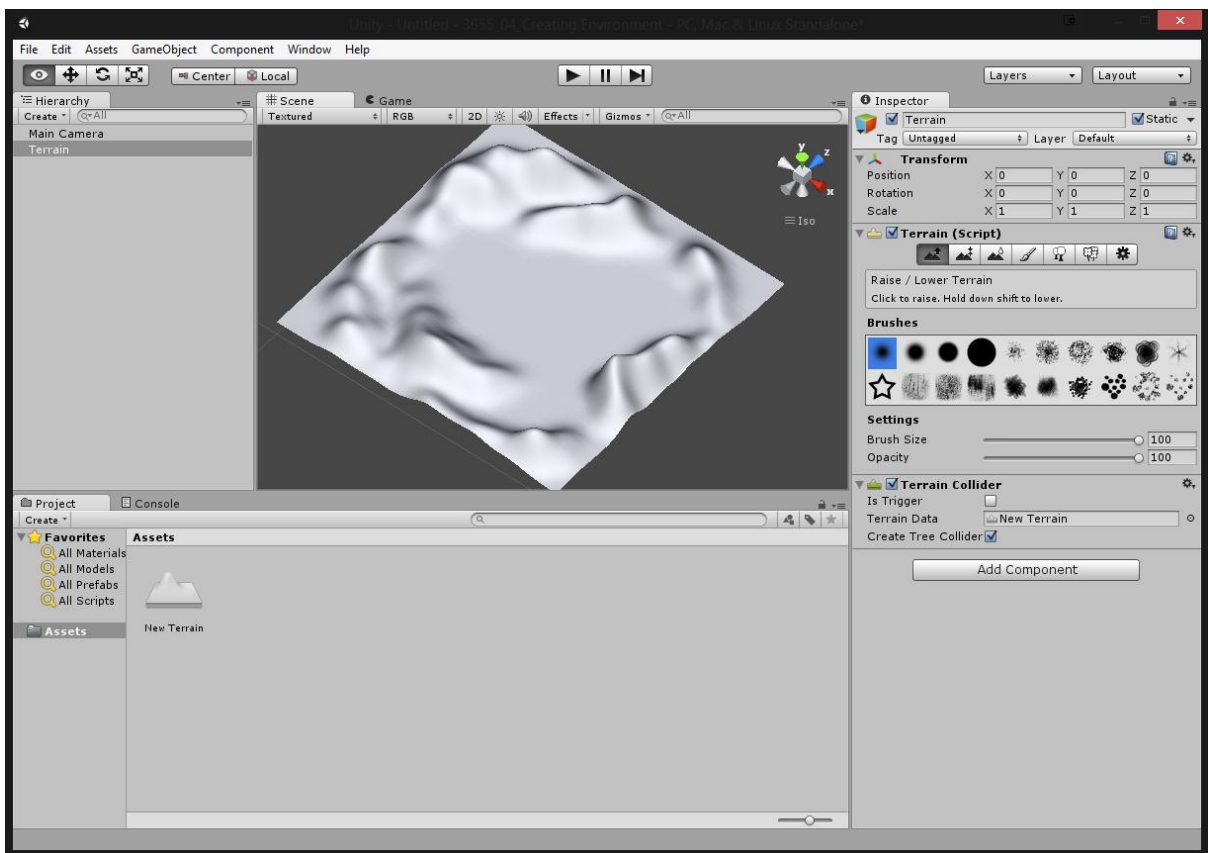
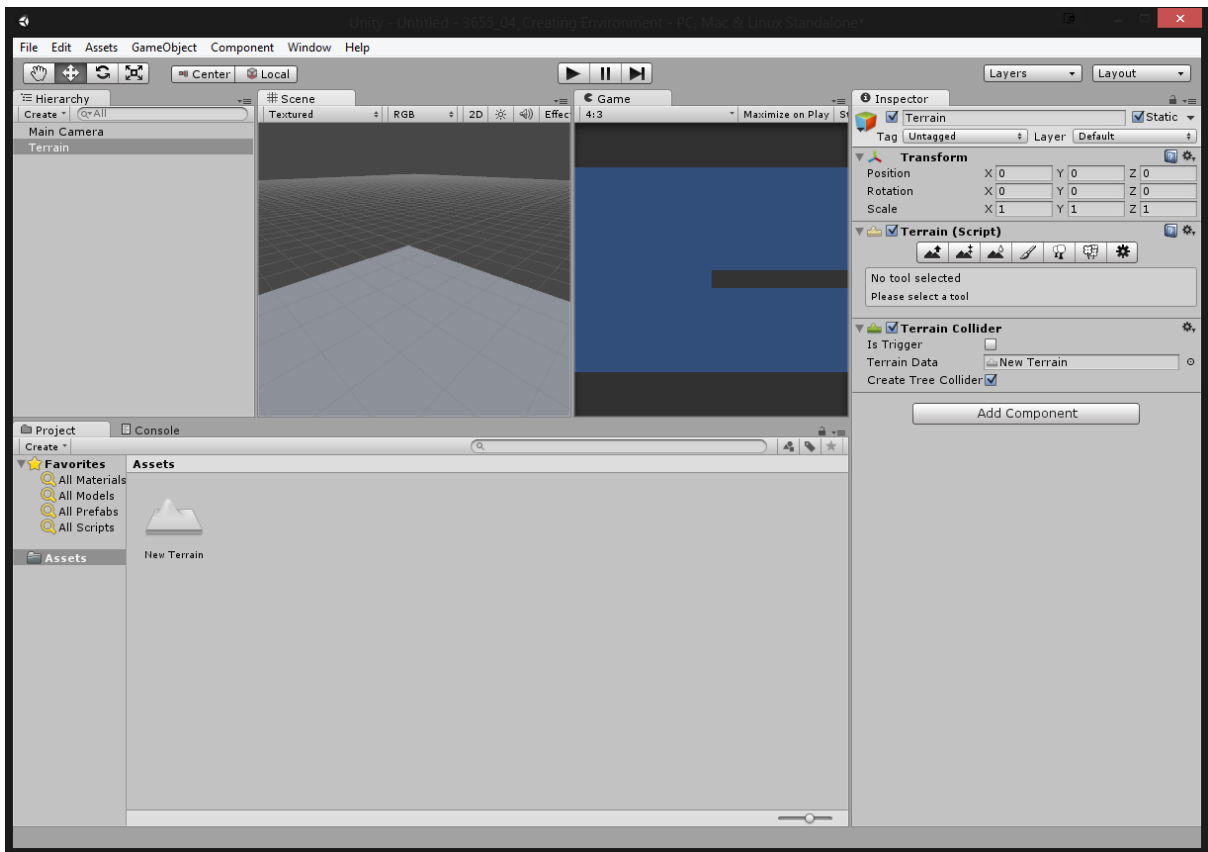


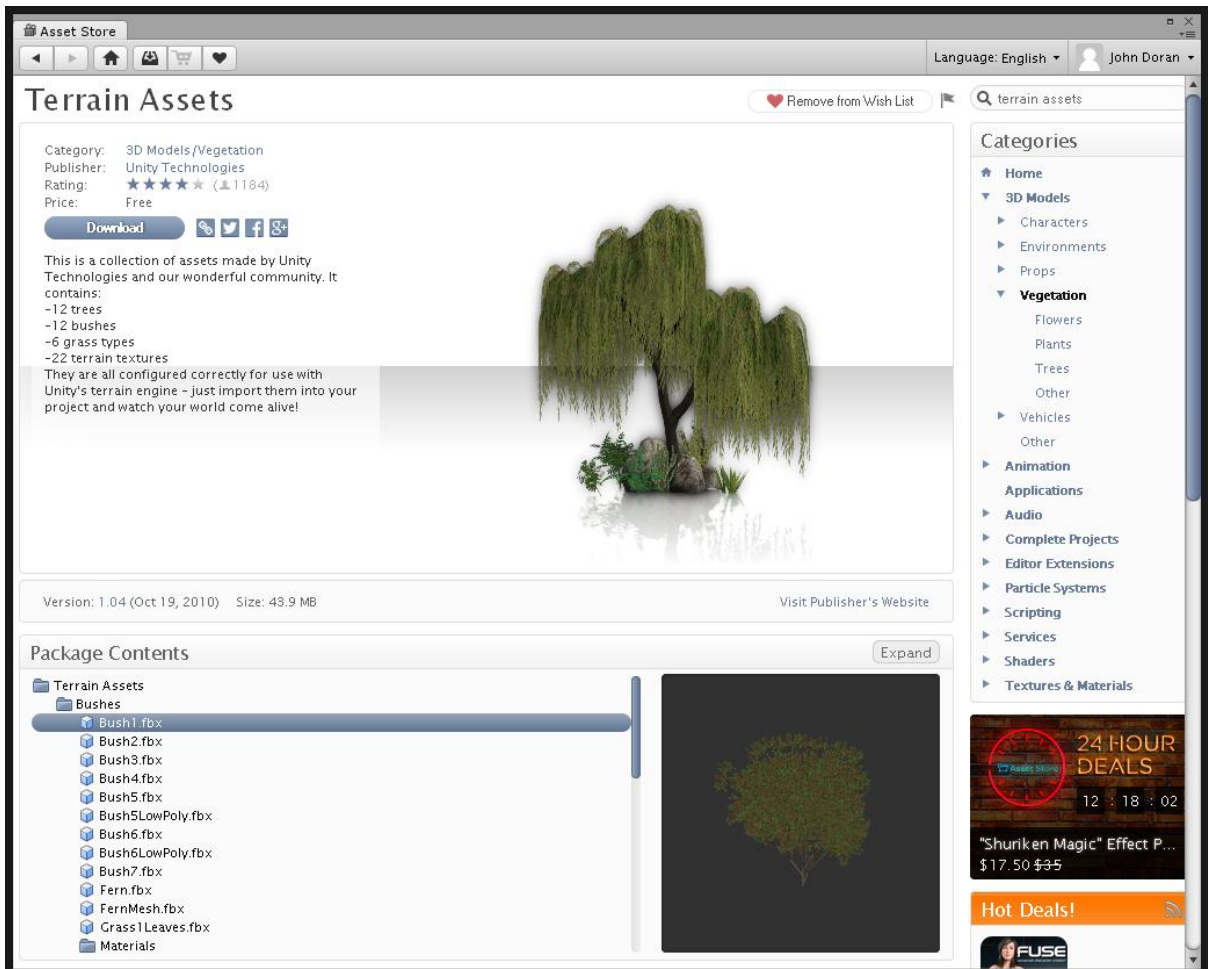
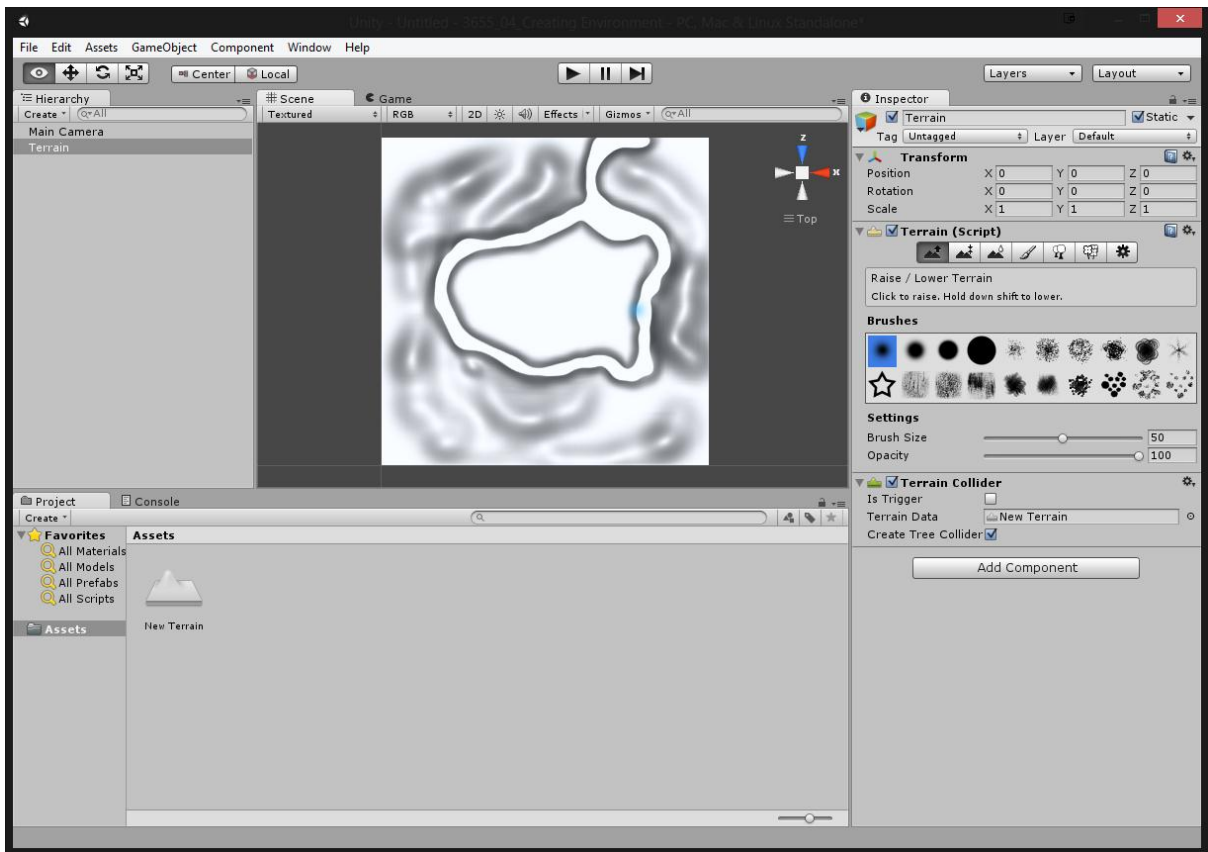


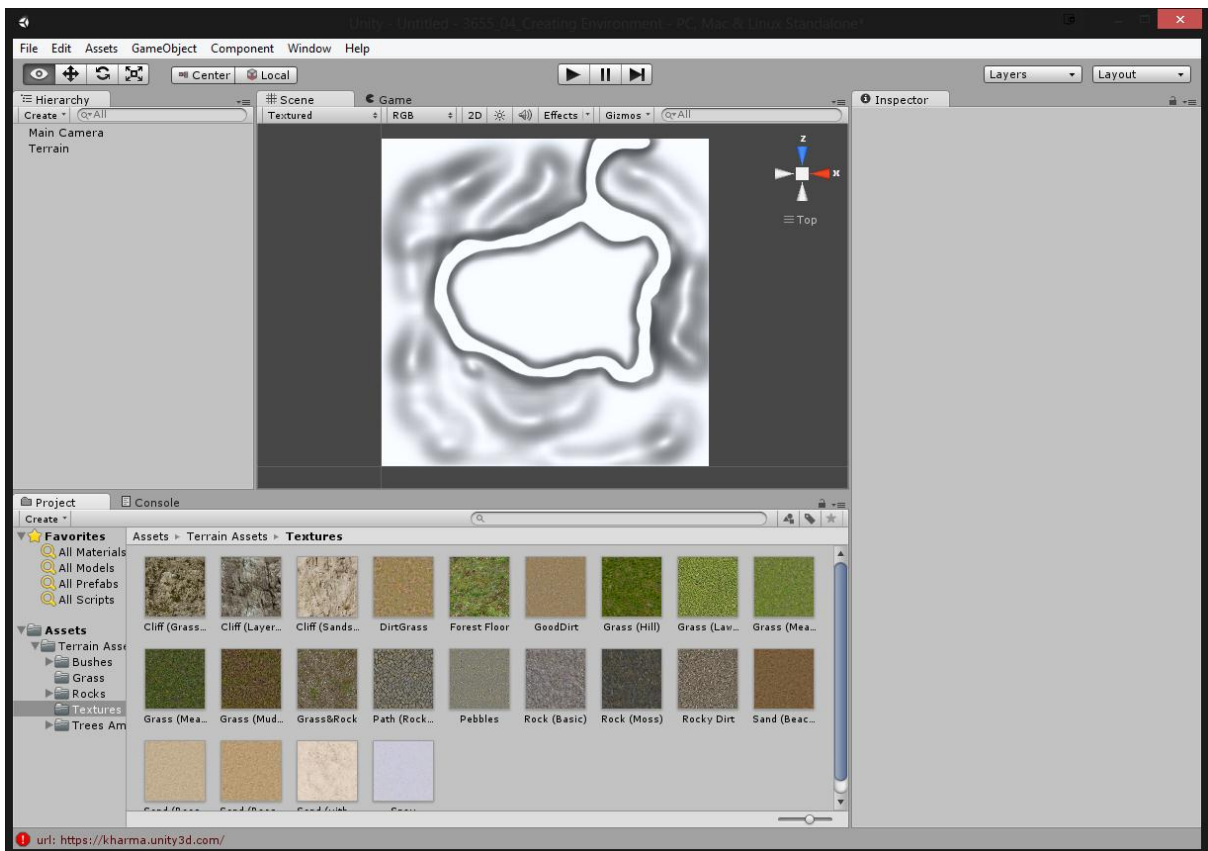
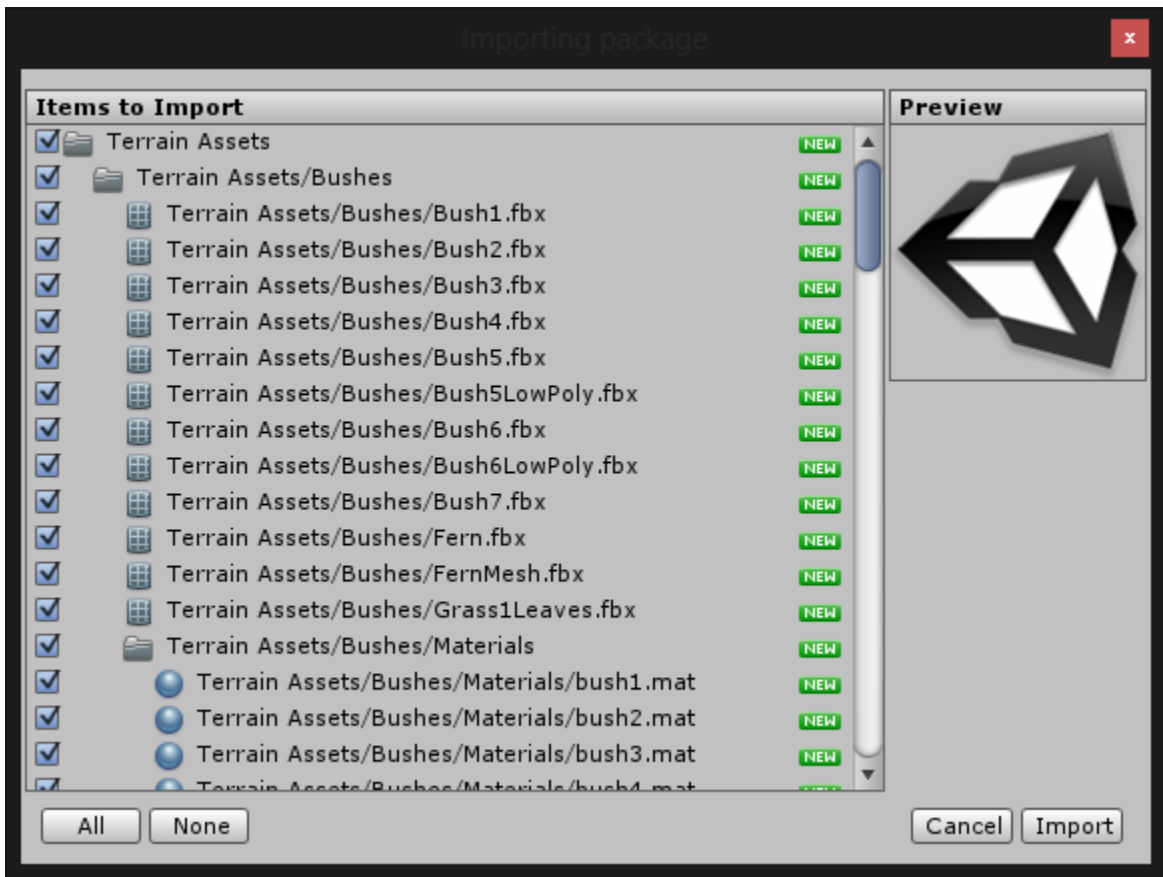


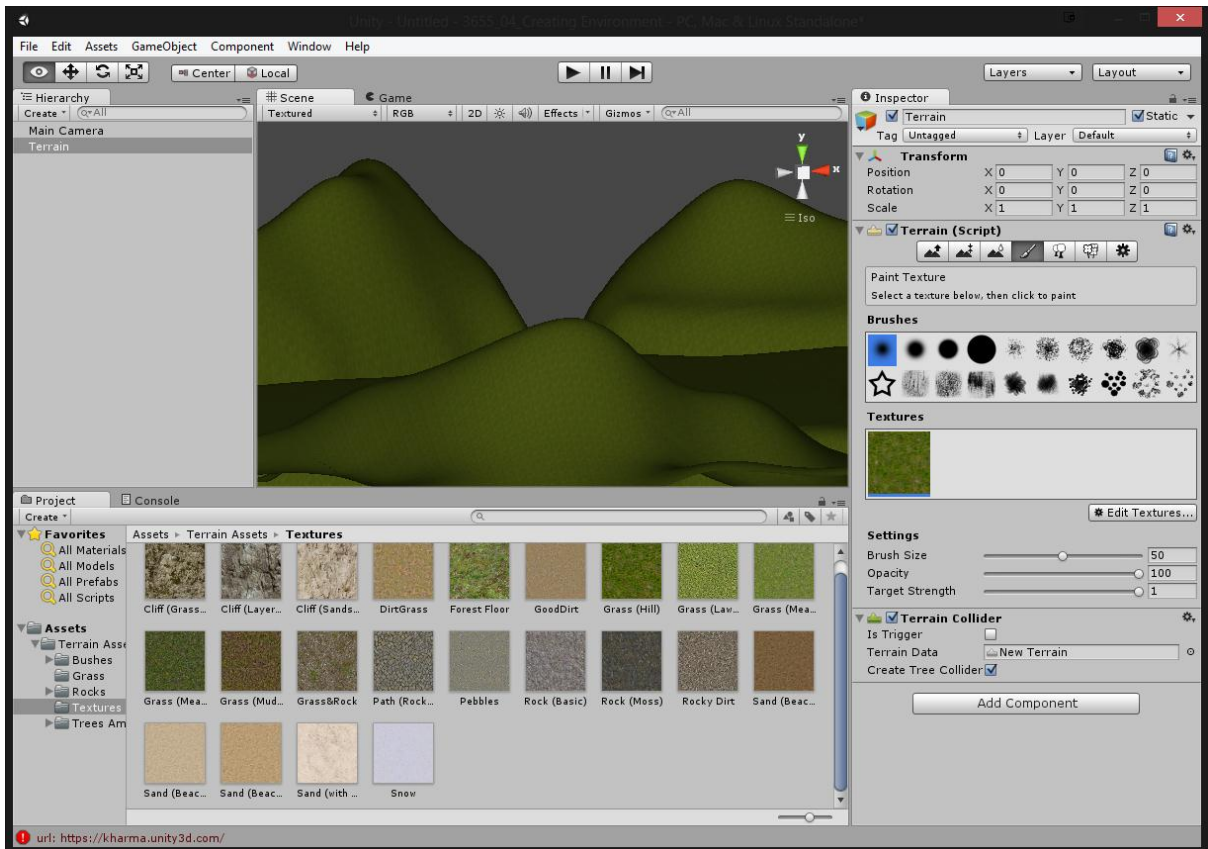
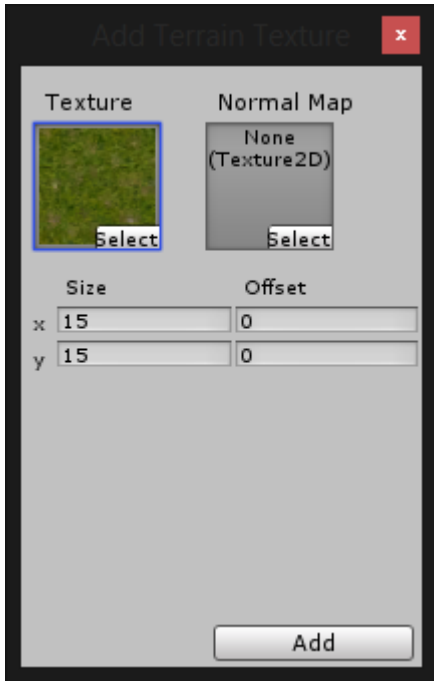


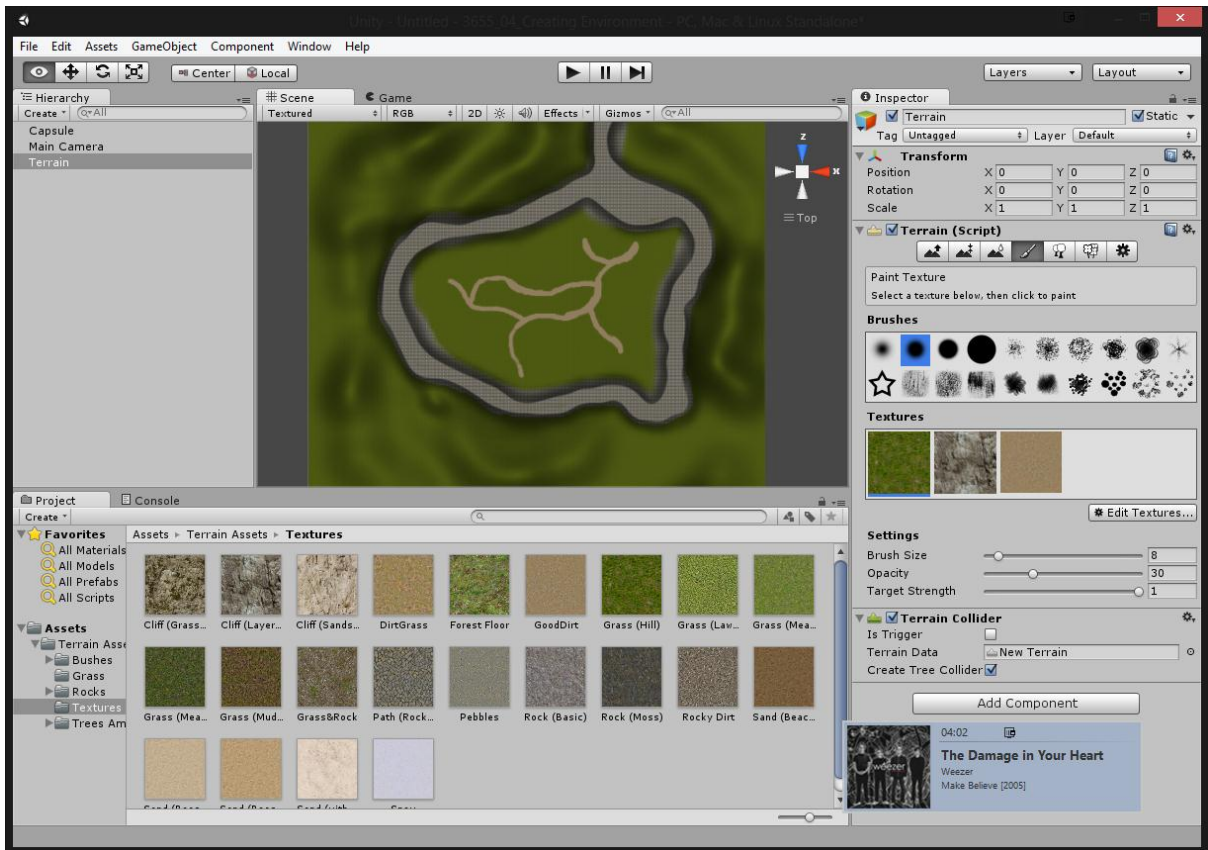
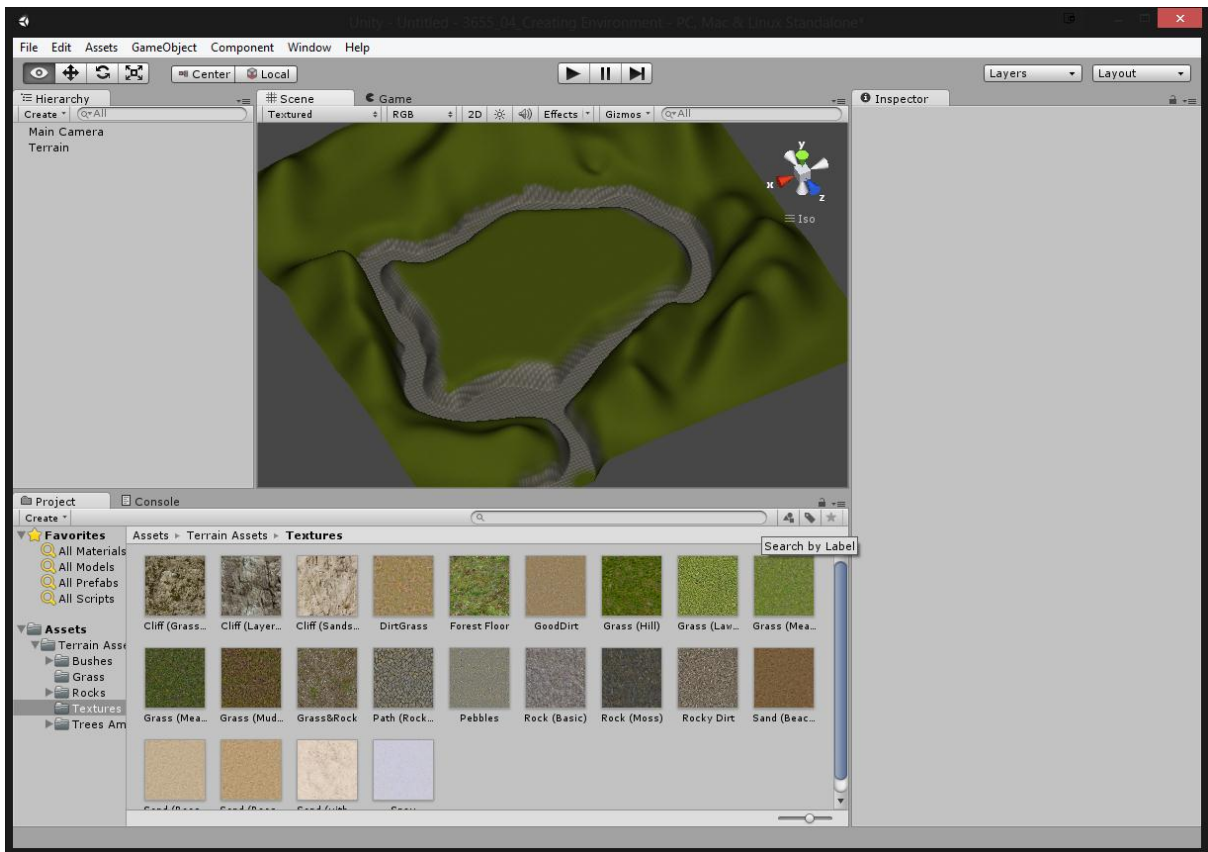
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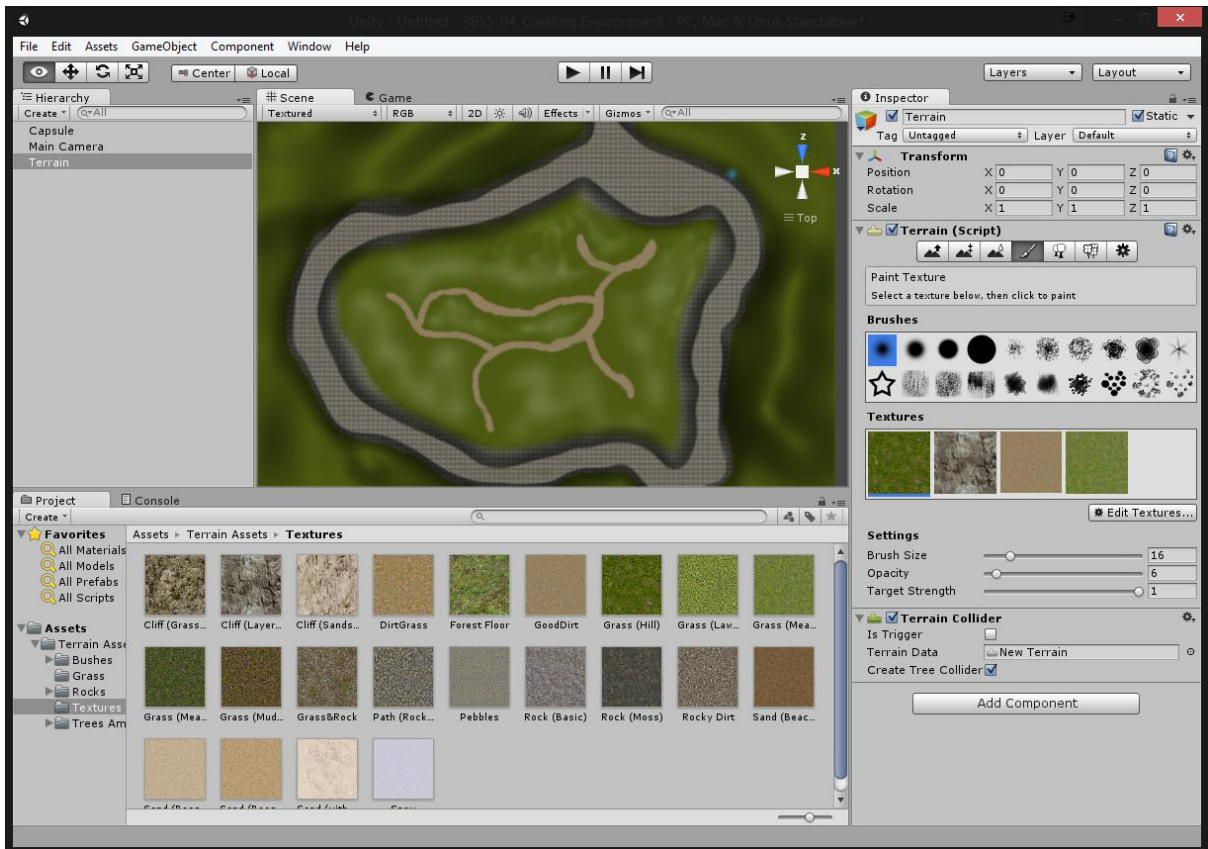
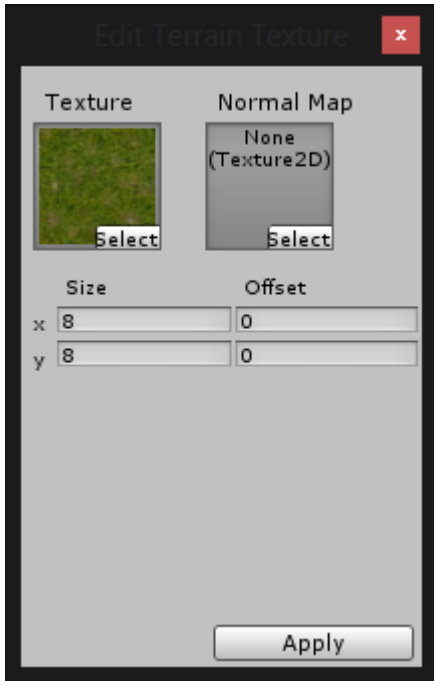


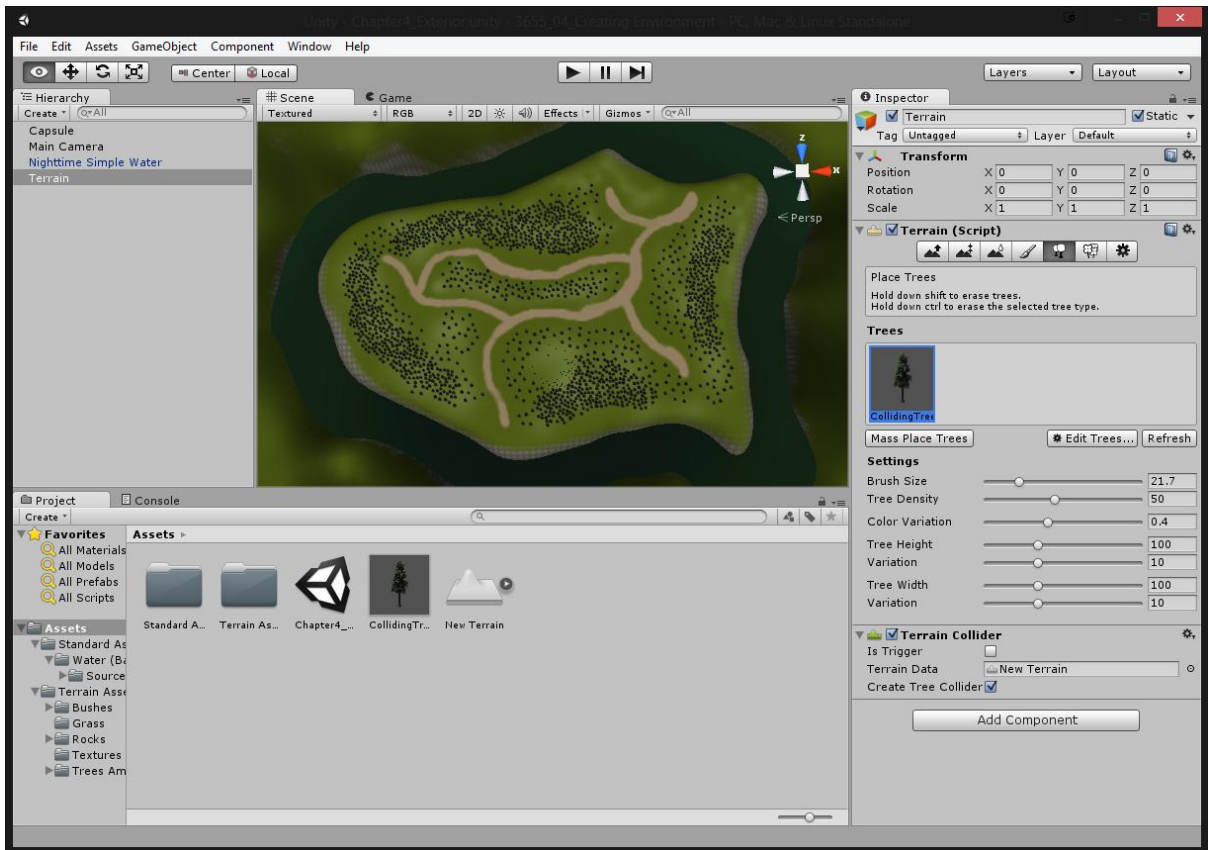
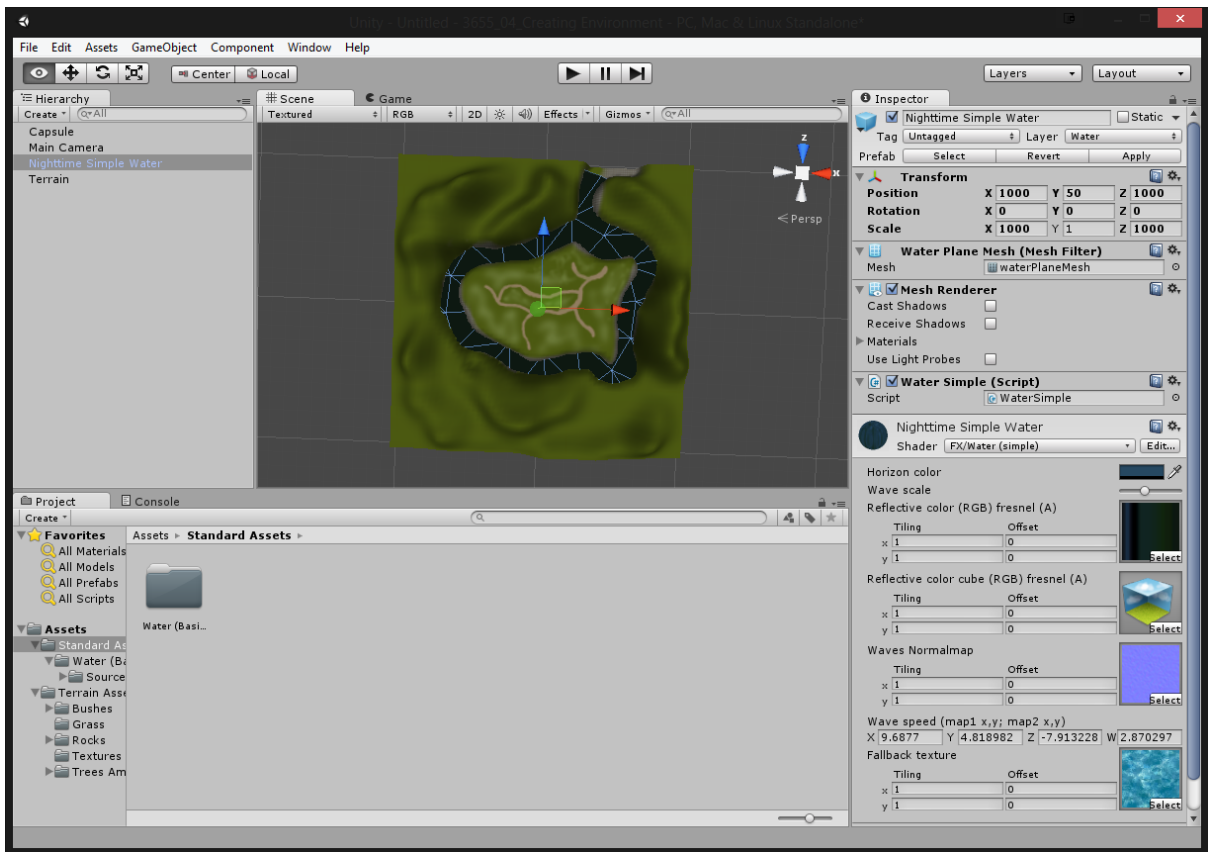


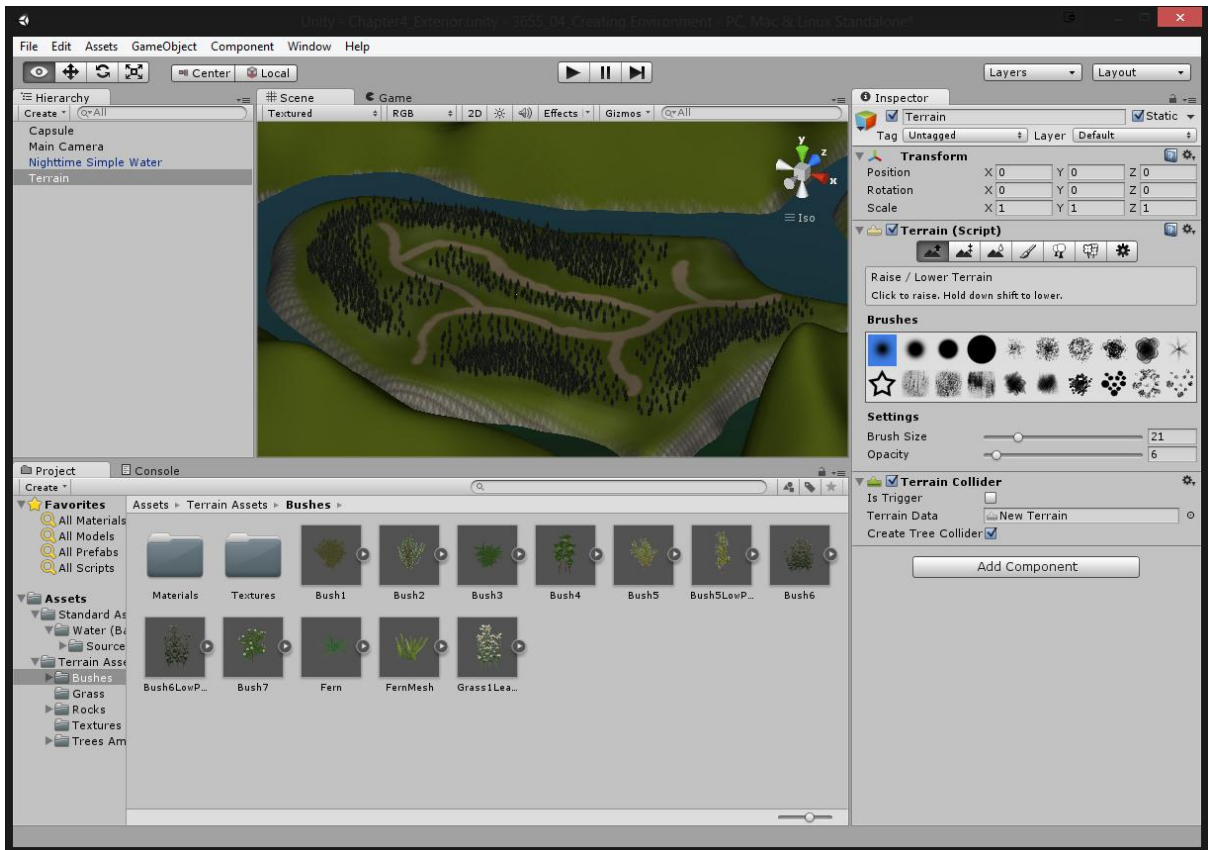
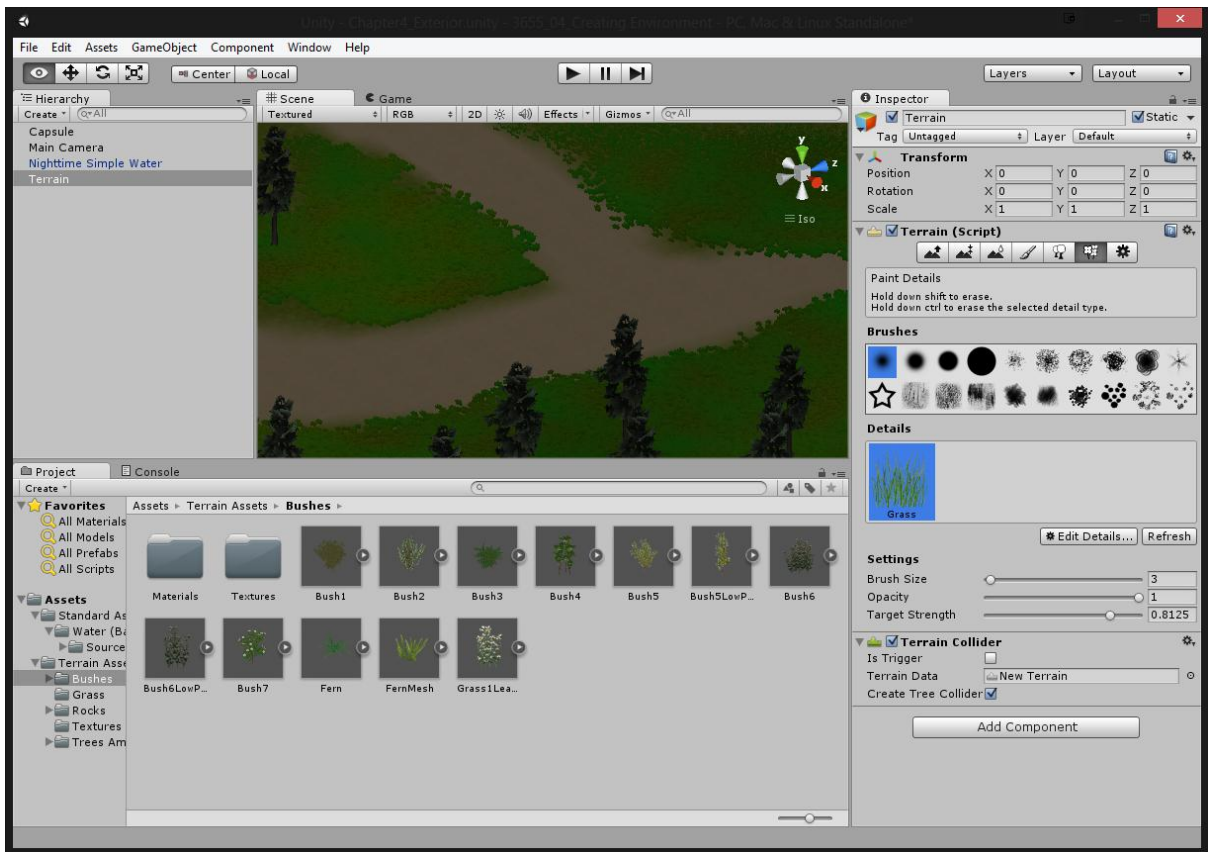


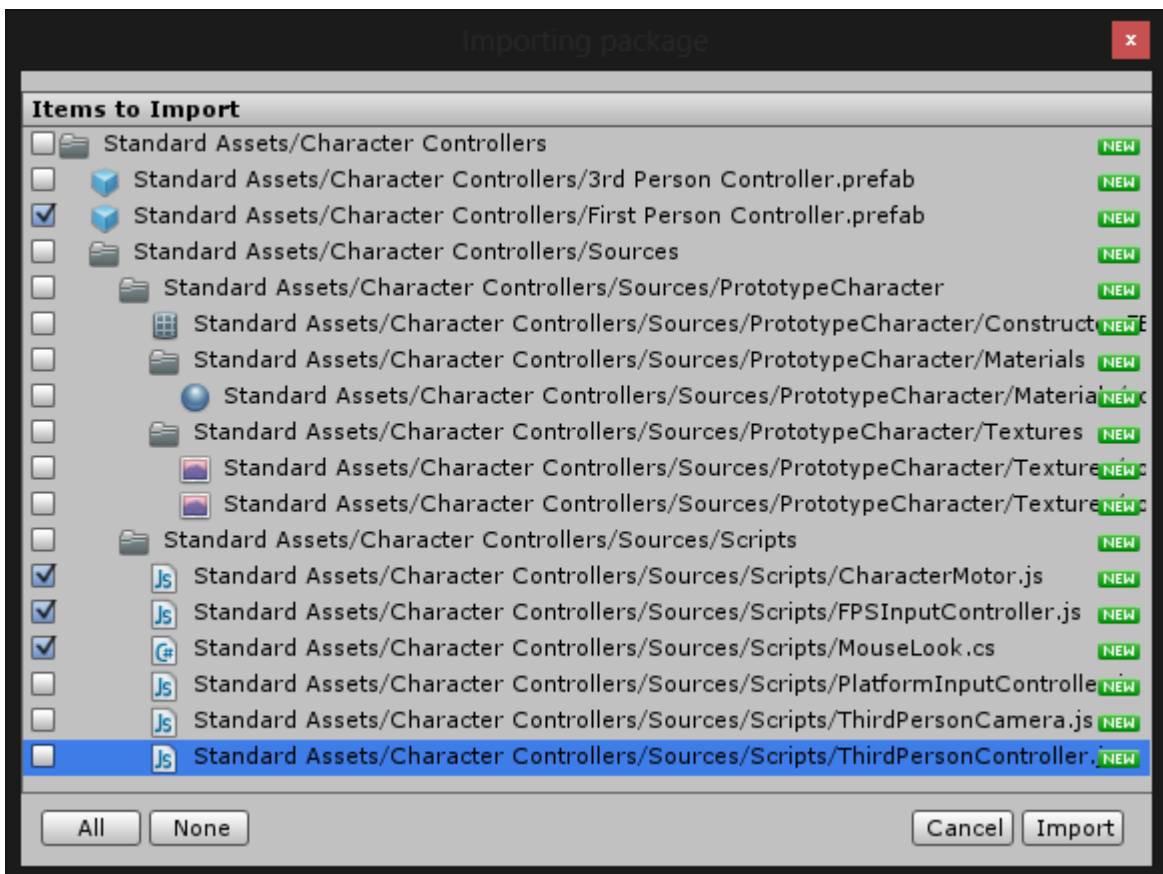
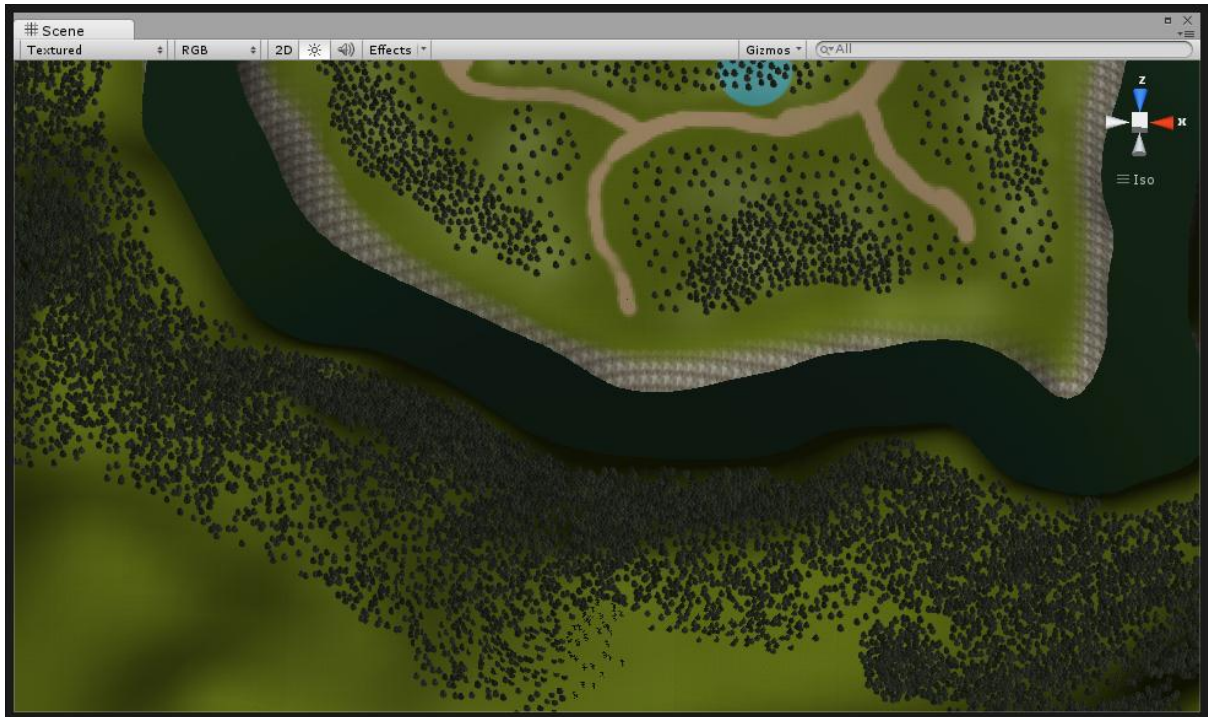


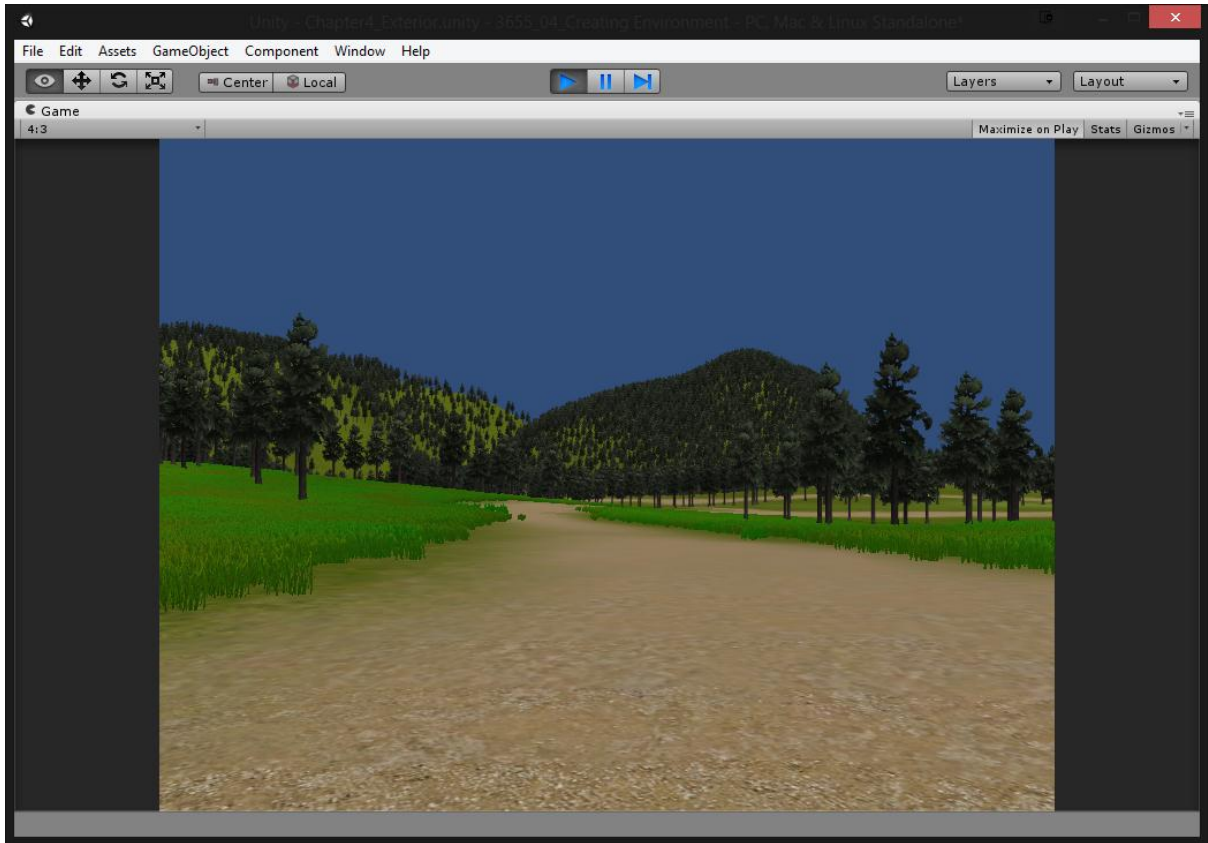






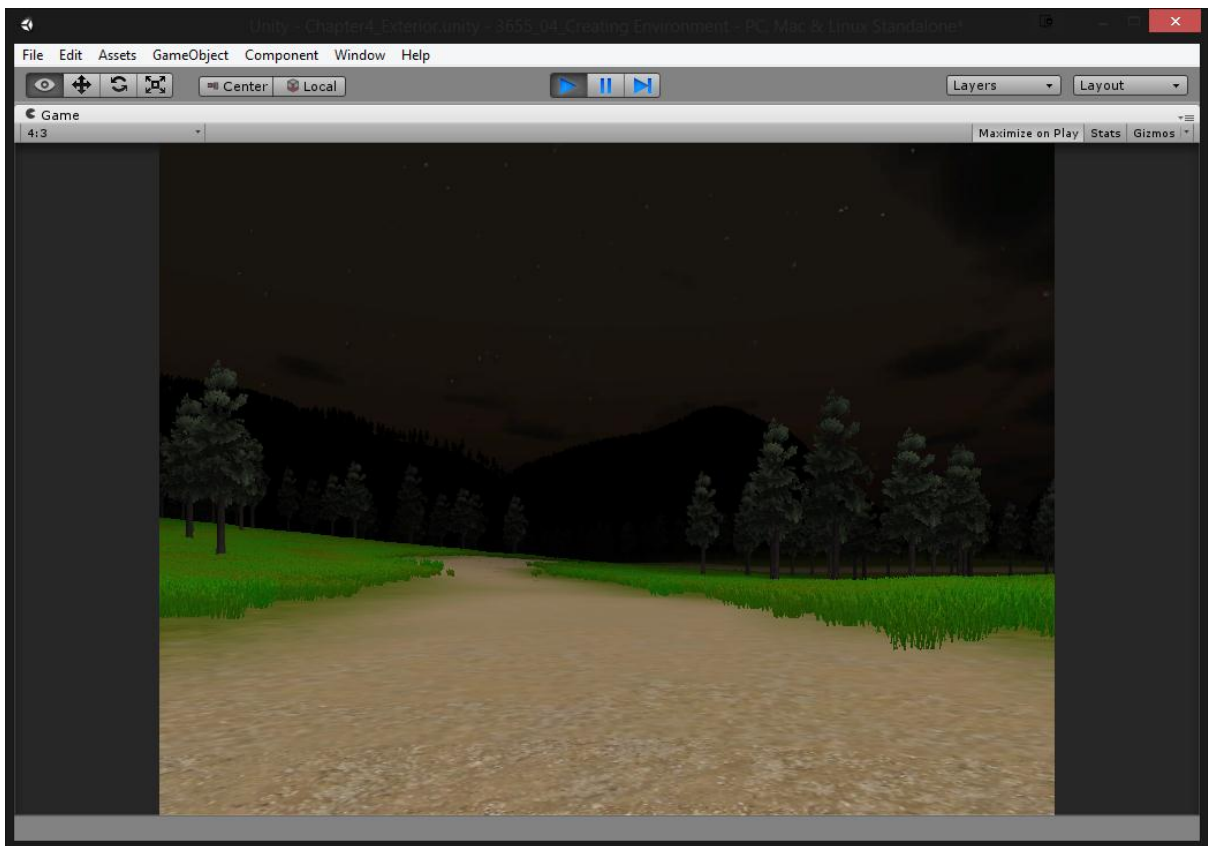
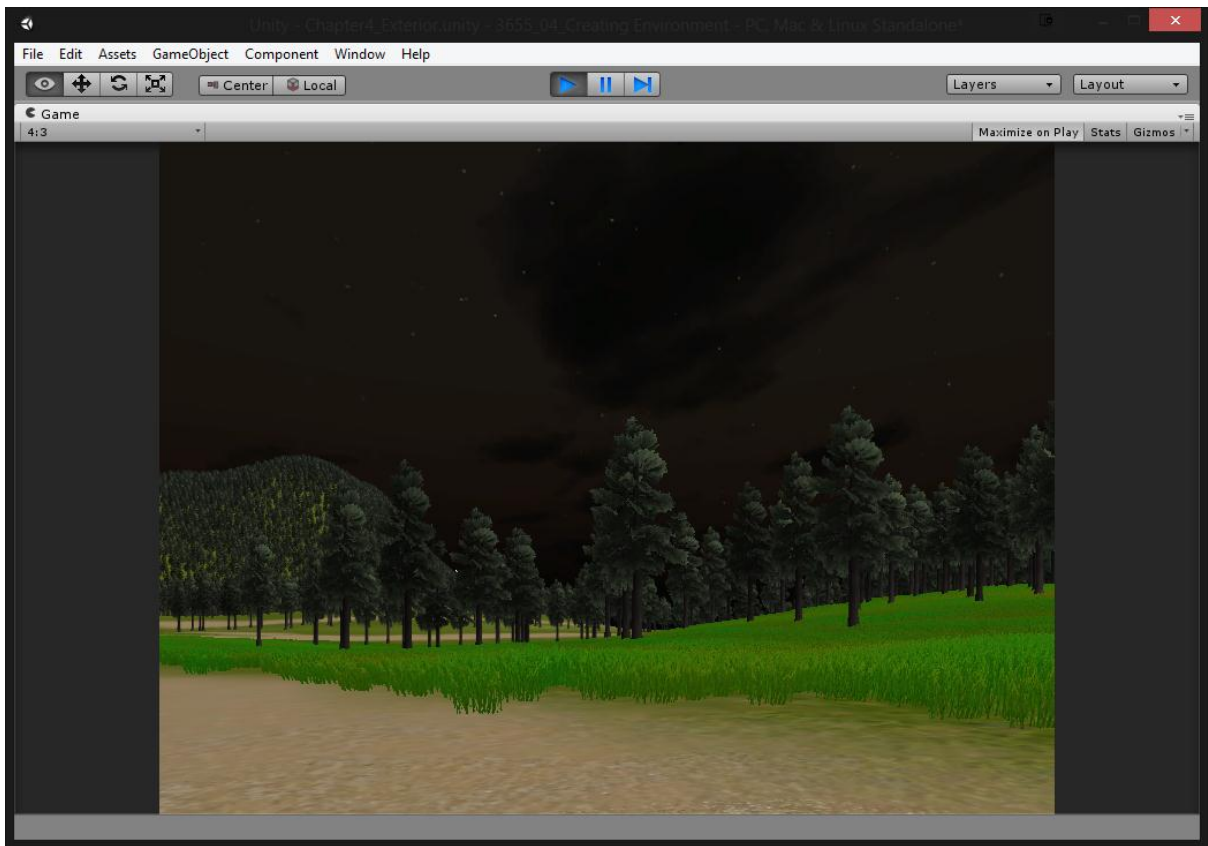


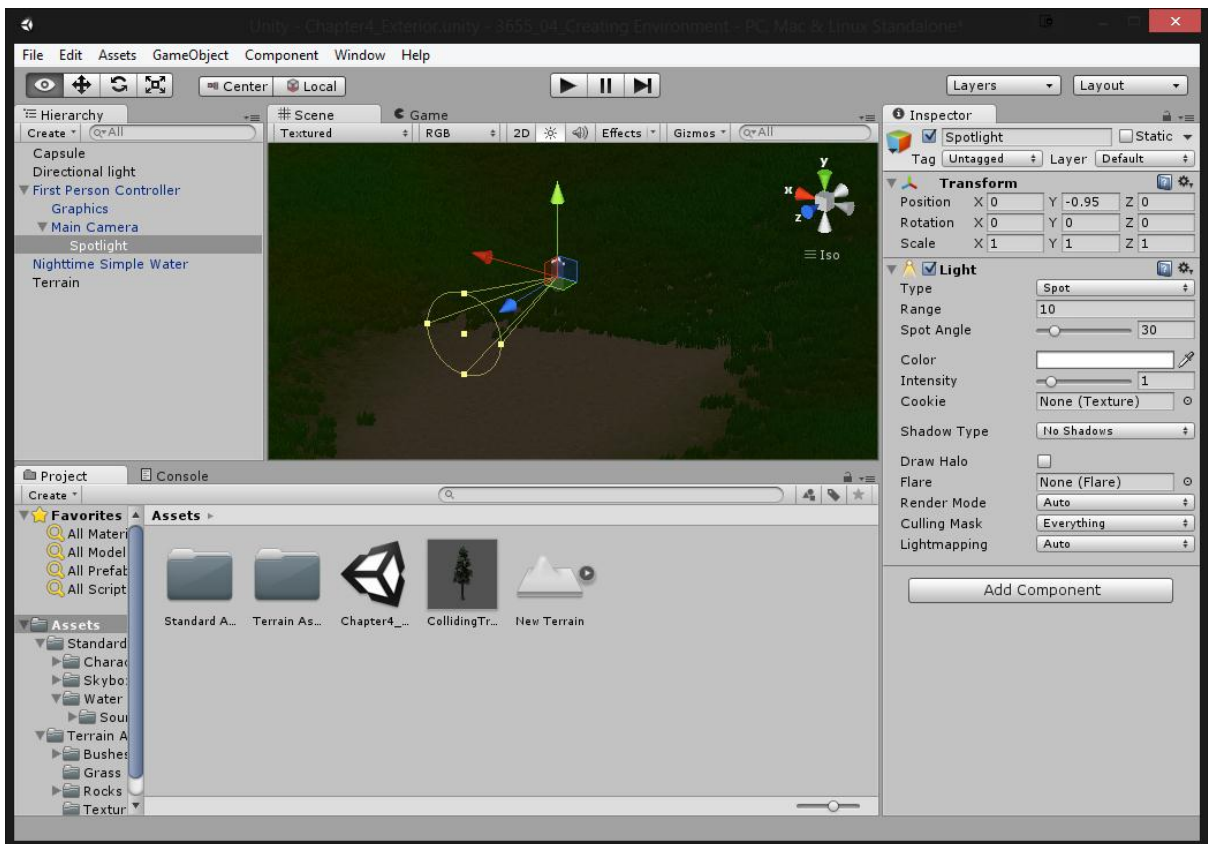
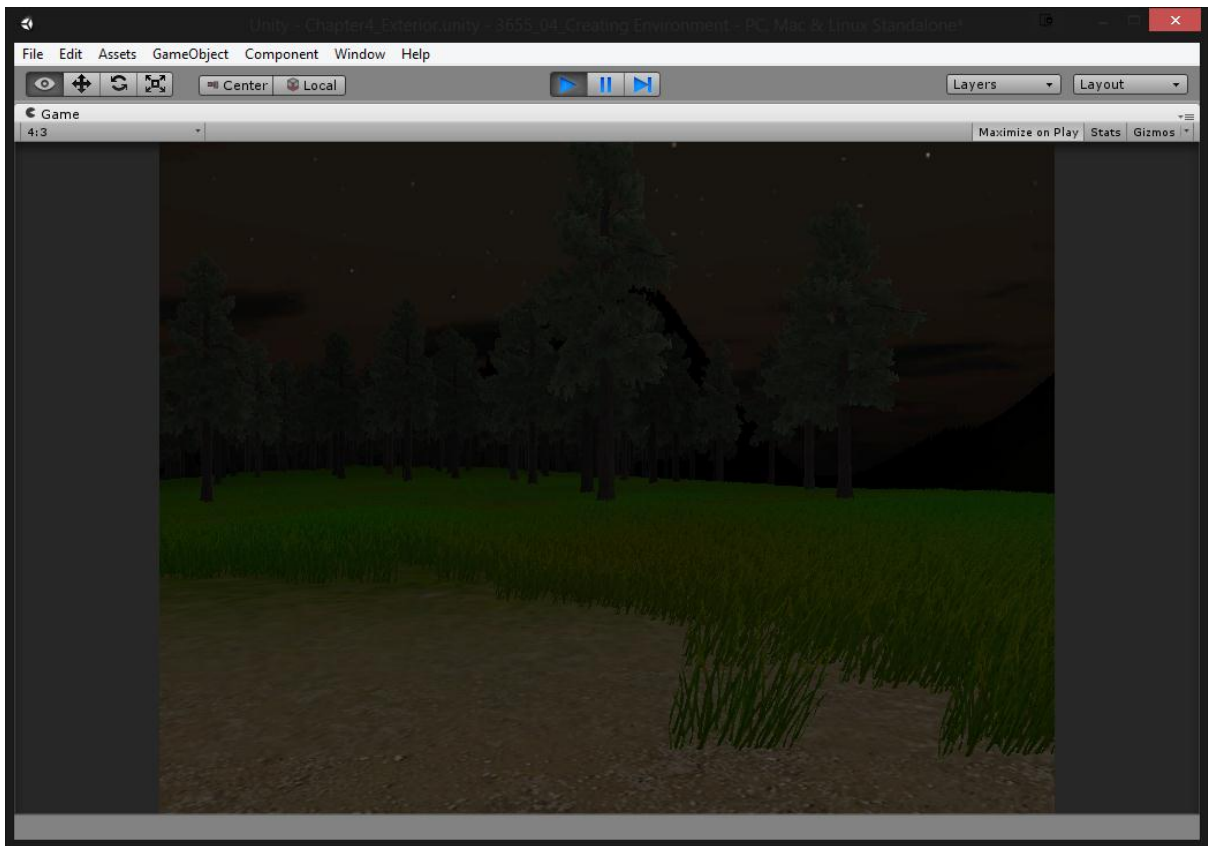


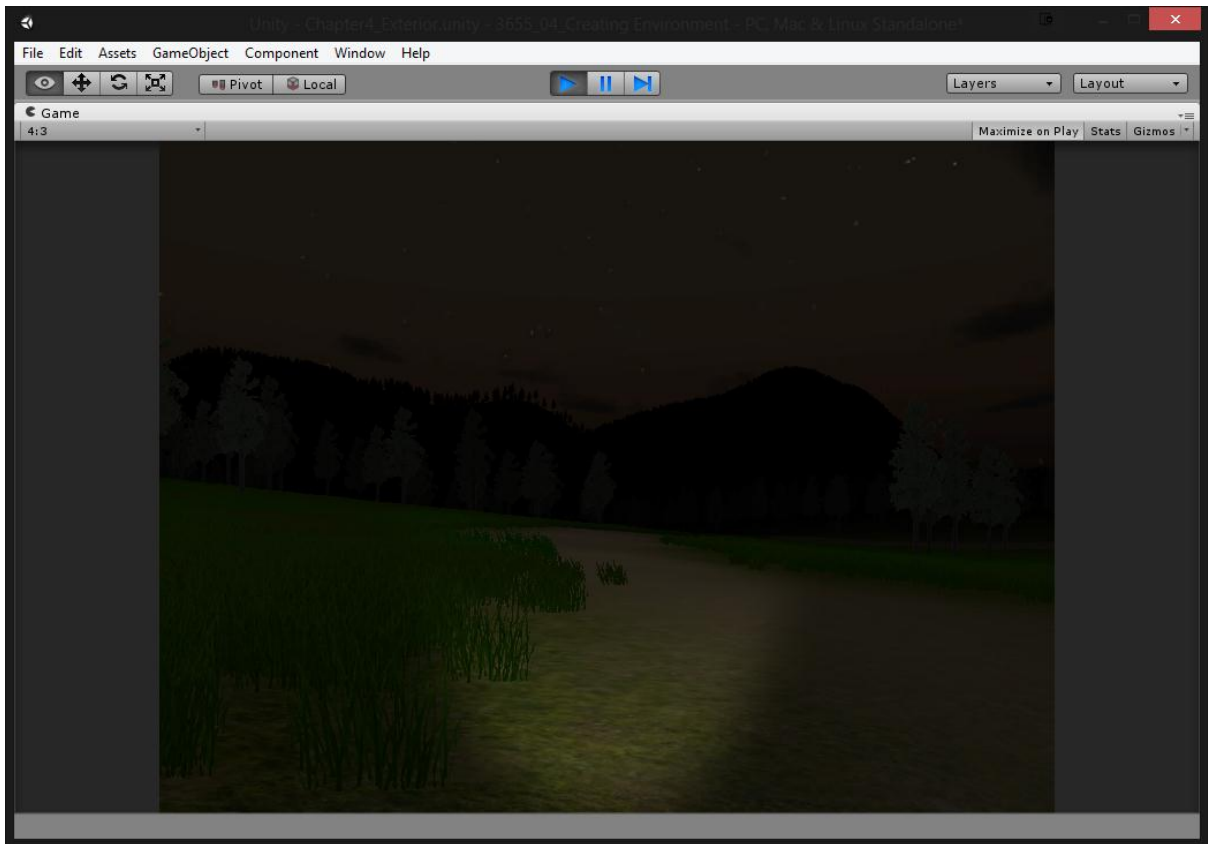
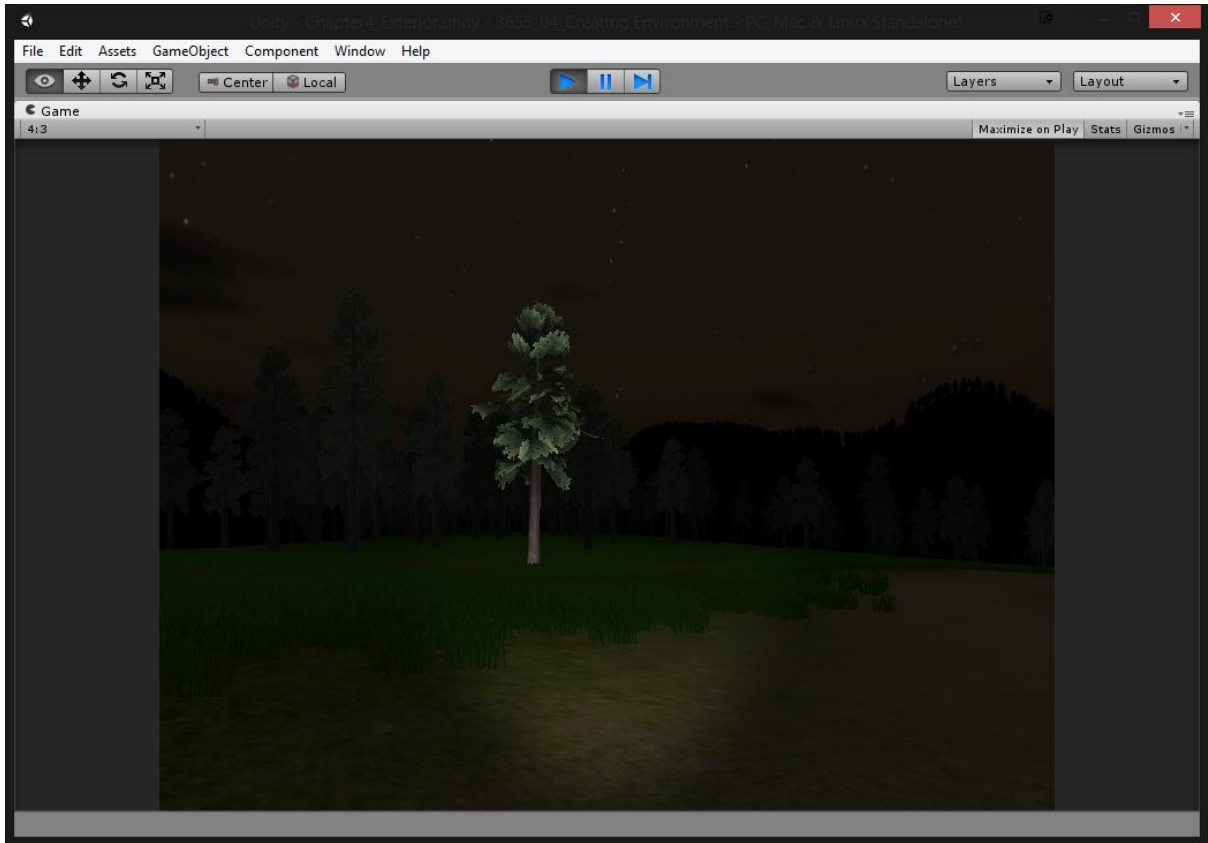


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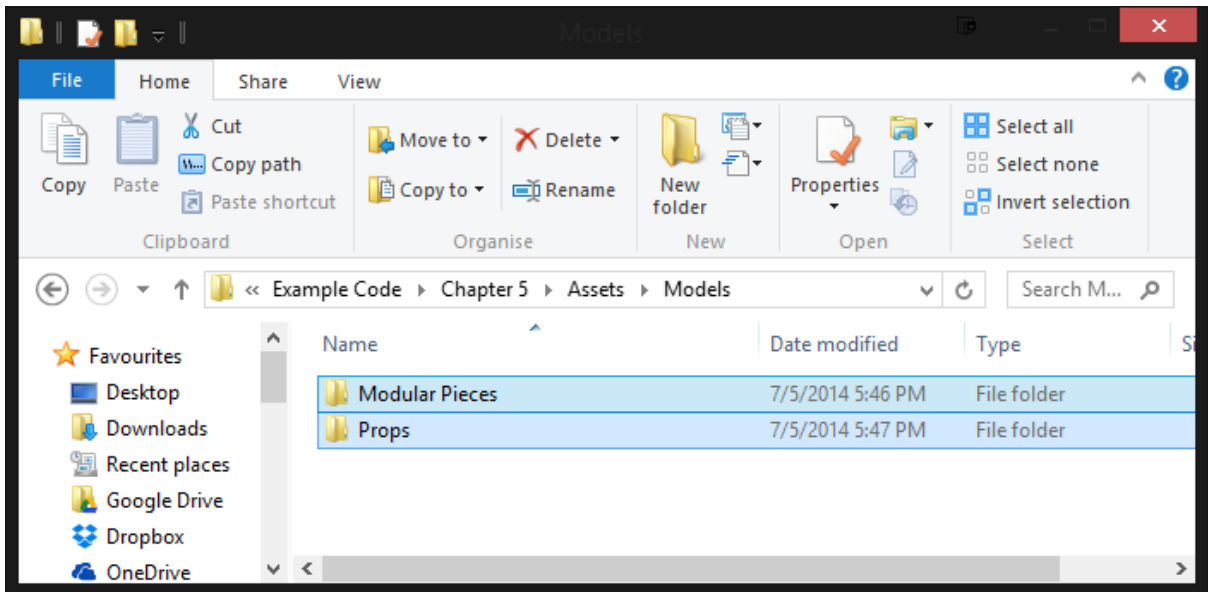
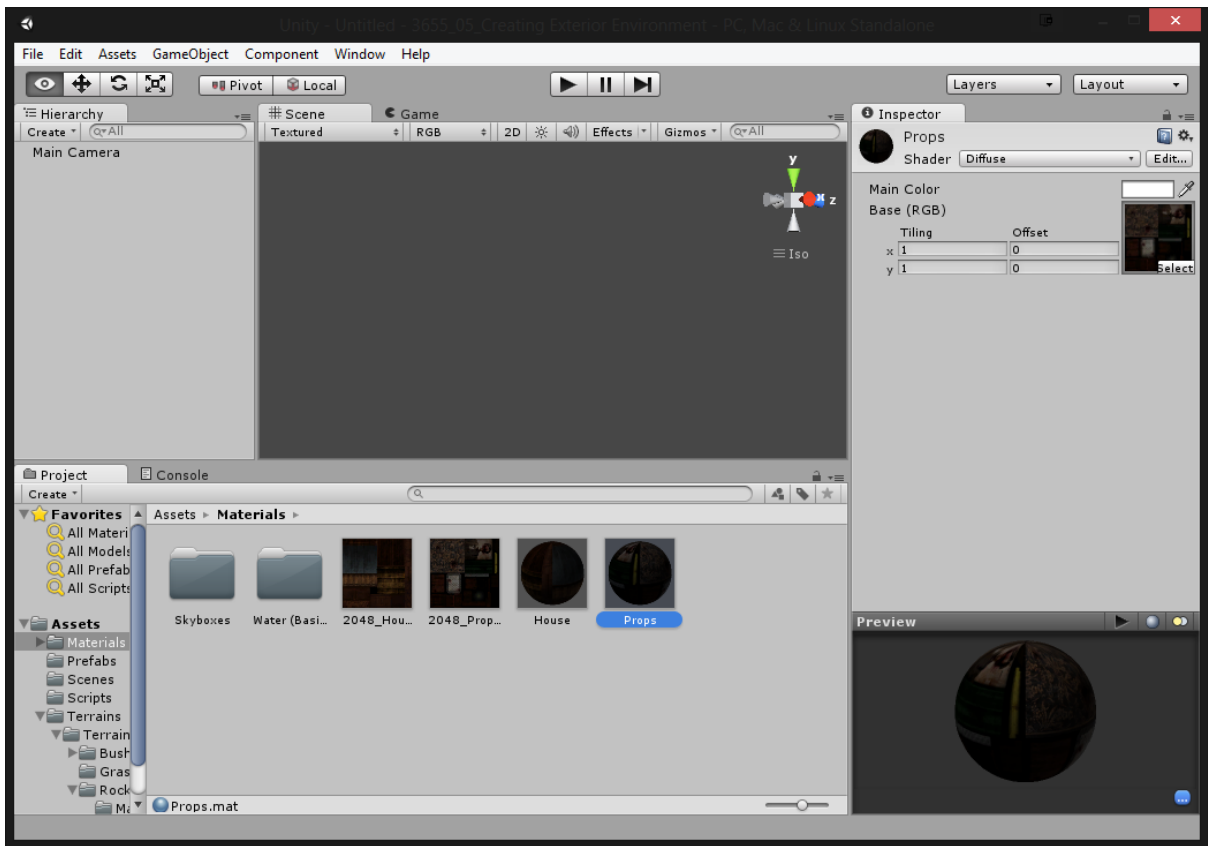
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- Standard Assets/Skyboxes/Textures/Overcast2/Overcast2_down.tif NEW
- Standard Assets/Skyboxes/Textures/Overcast2/Overcast2_front.tif NEW
- Standard Assets/Skyboxes/Textures/Overcast2/Overcast2_left.tif NEW
- Standard Assets/Skyboxes/Textures/Overcast2/Overcast2_right.tif NEW
- Standard Assets/Skyboxes/Textures/Overcast2/Overcast2_up.tif NEW
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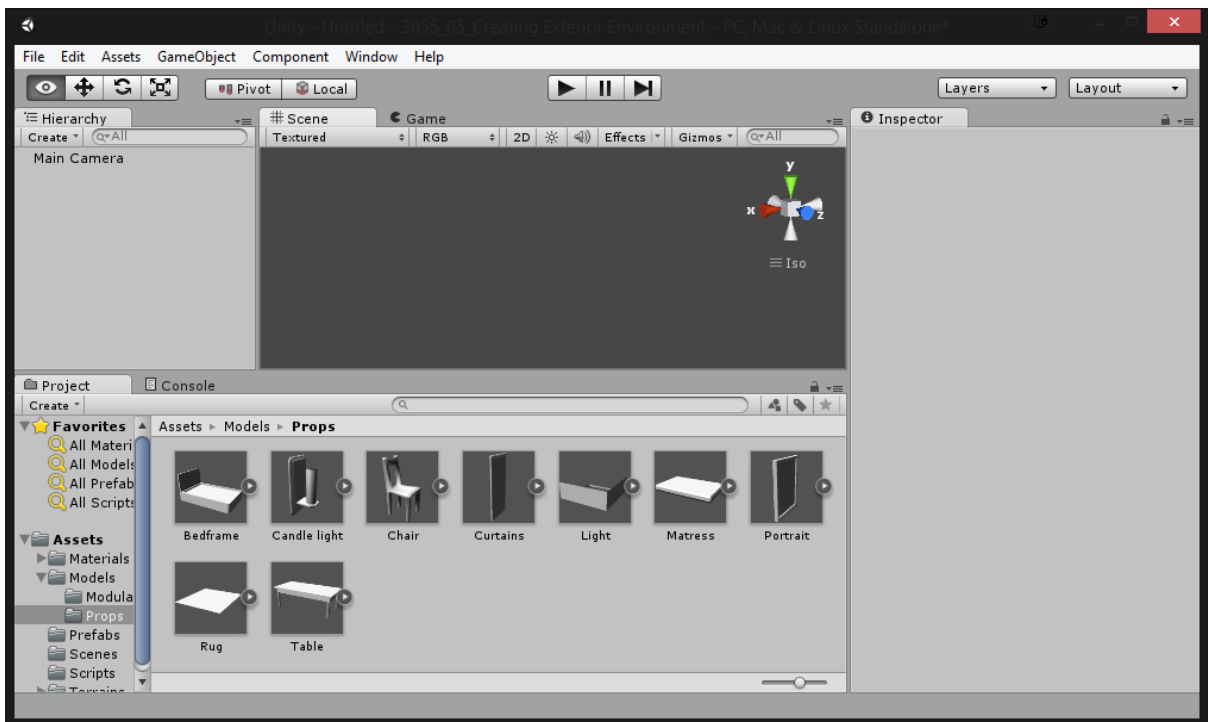
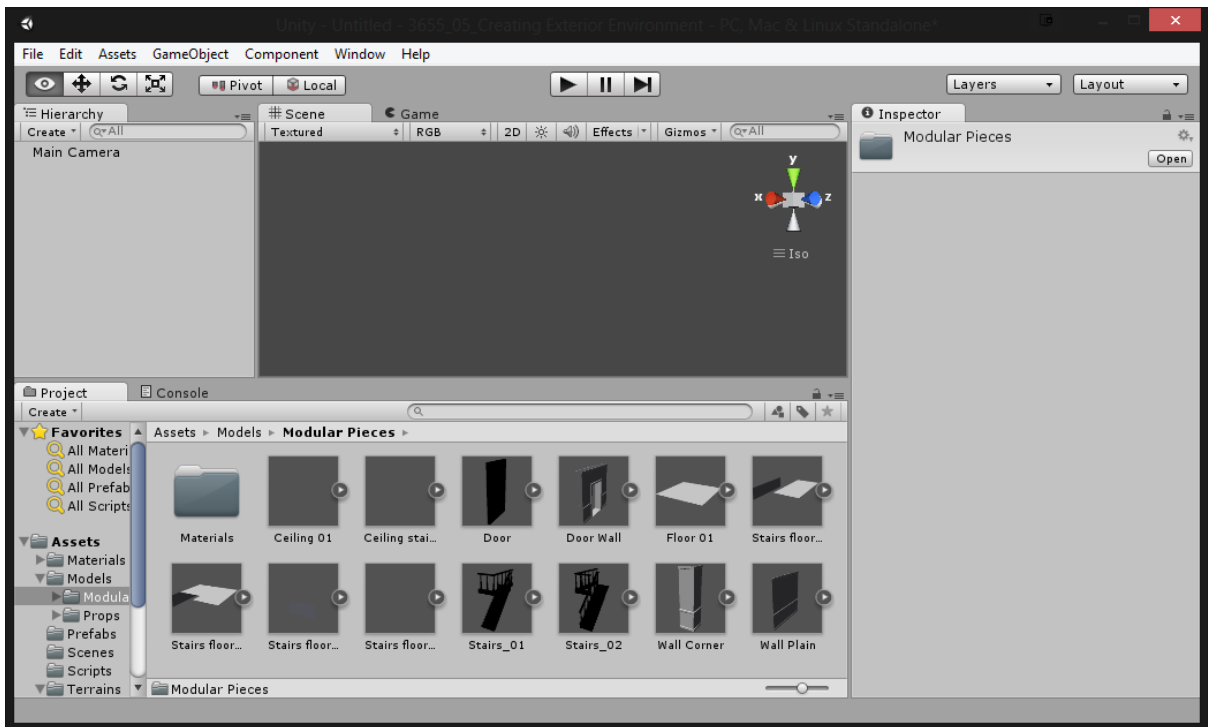


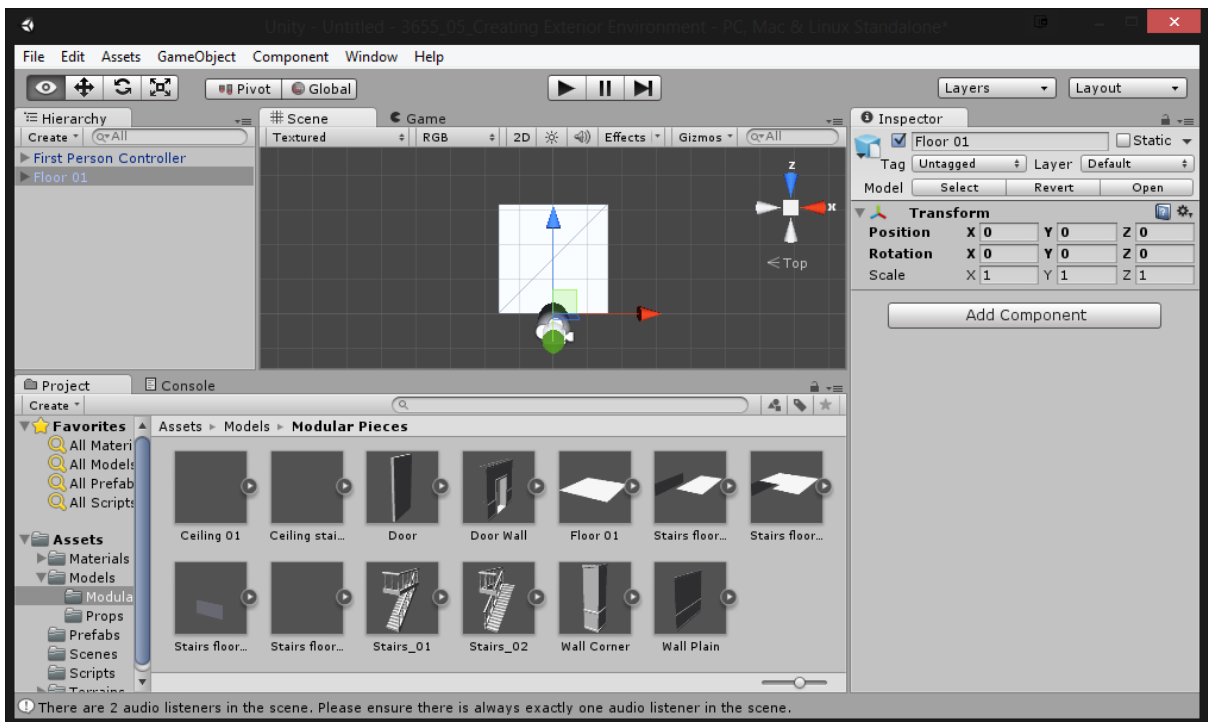
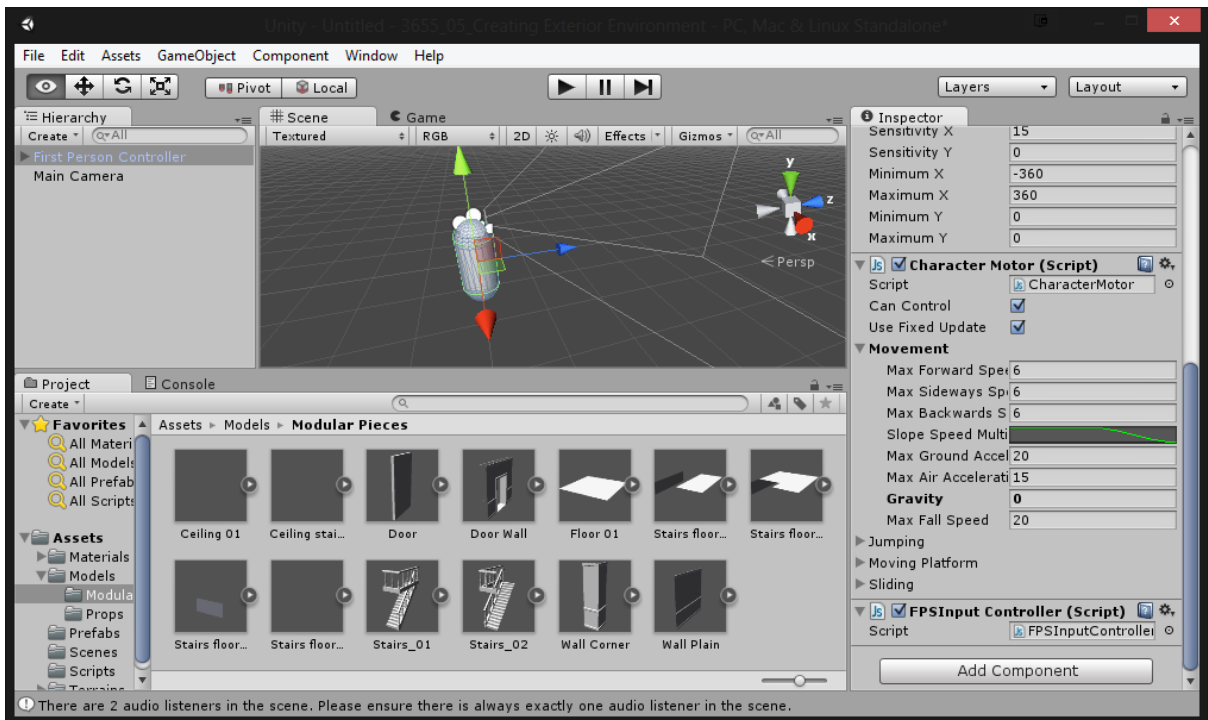


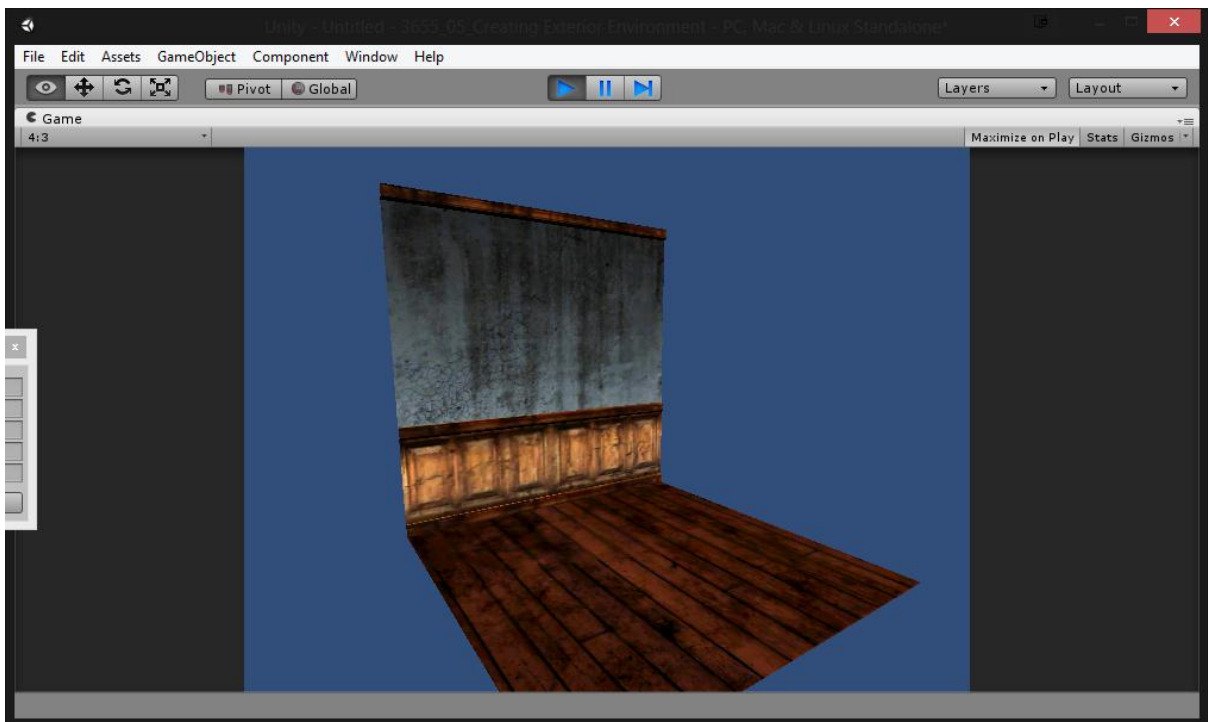
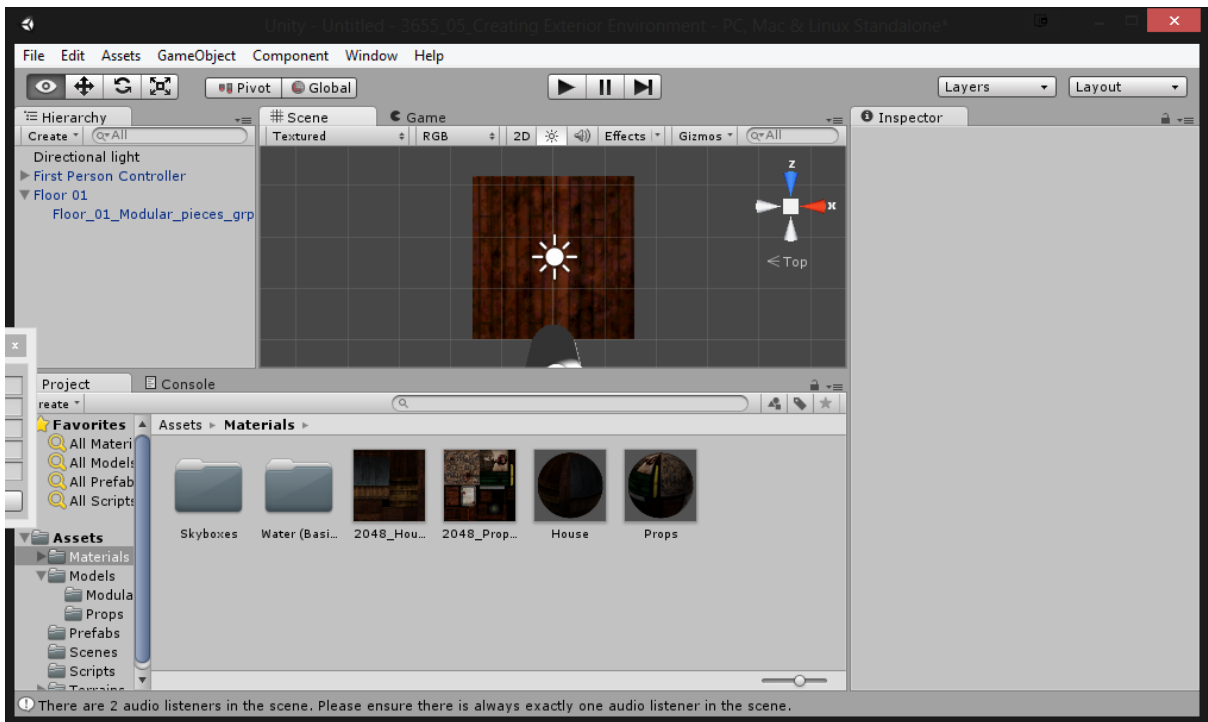


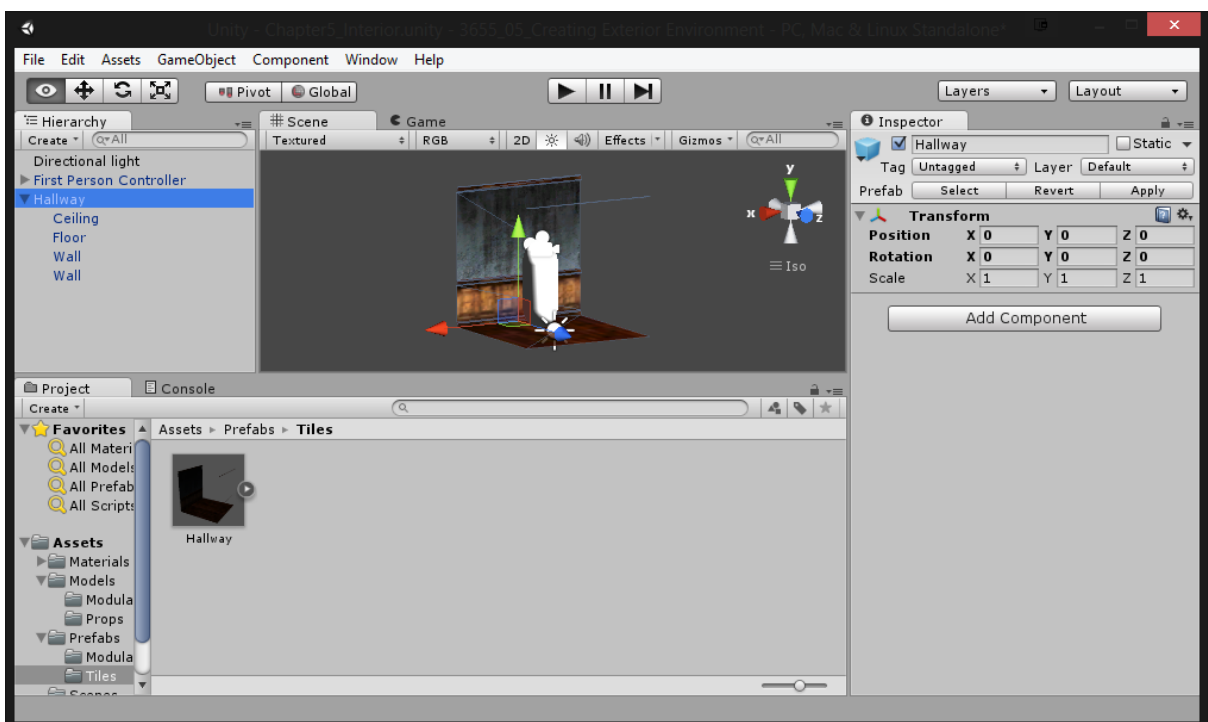
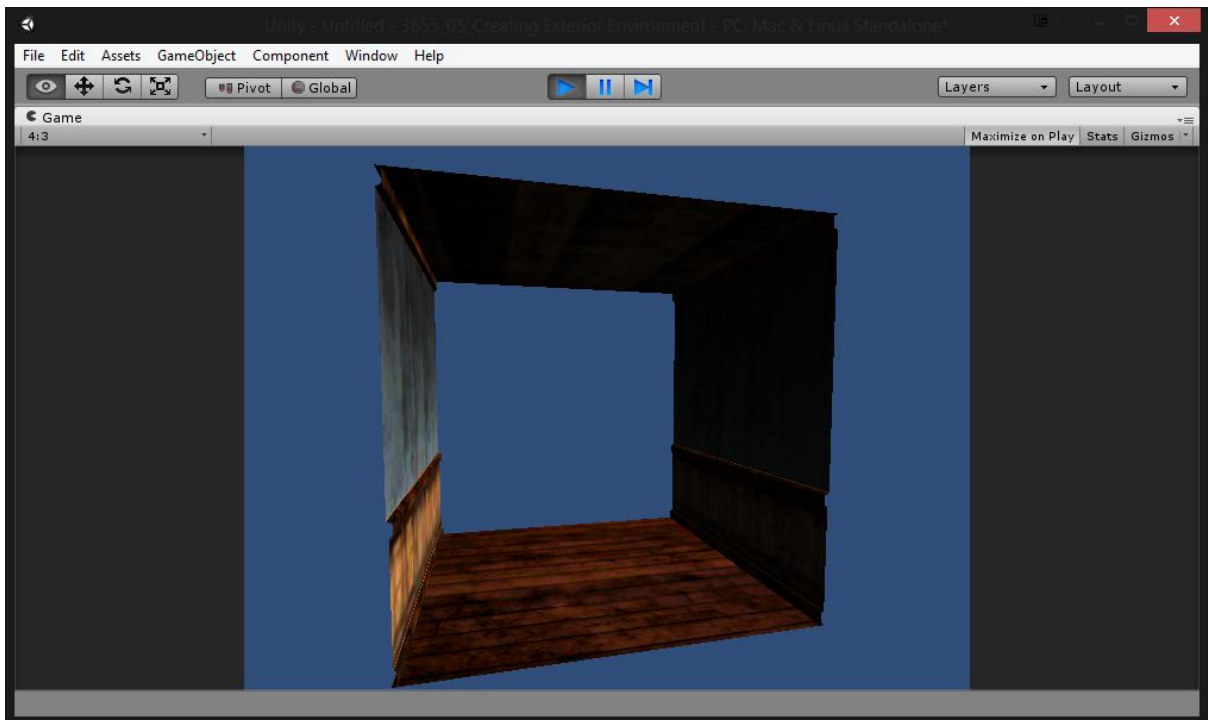
Chapter 5

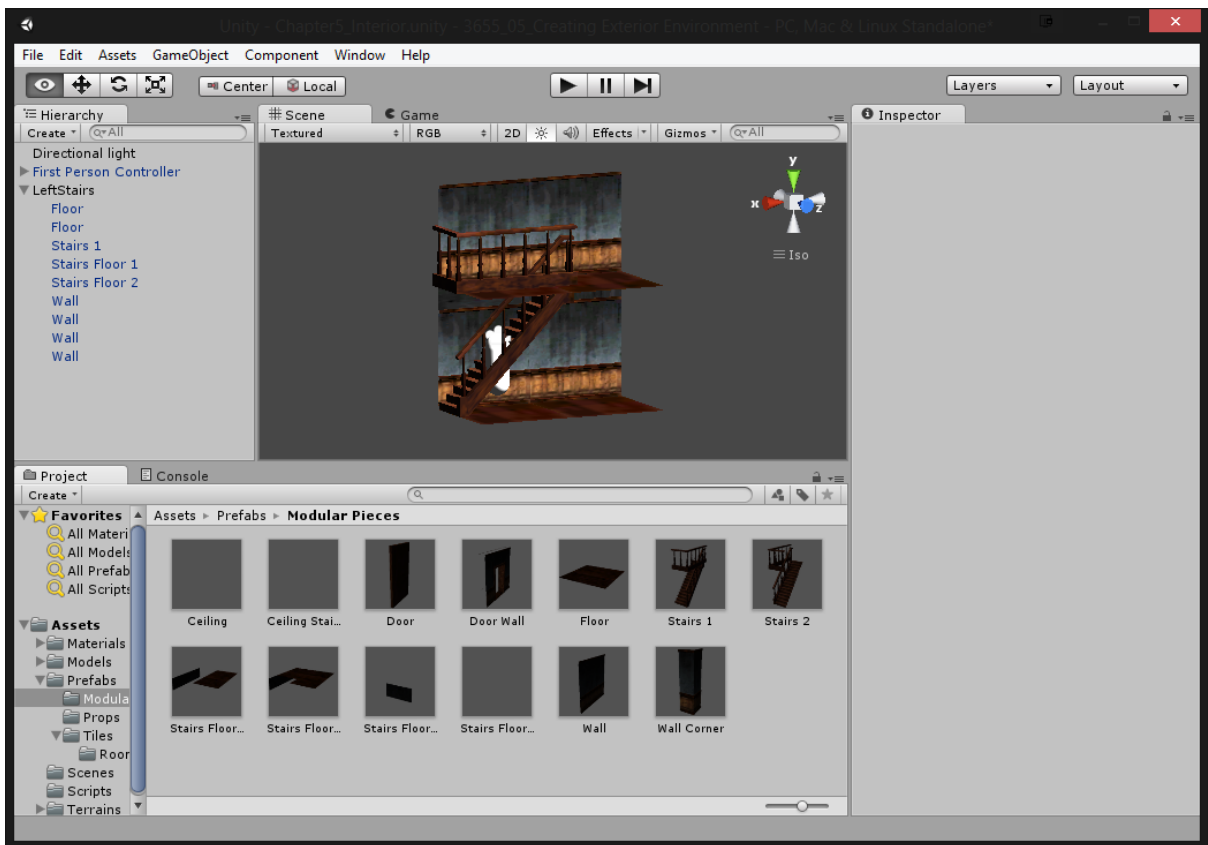
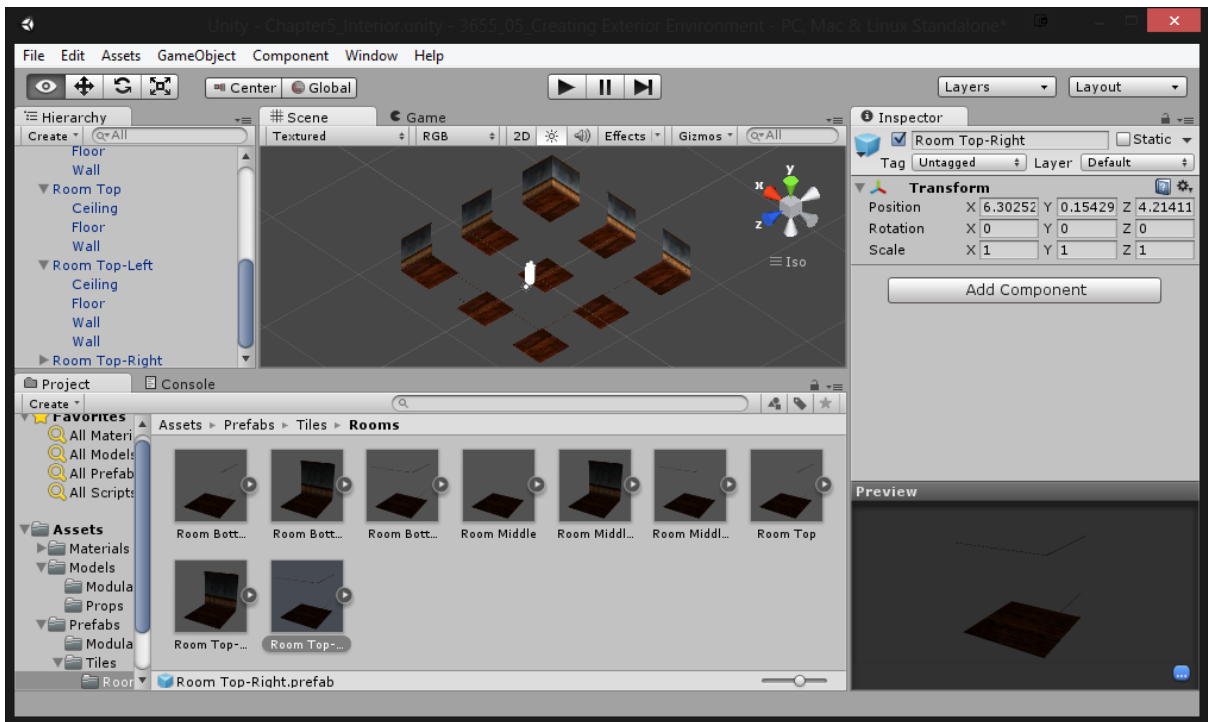


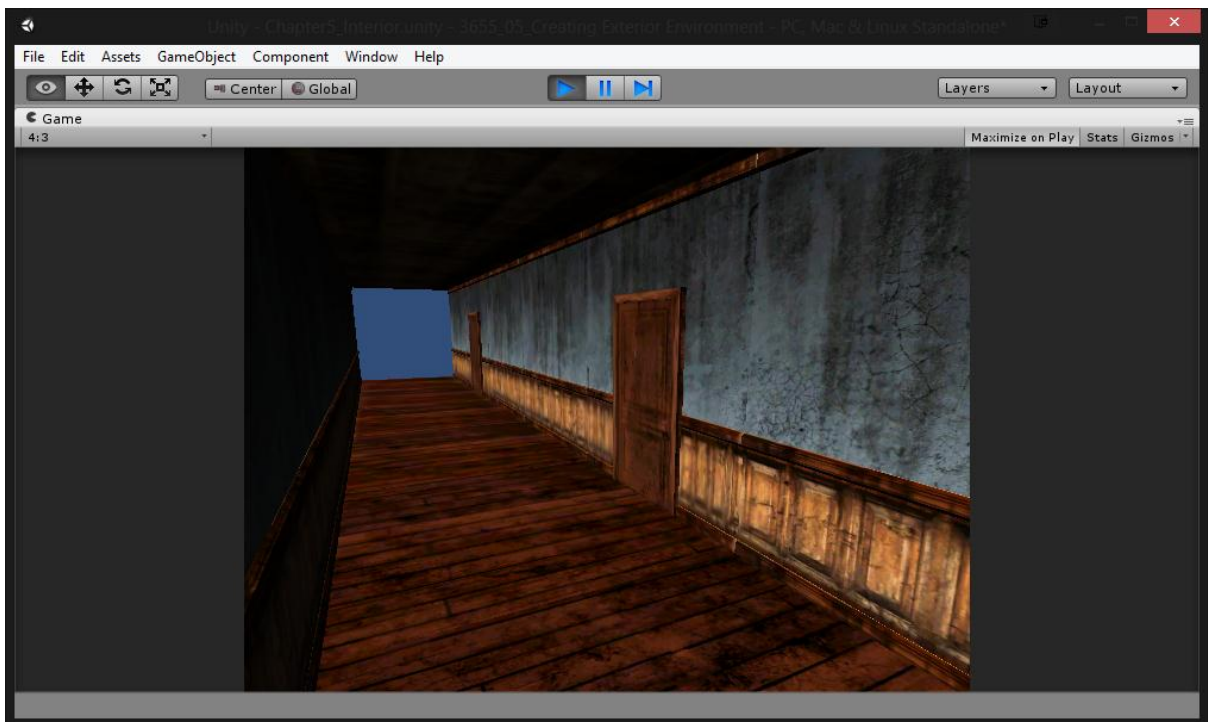
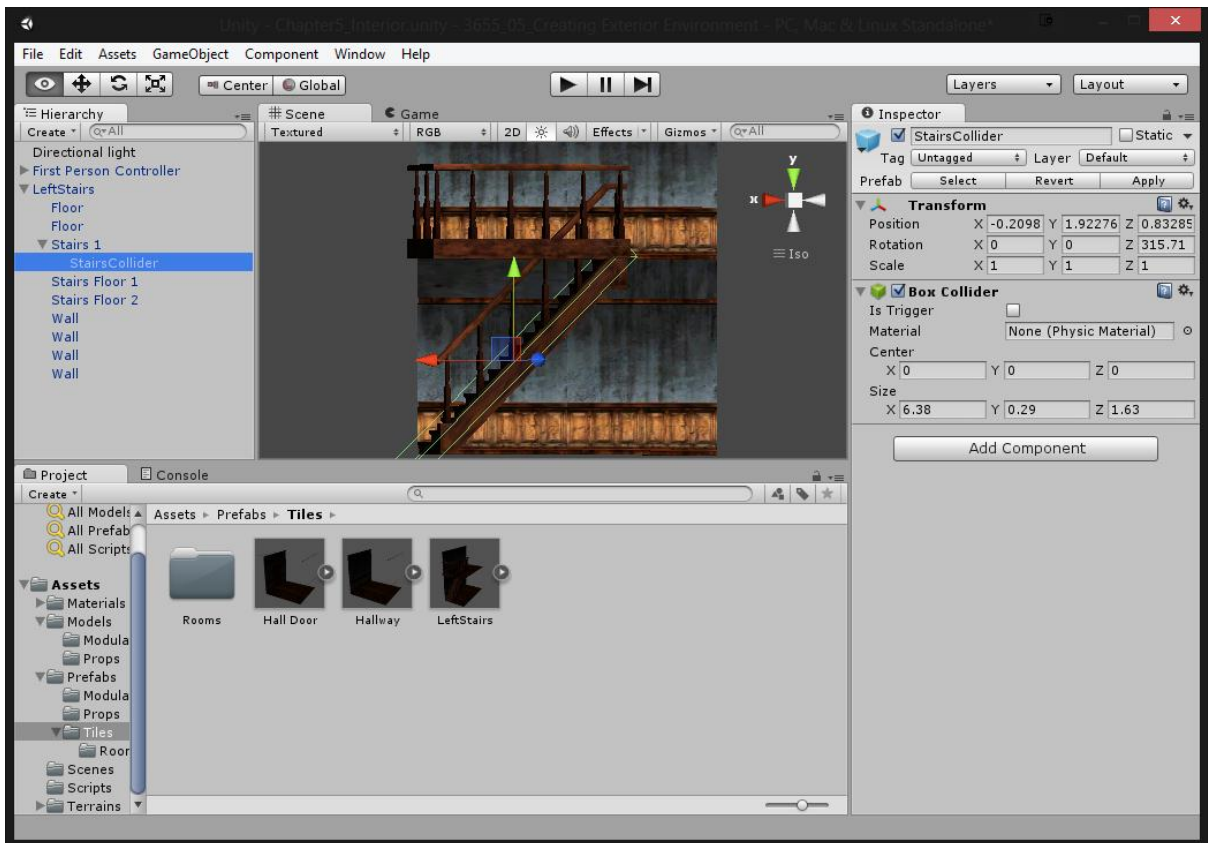


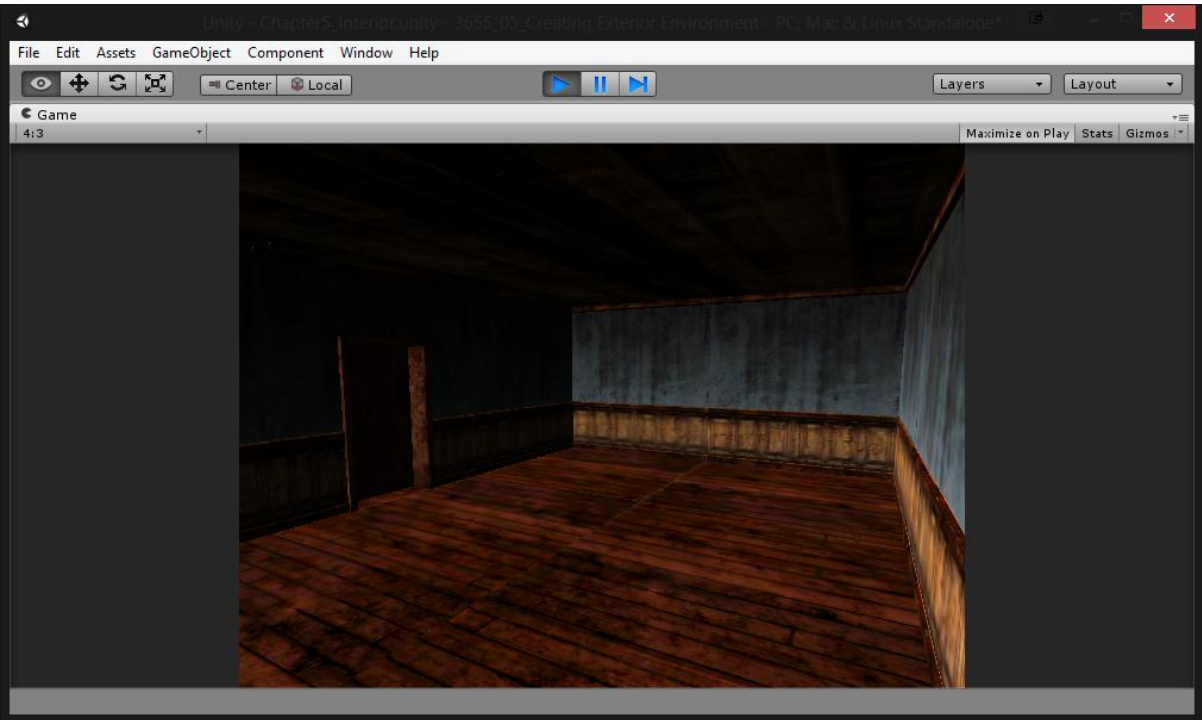
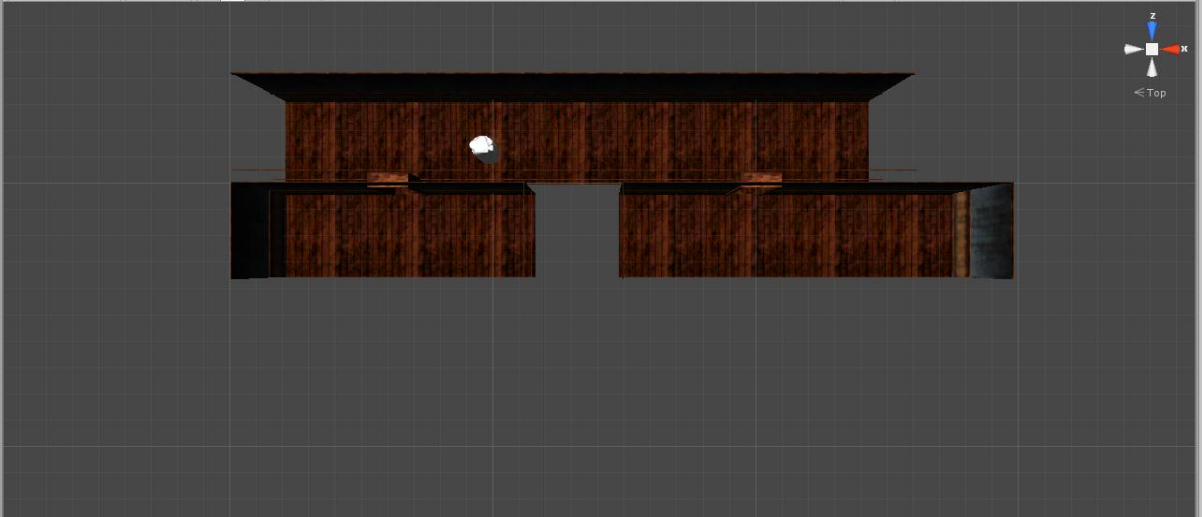


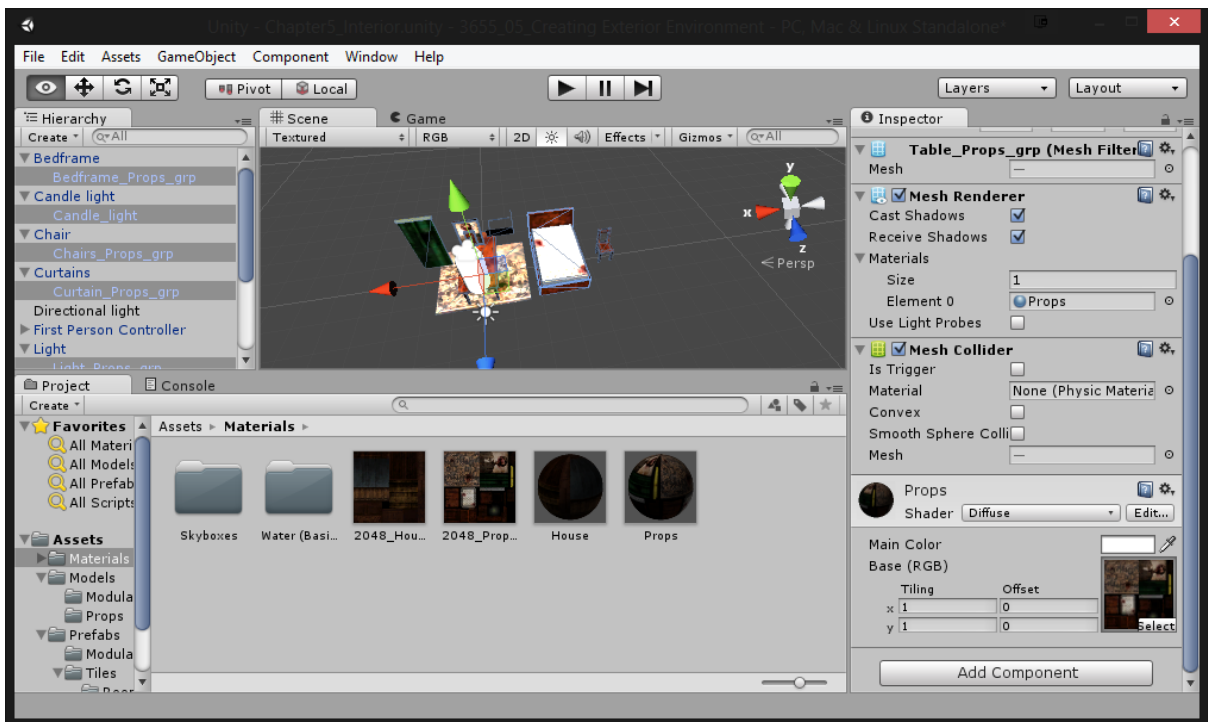
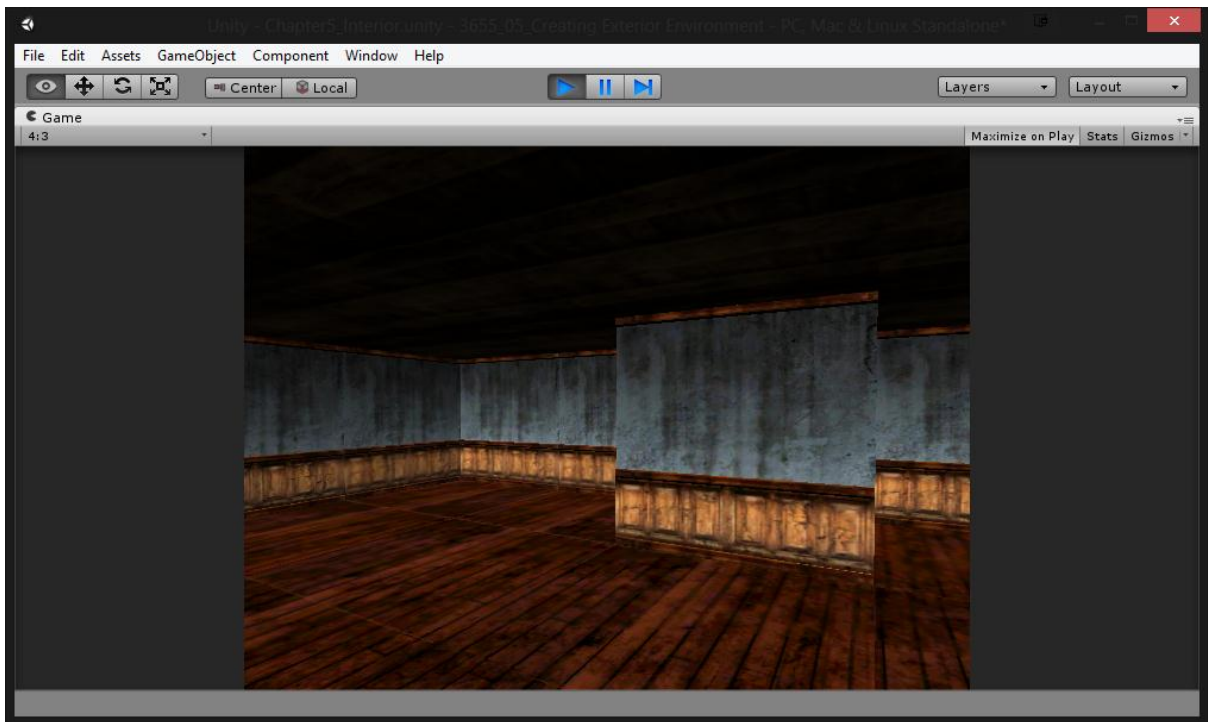


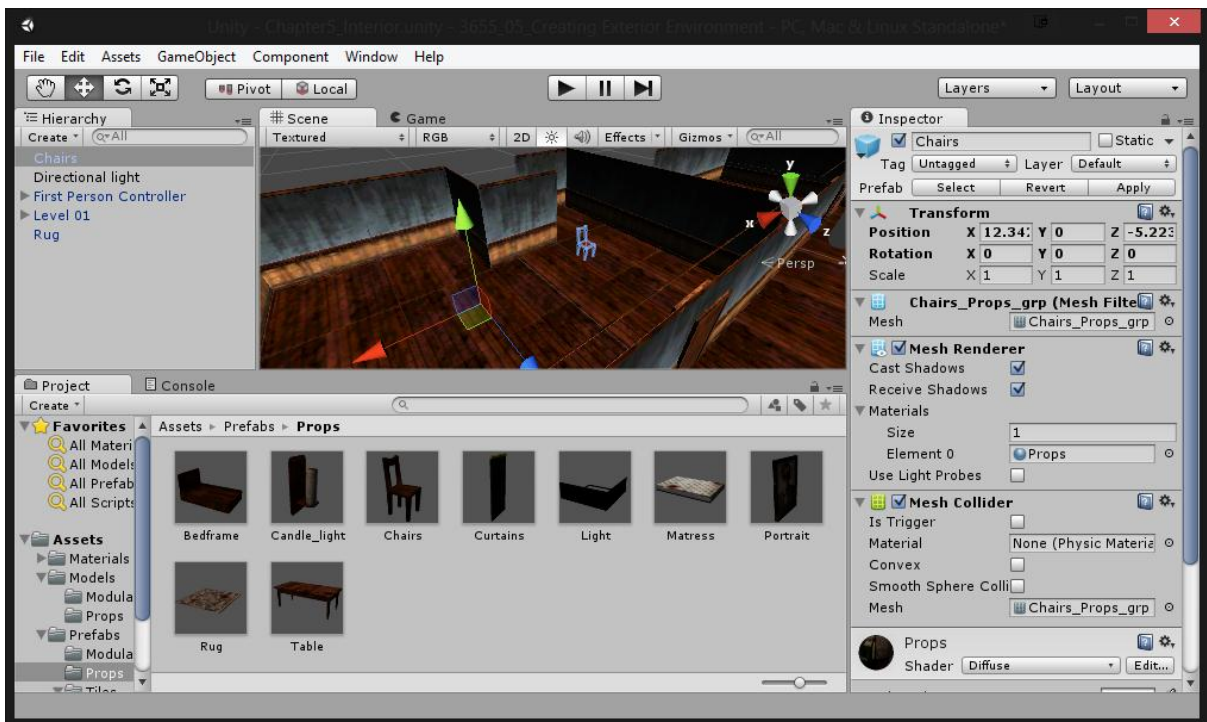
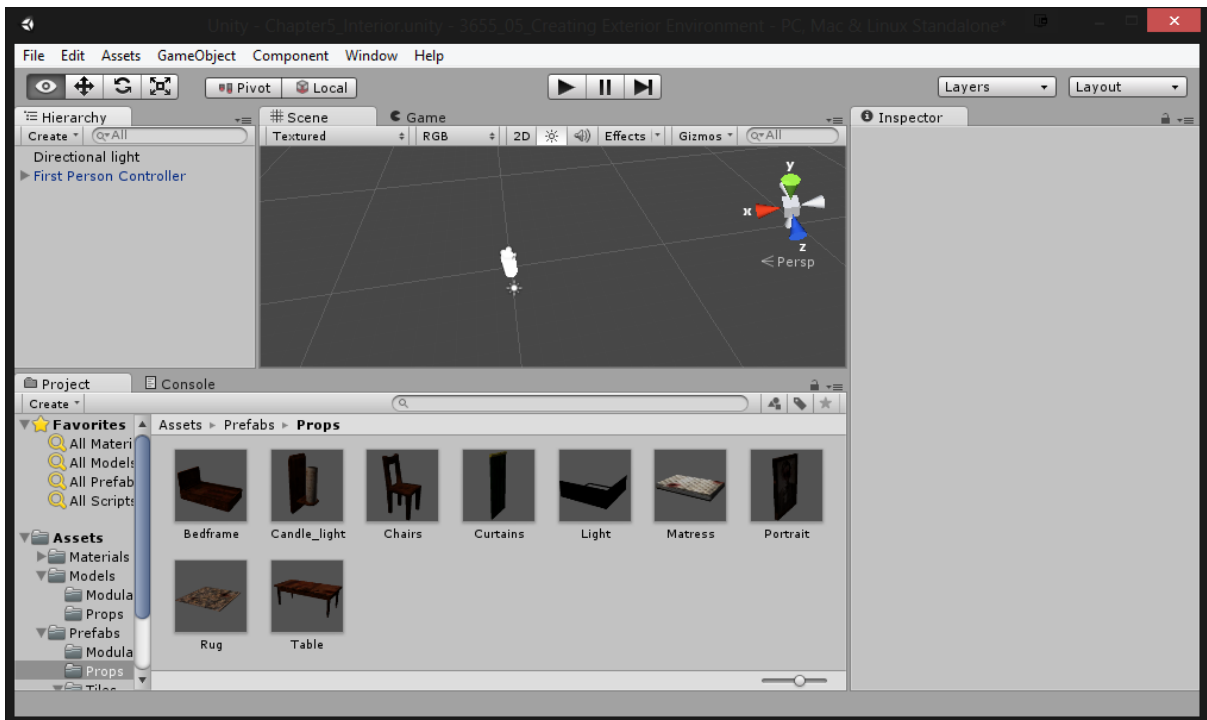


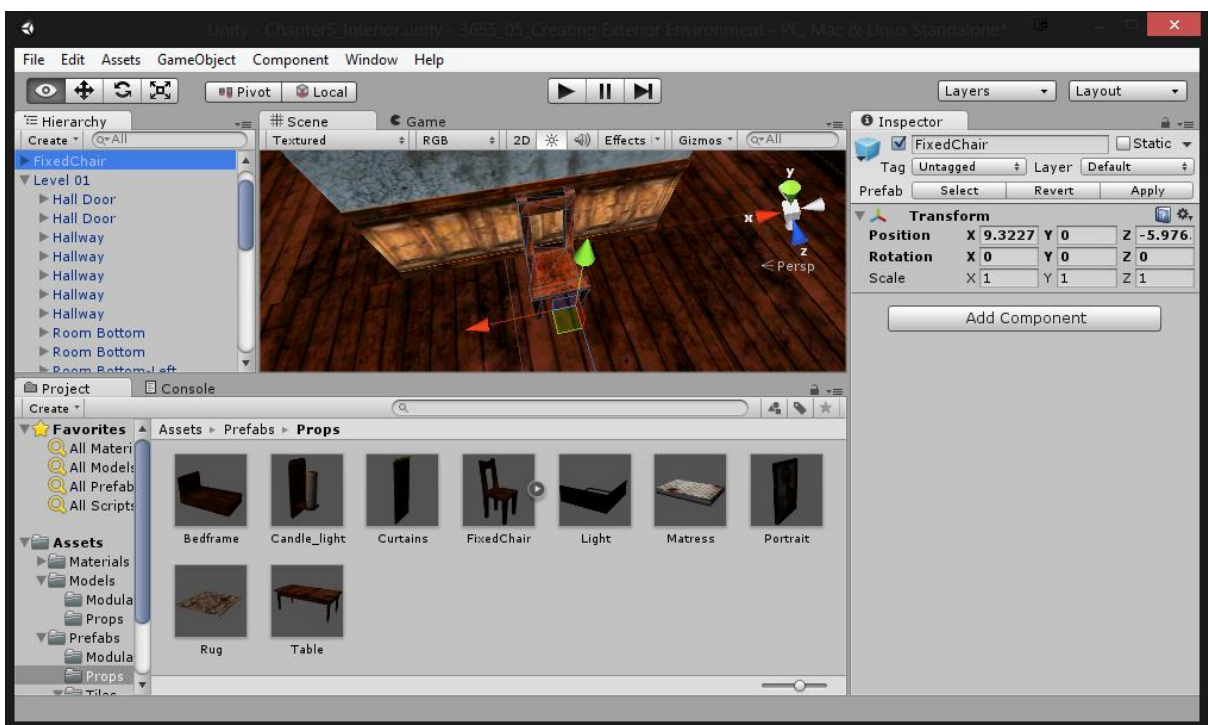
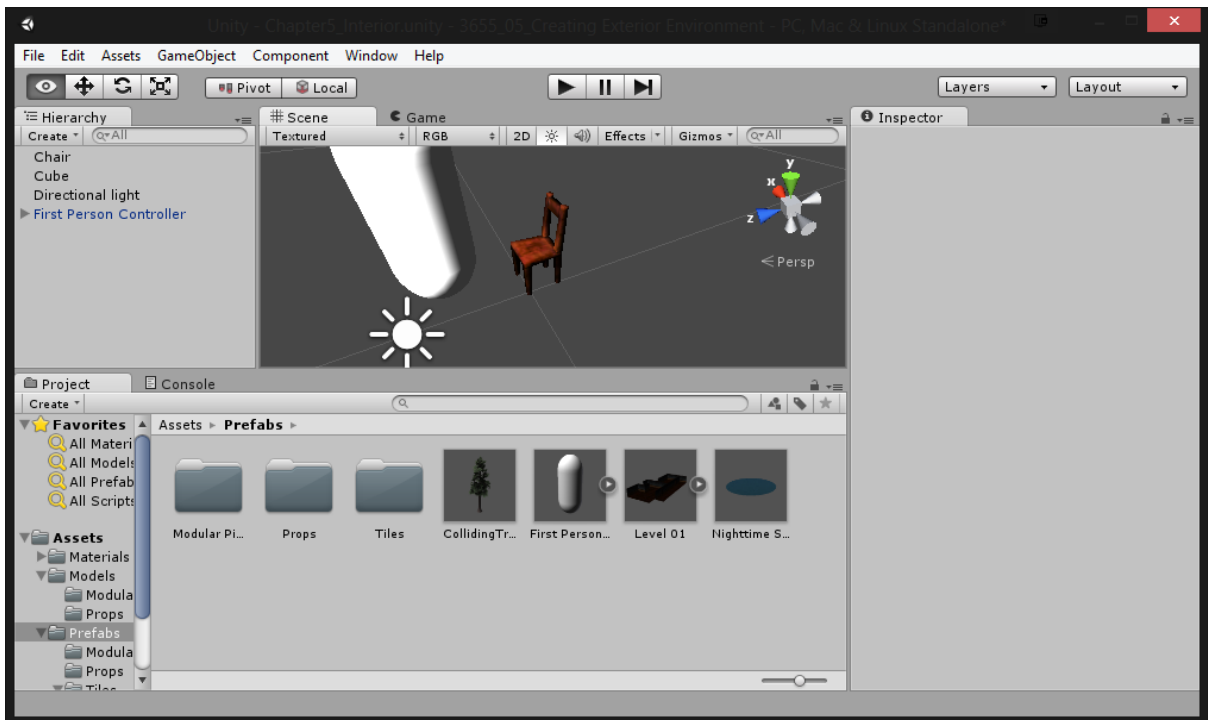


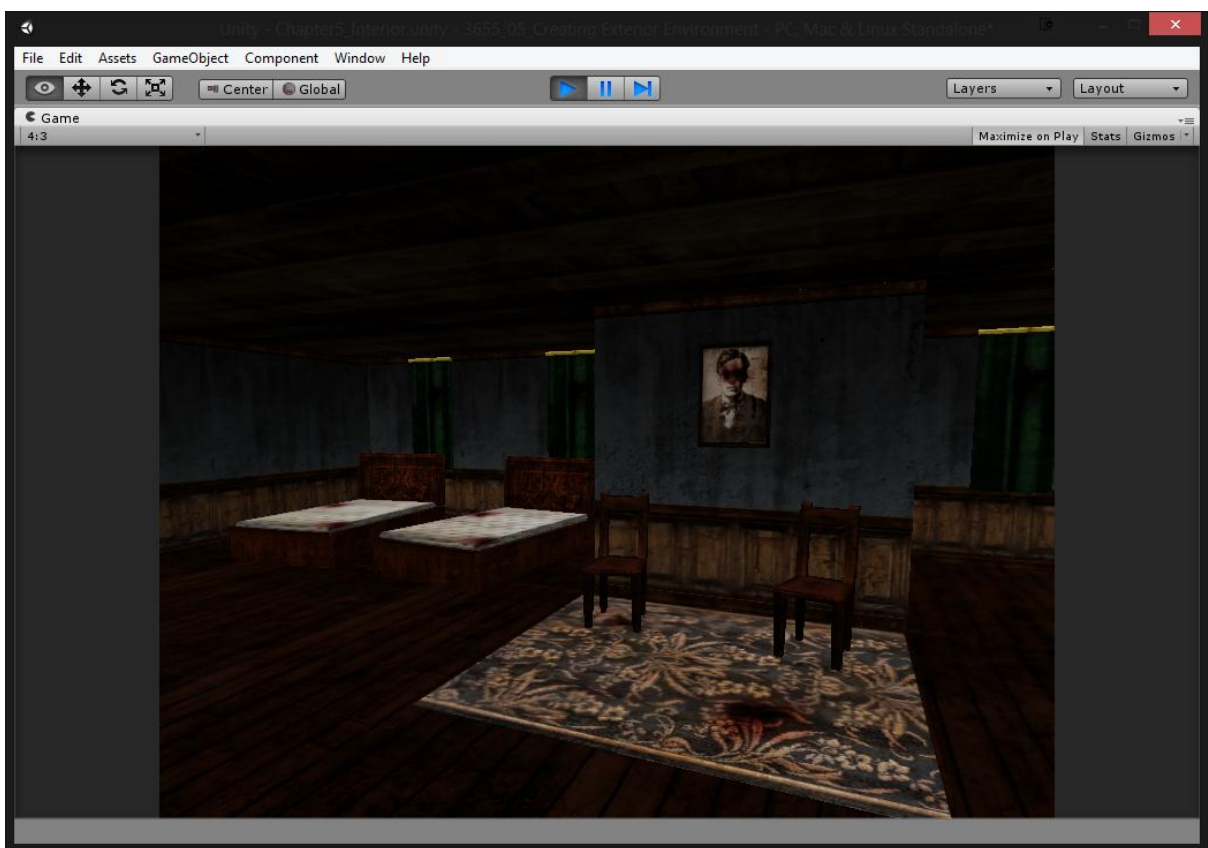
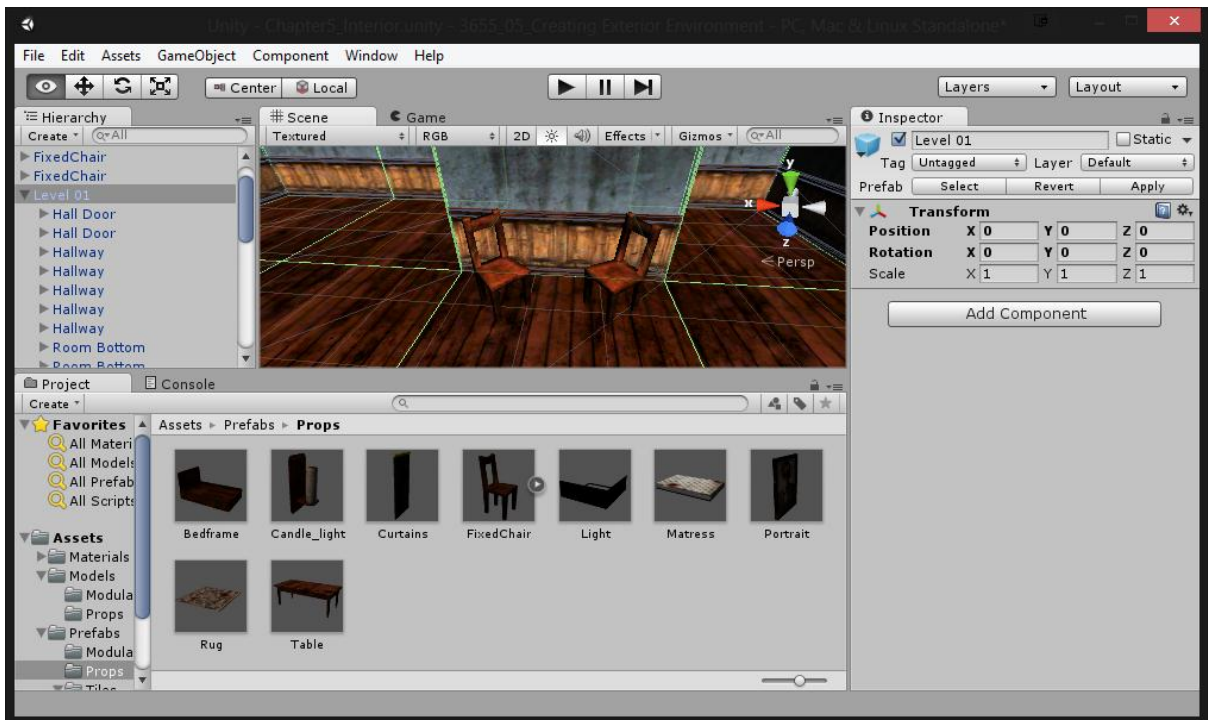


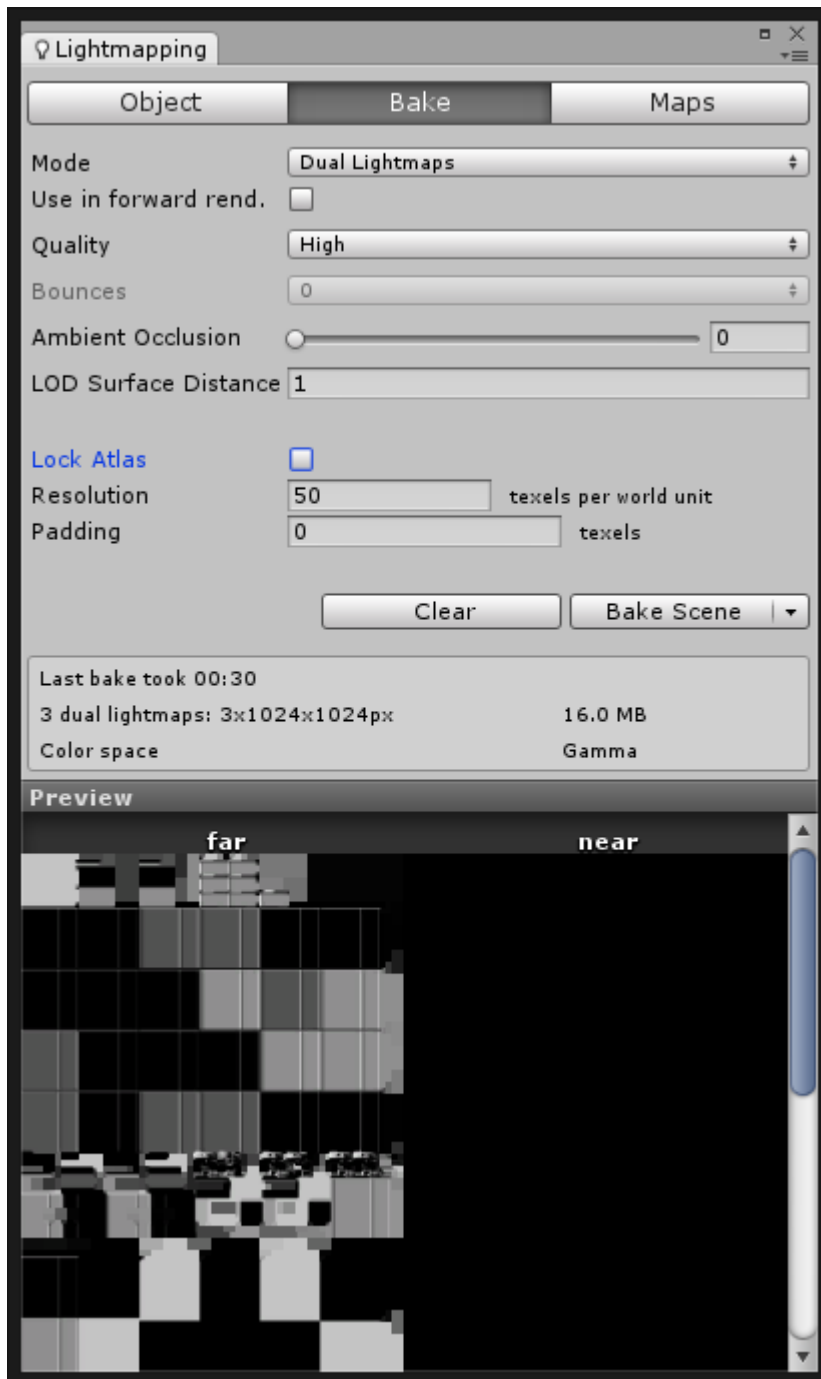


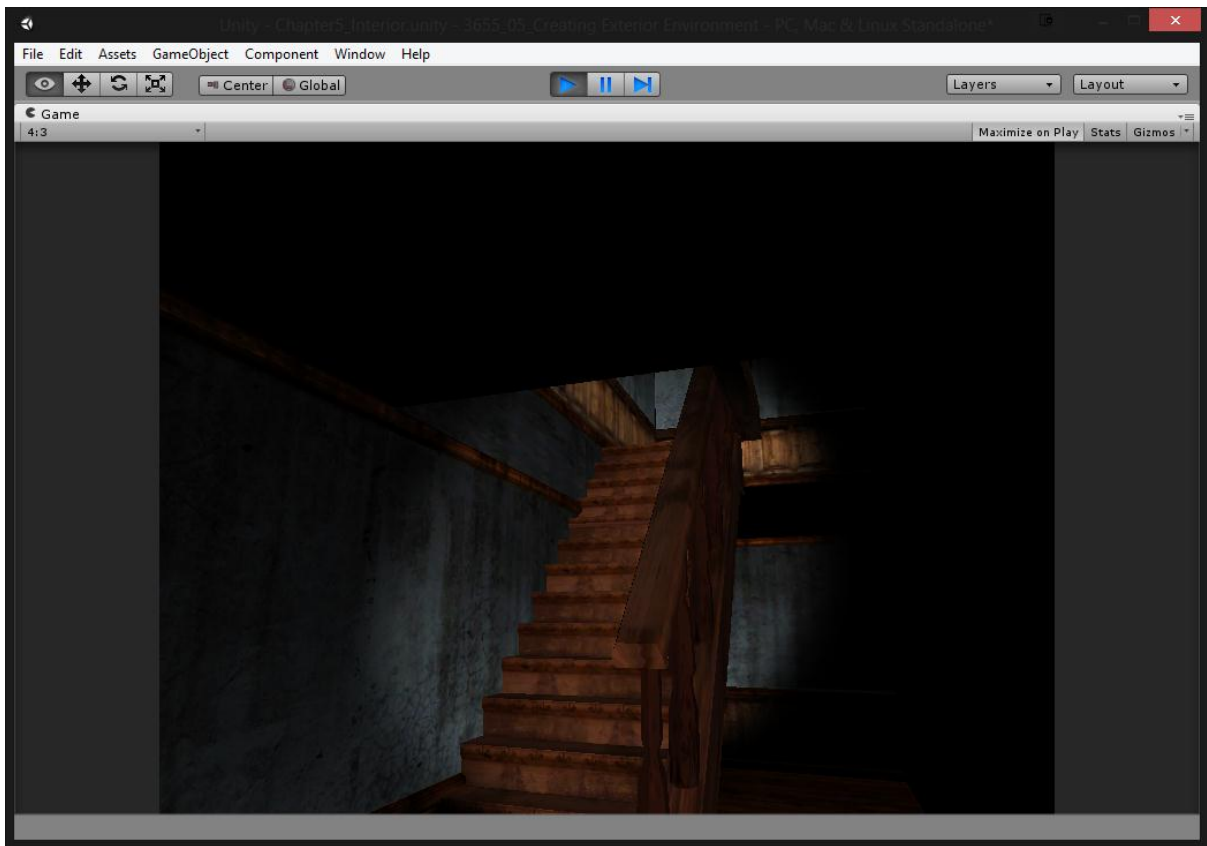




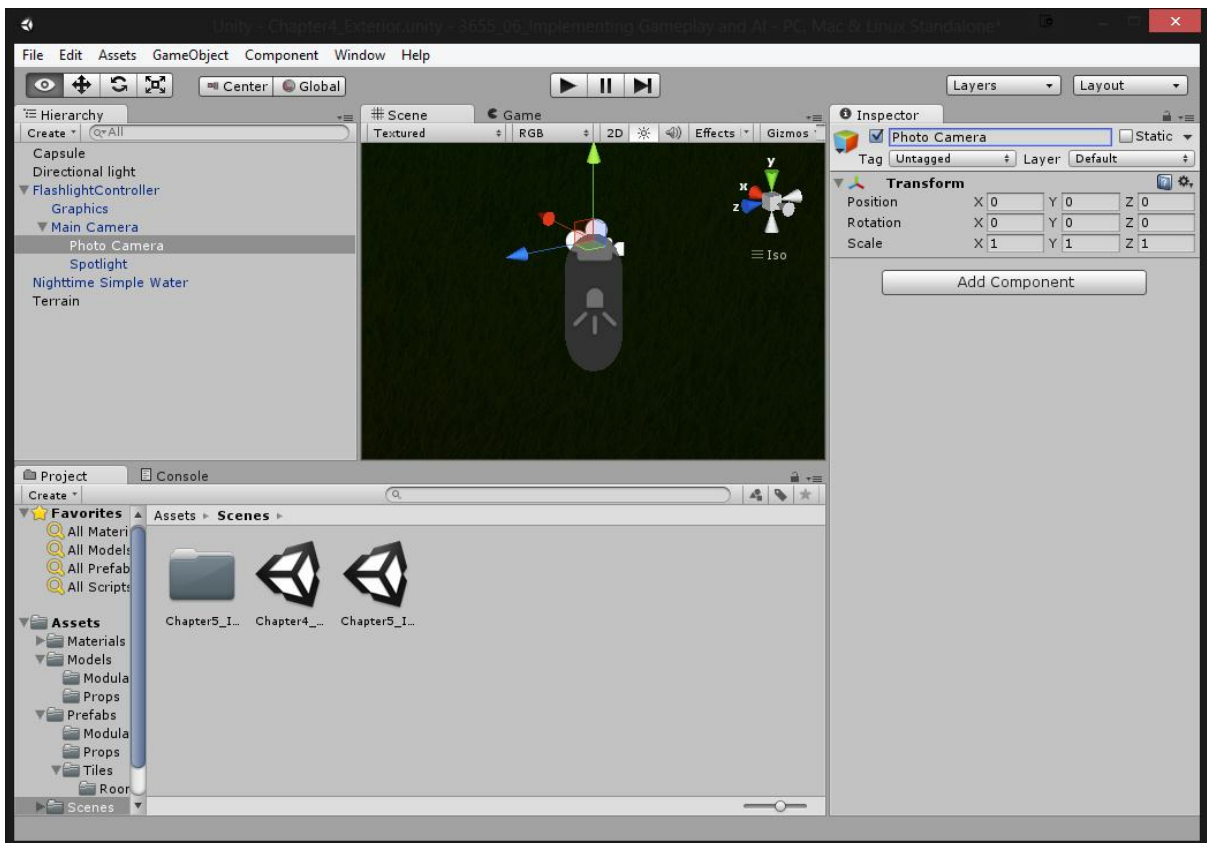


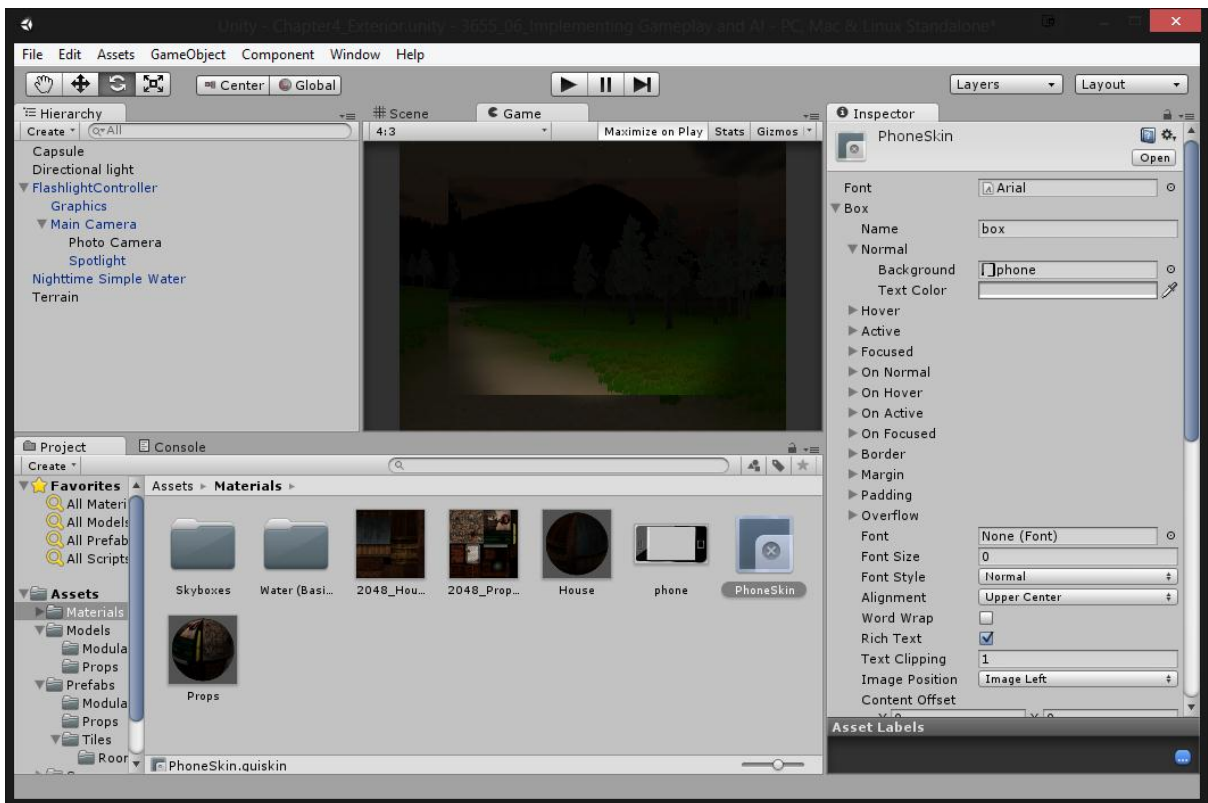
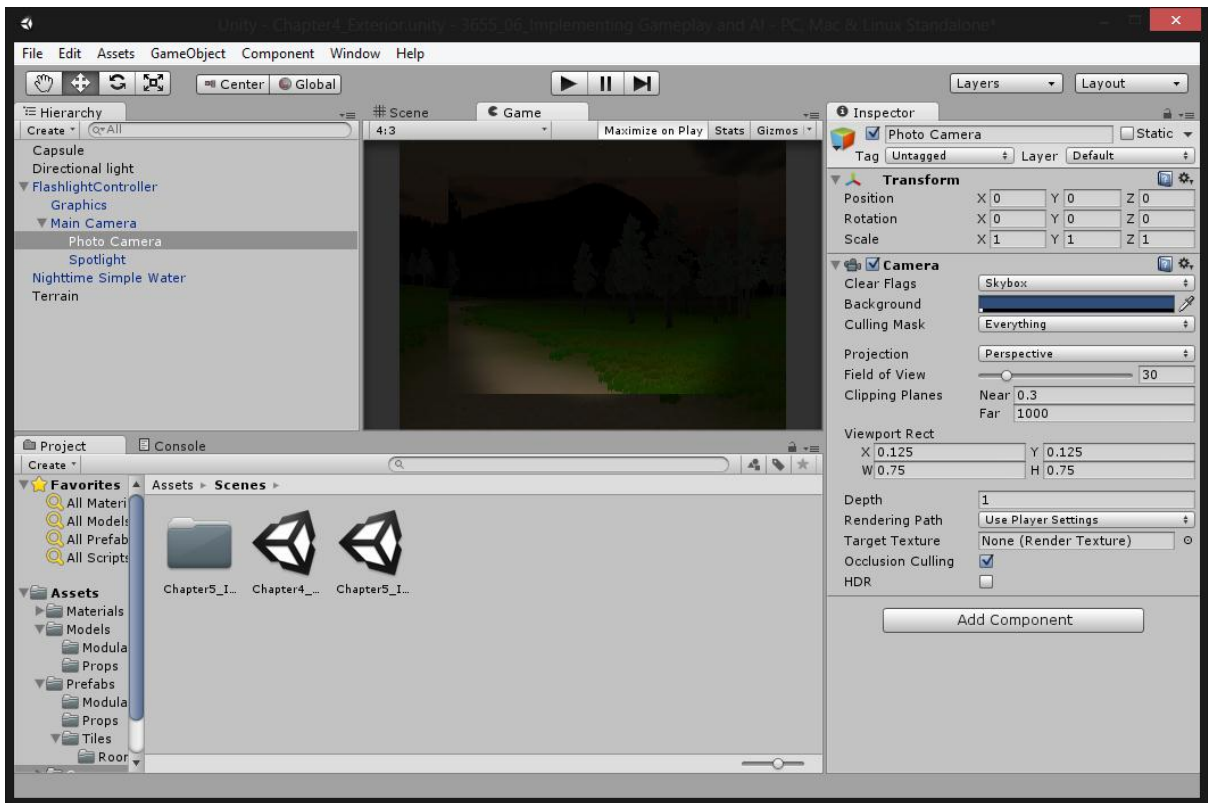


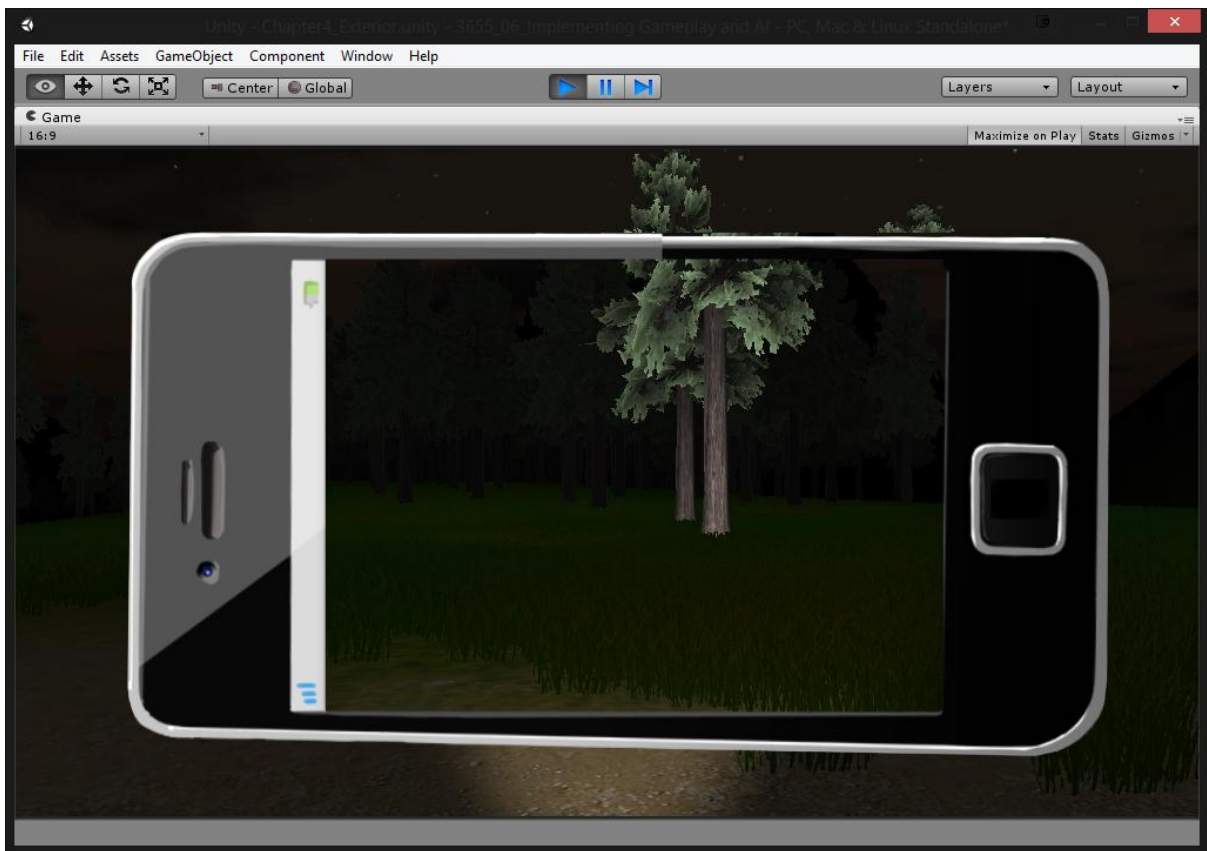
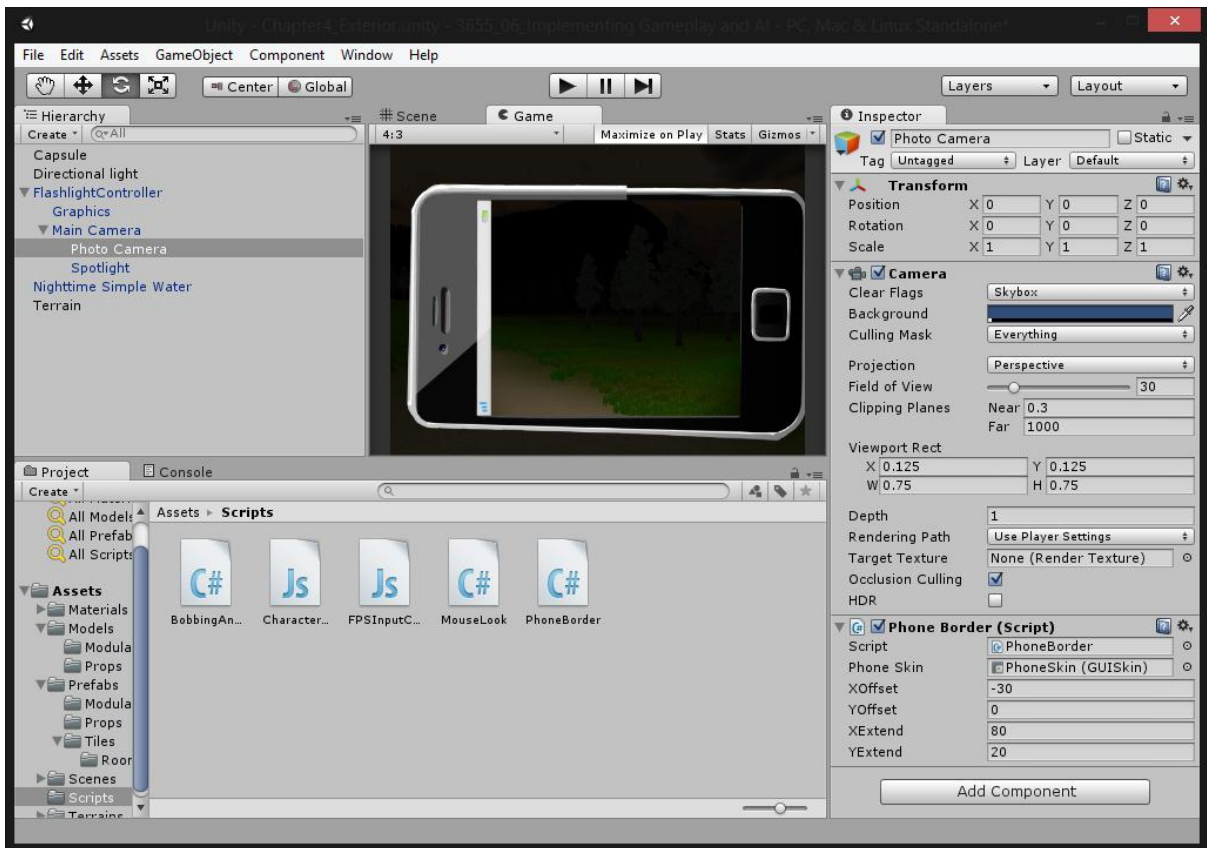


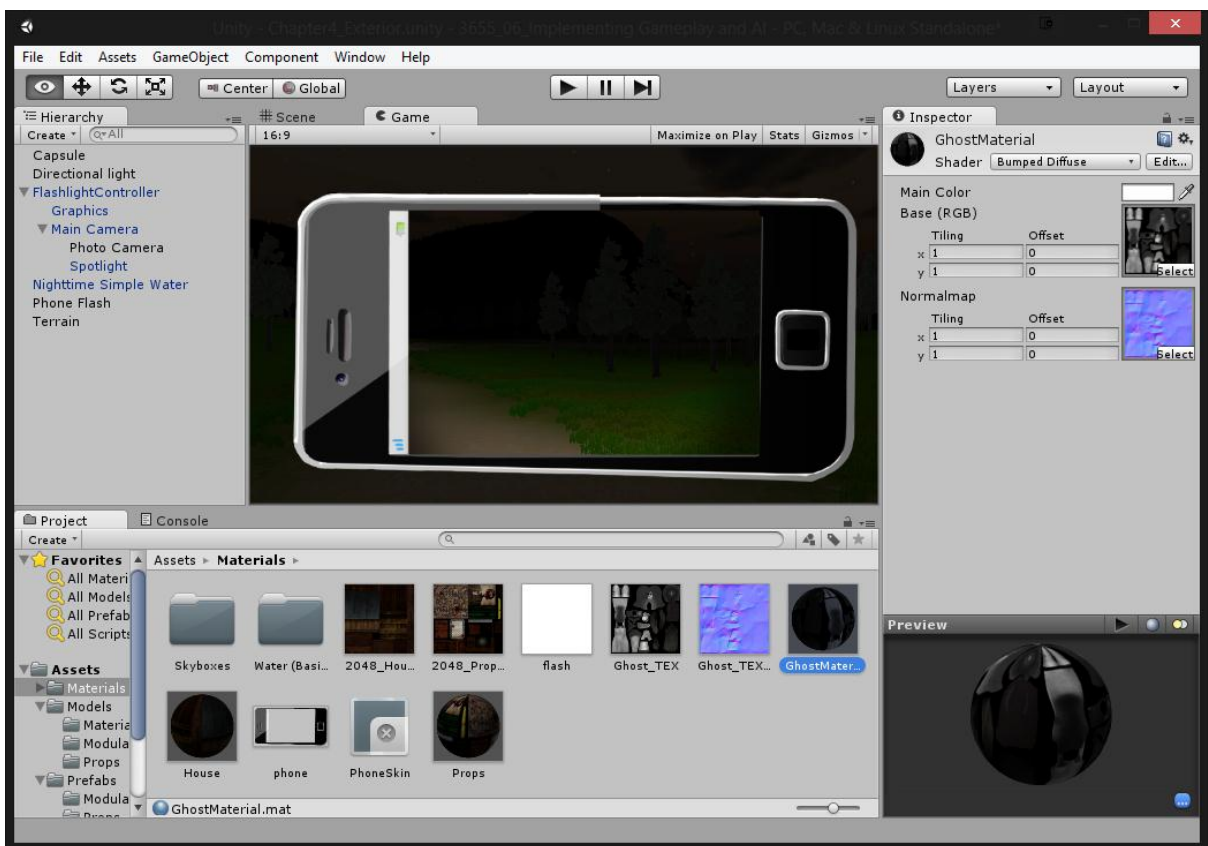
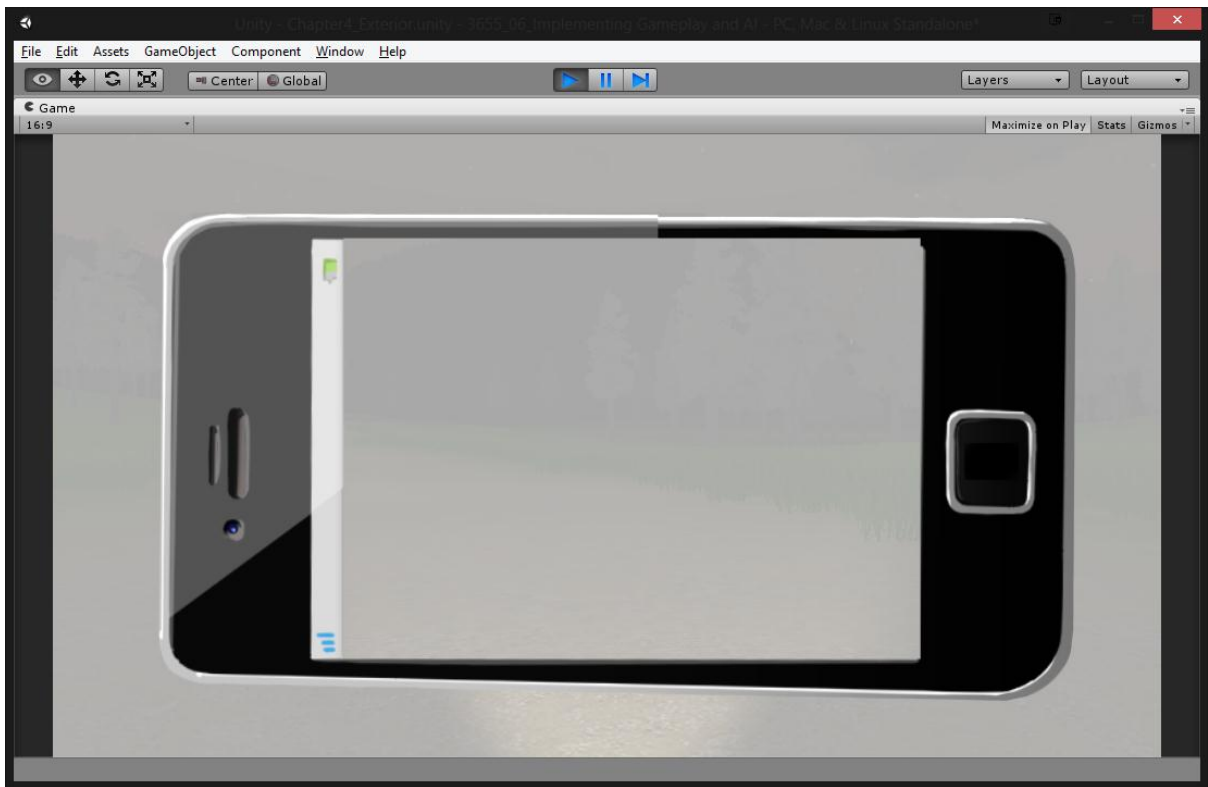


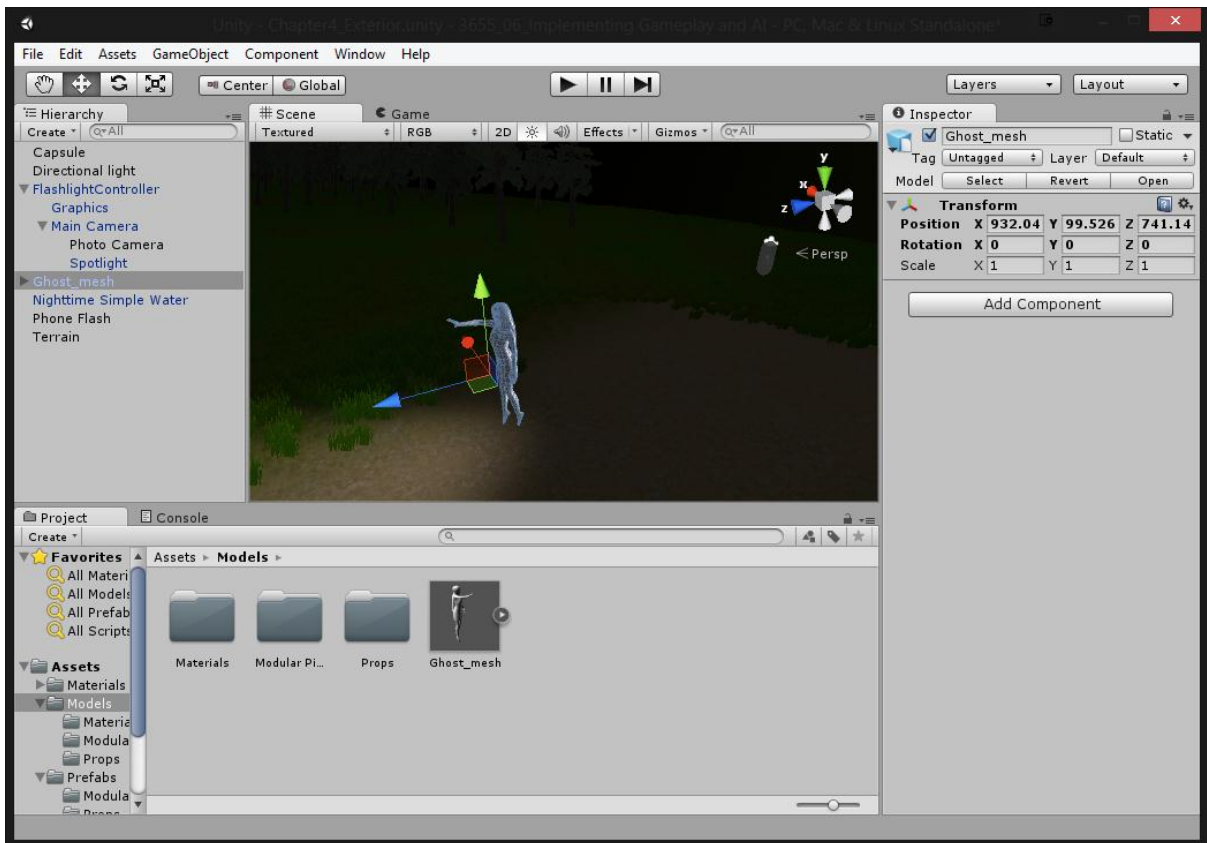
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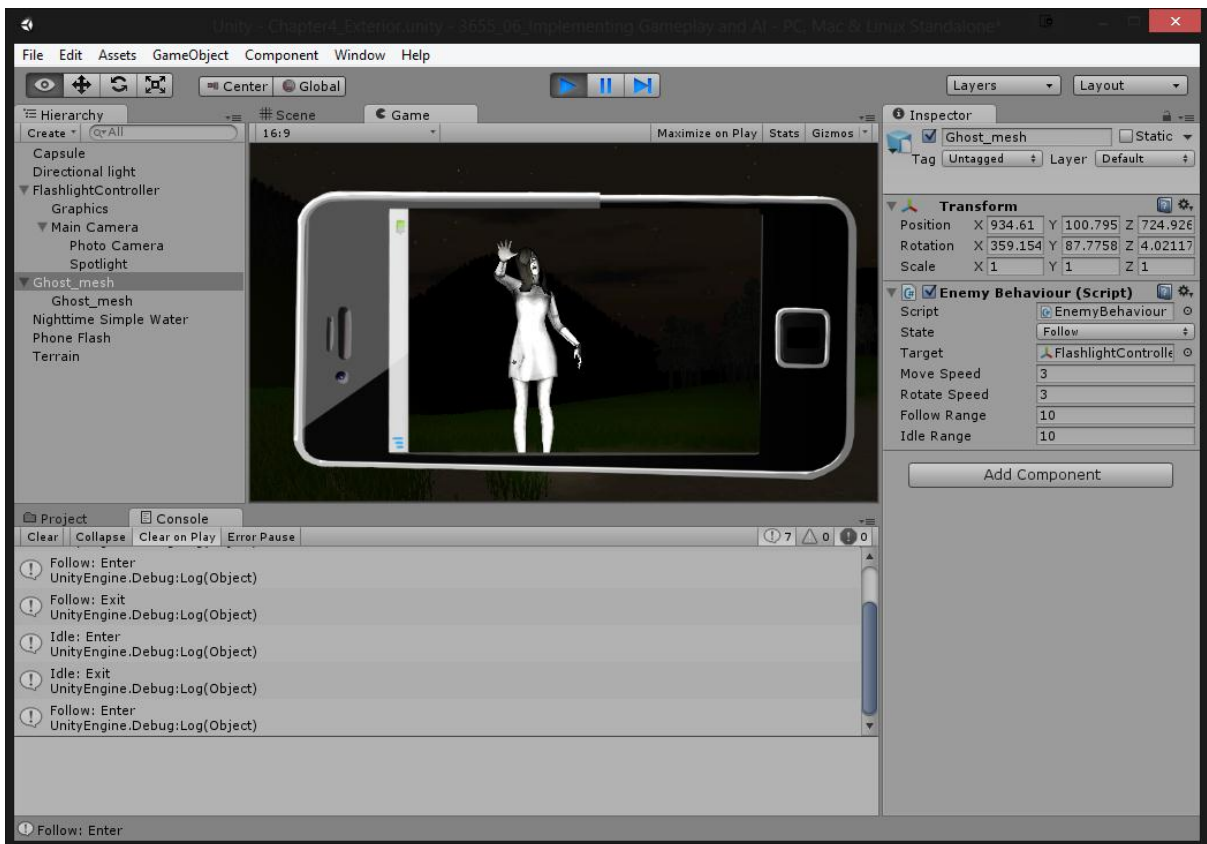
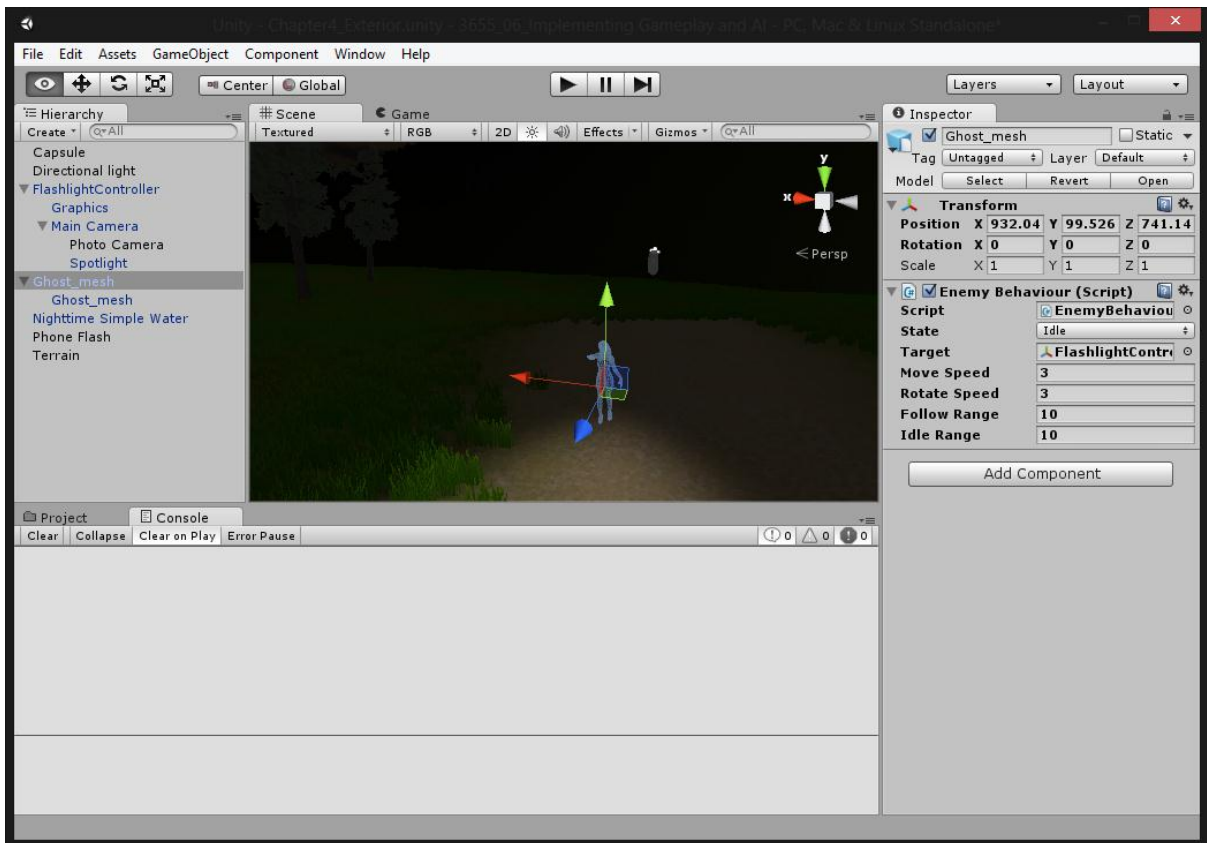


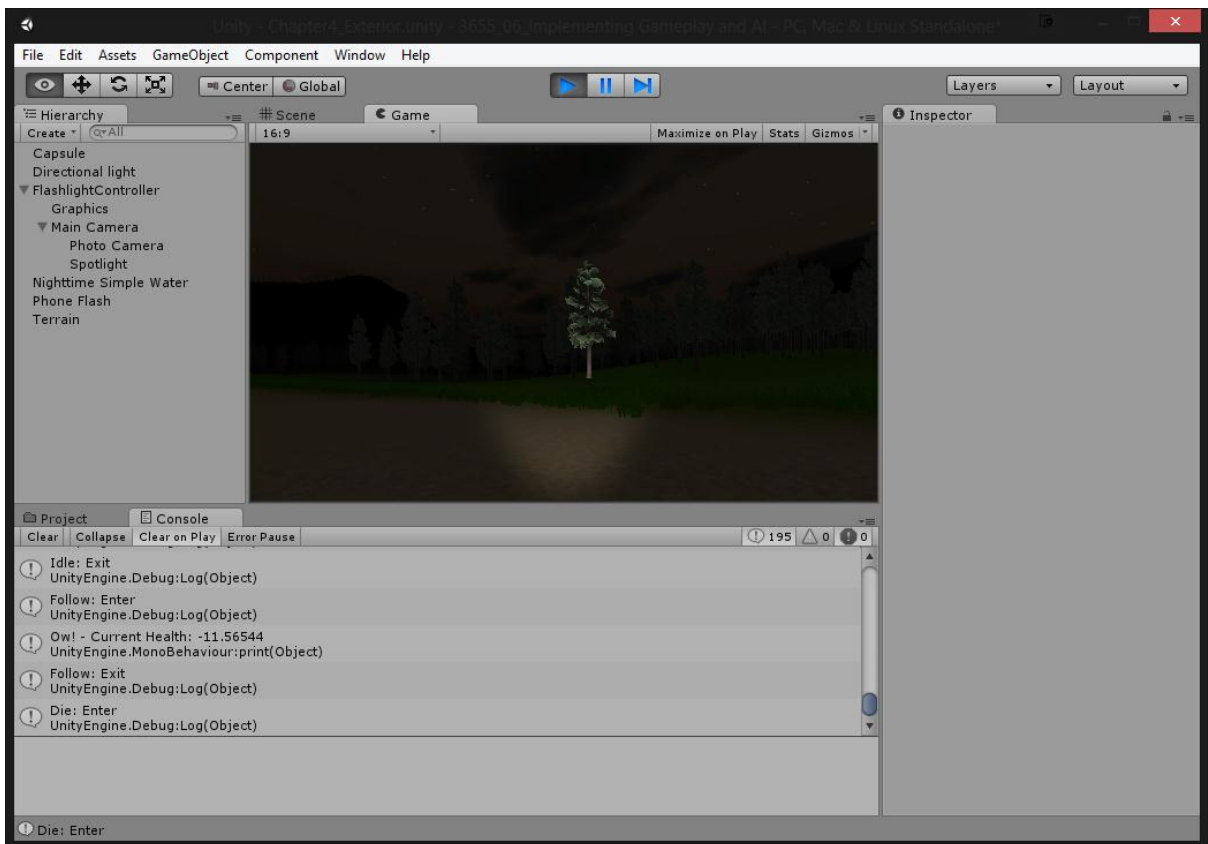
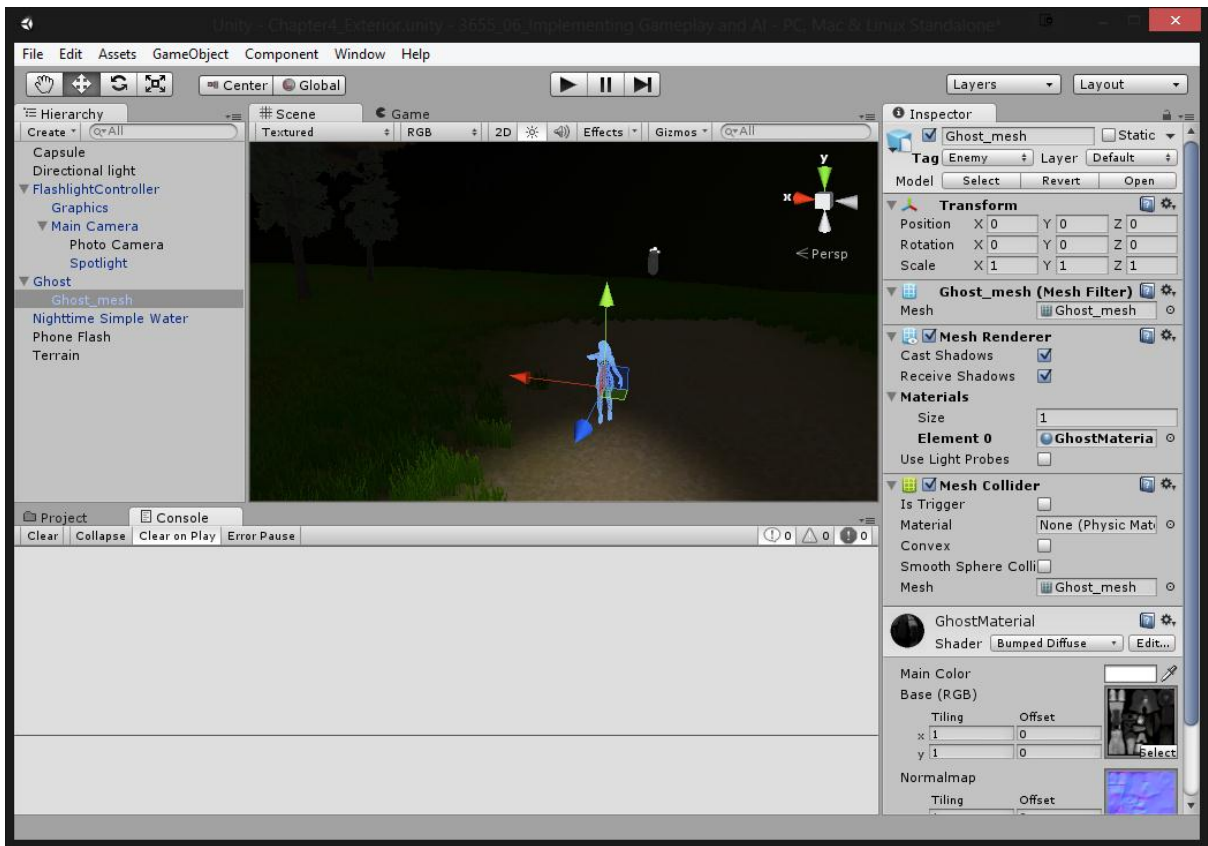


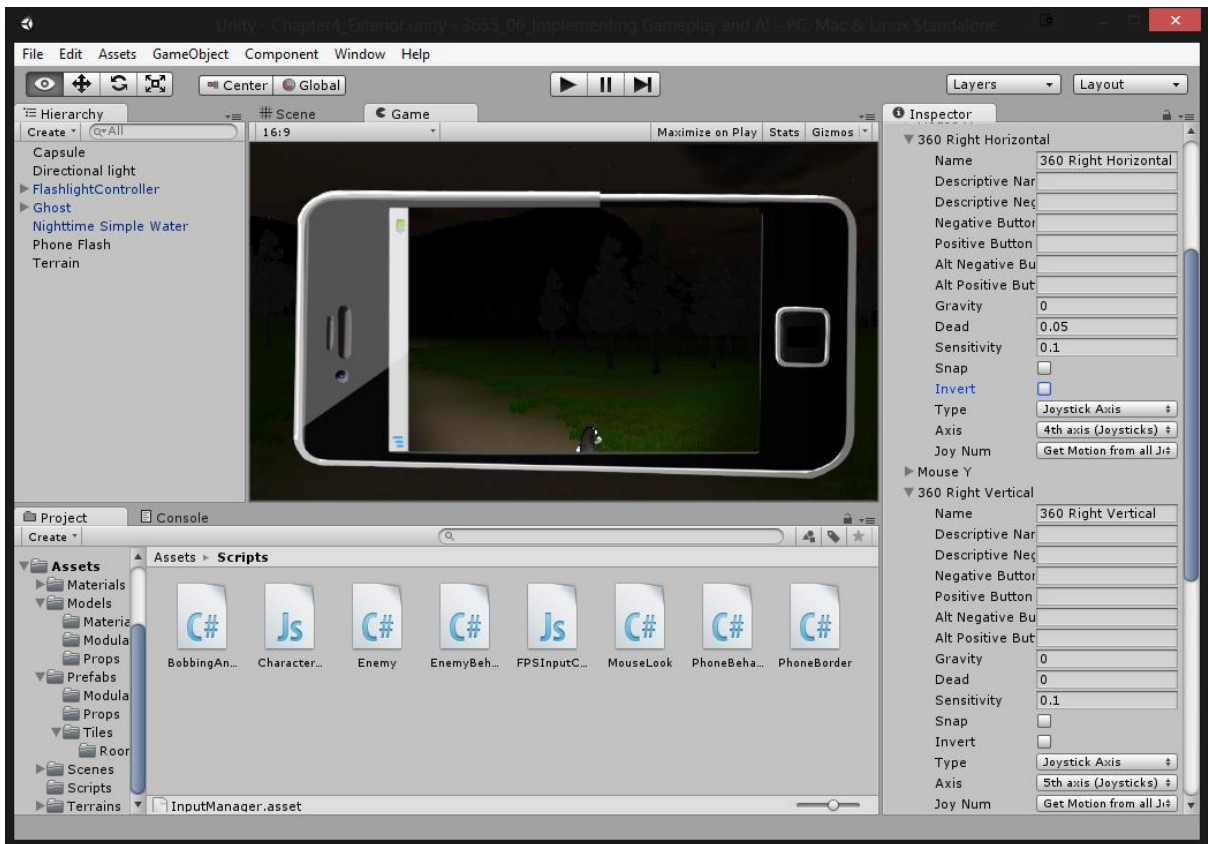
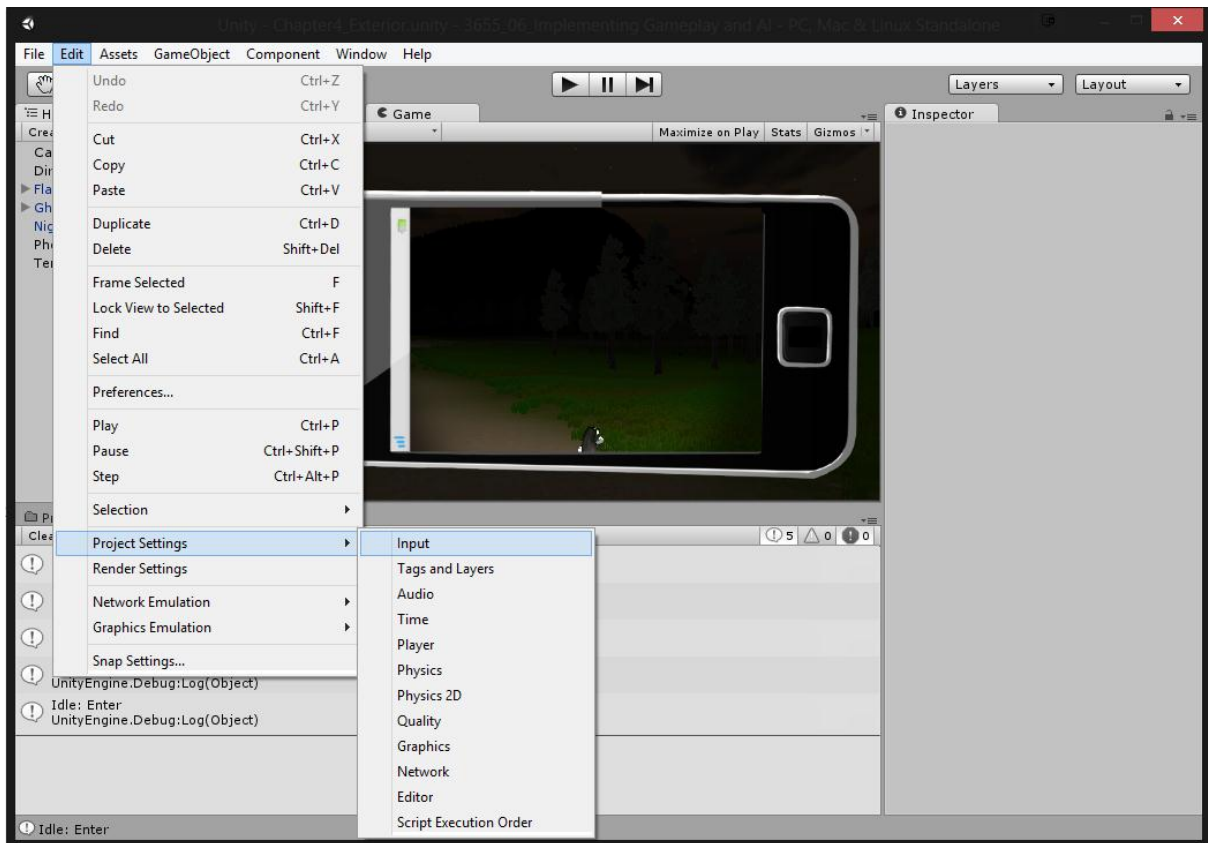




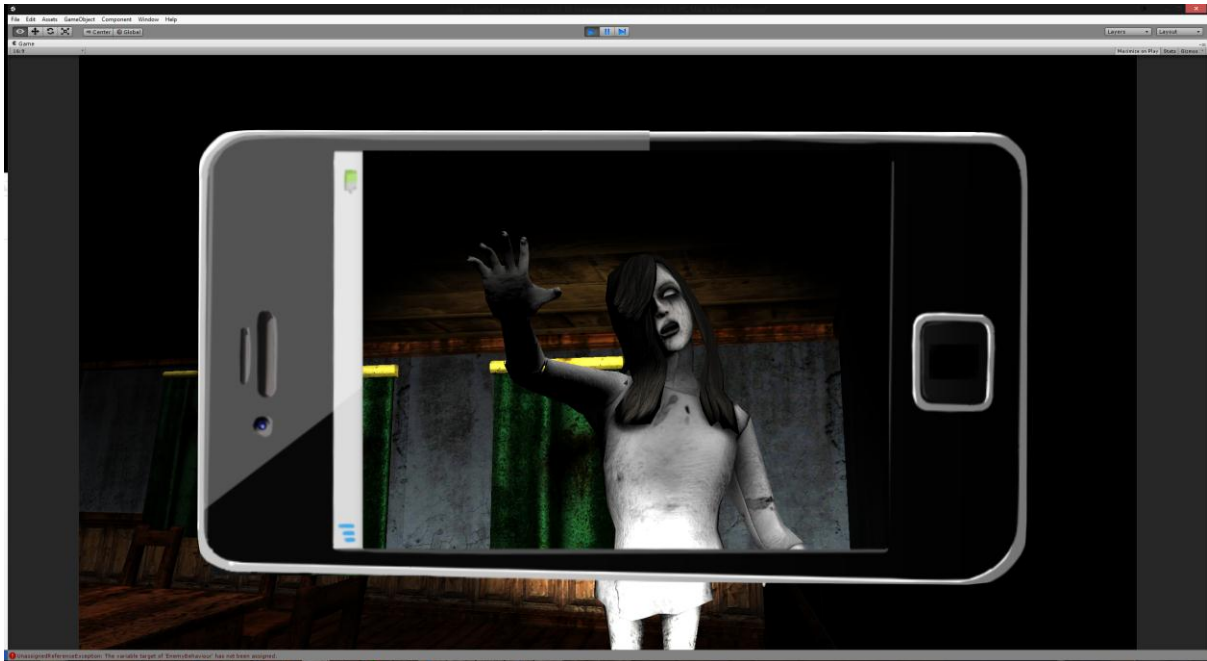




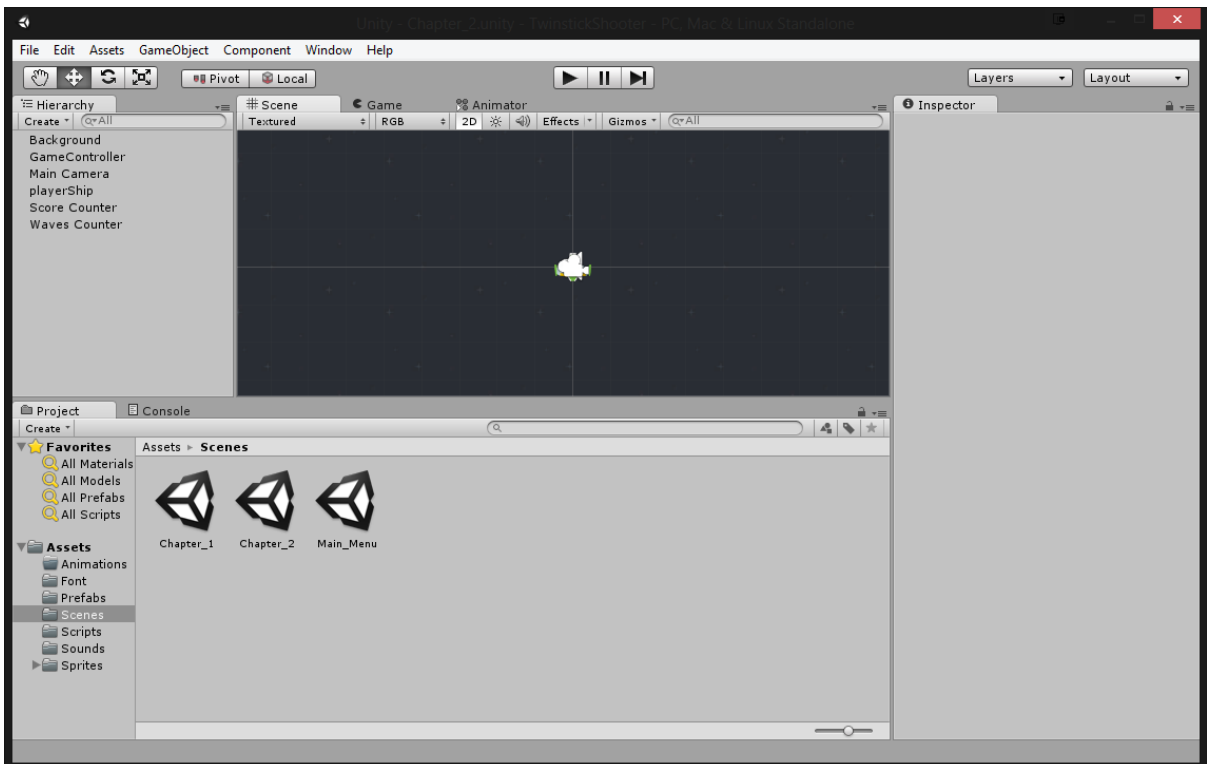


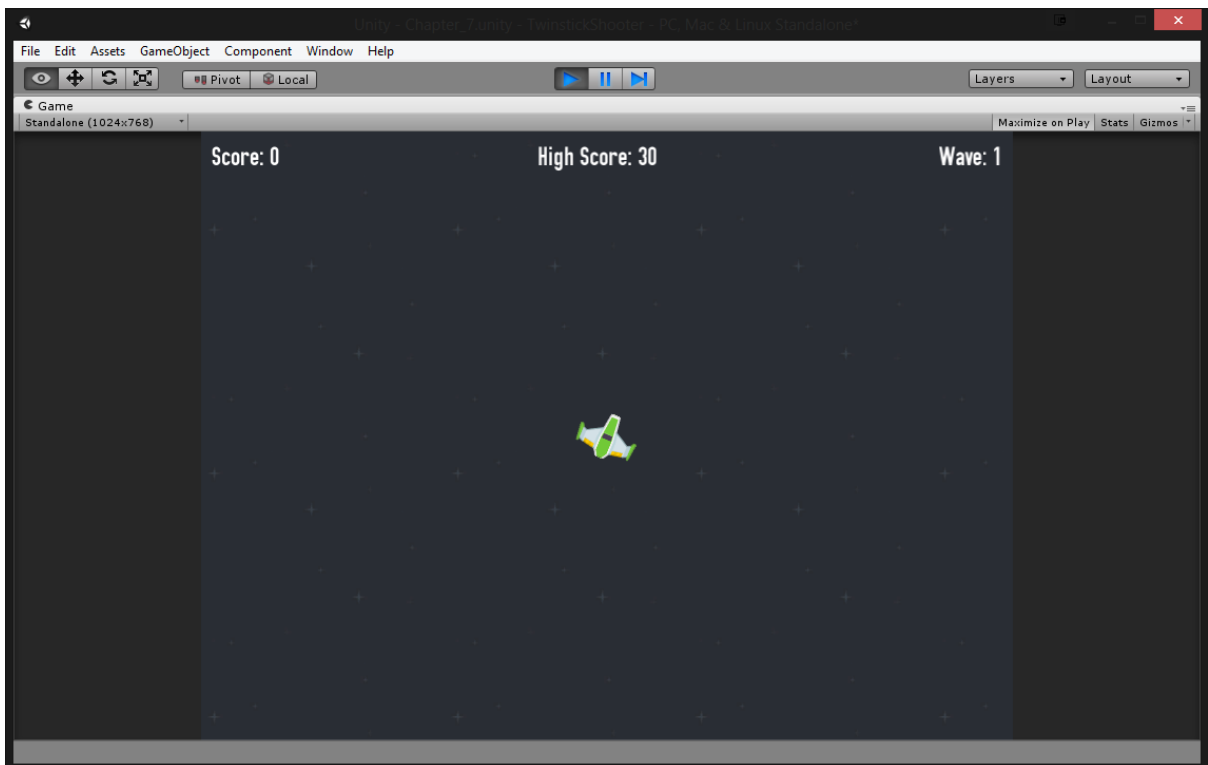
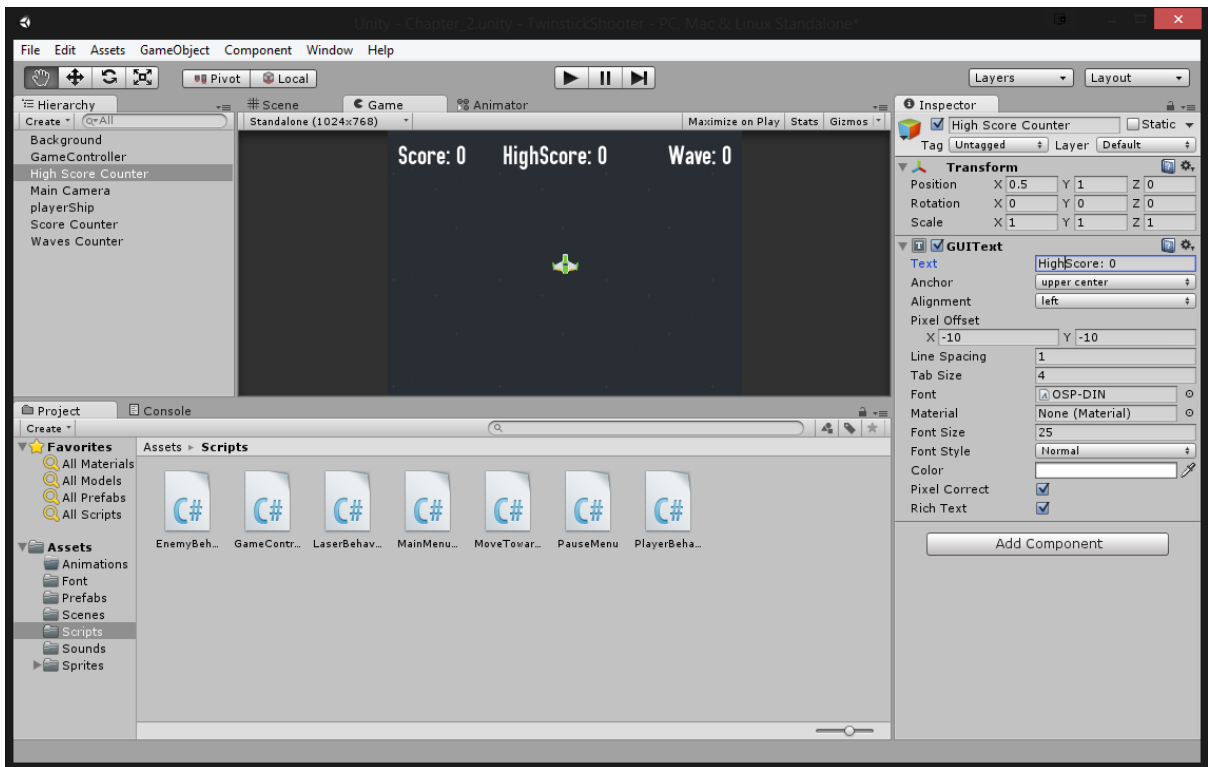


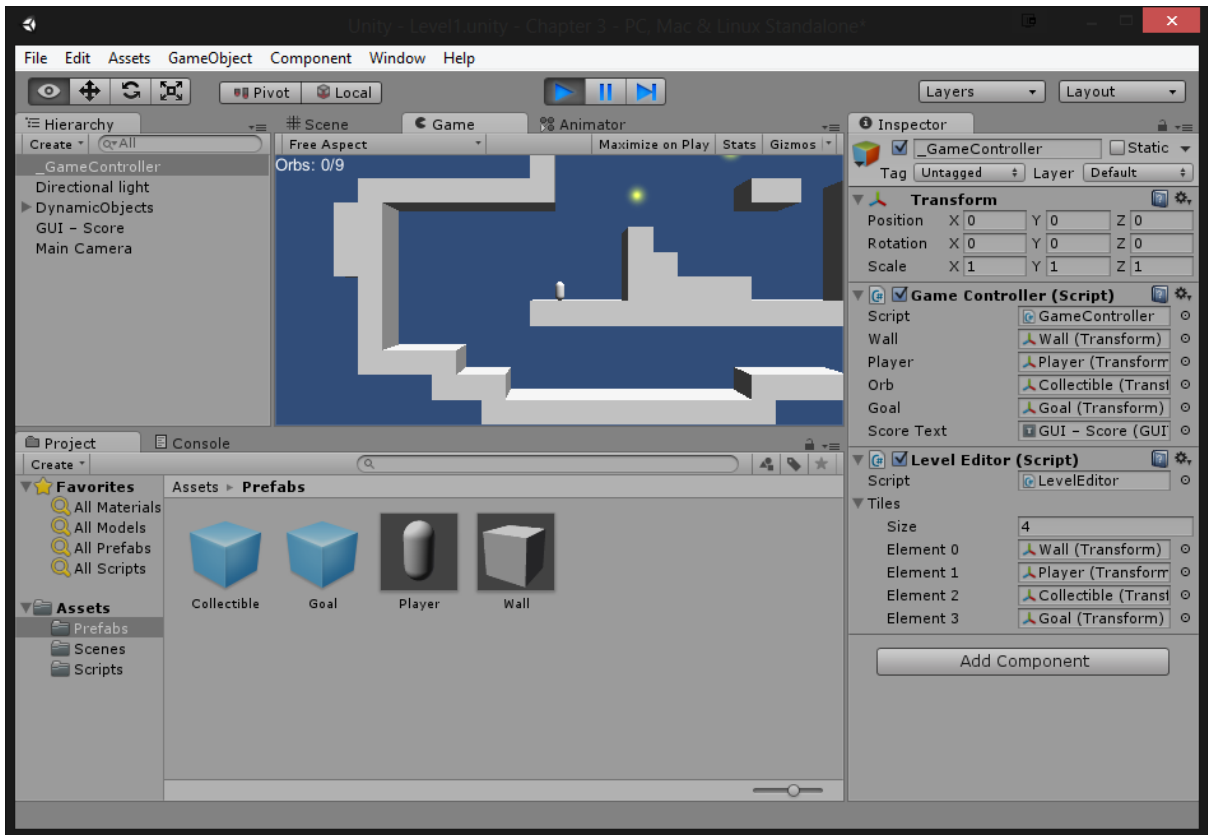
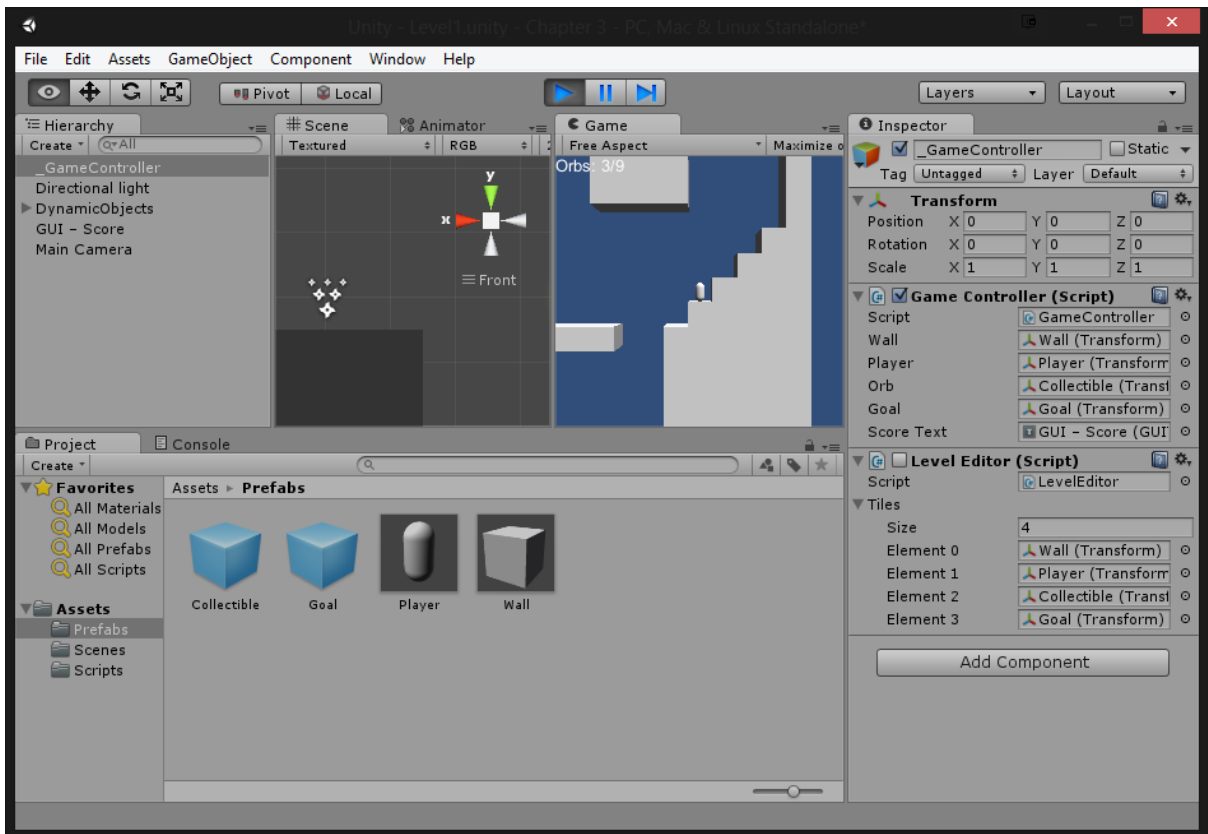


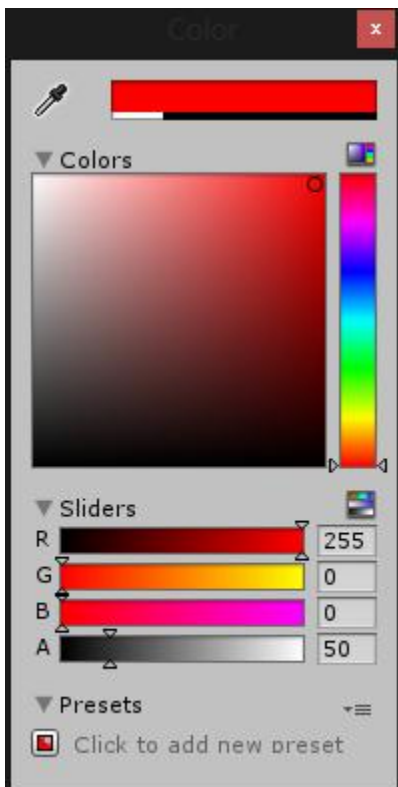
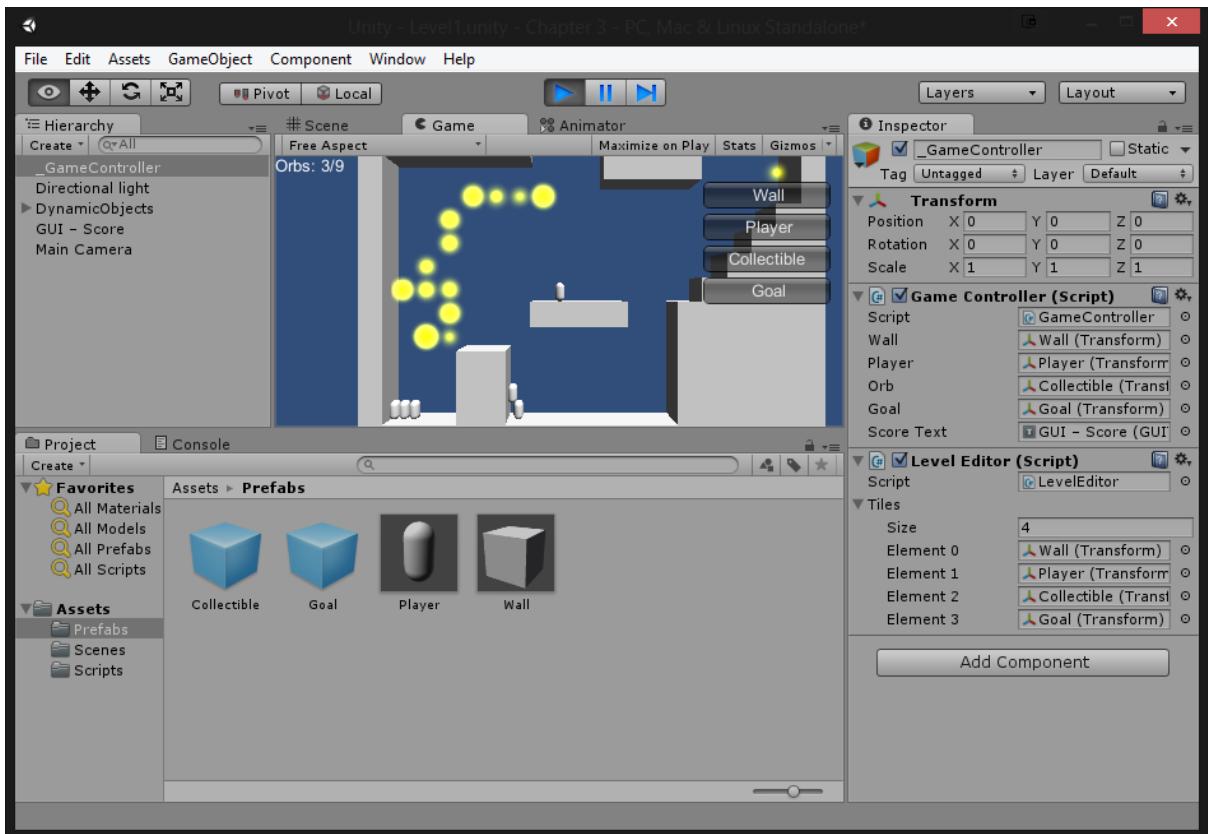


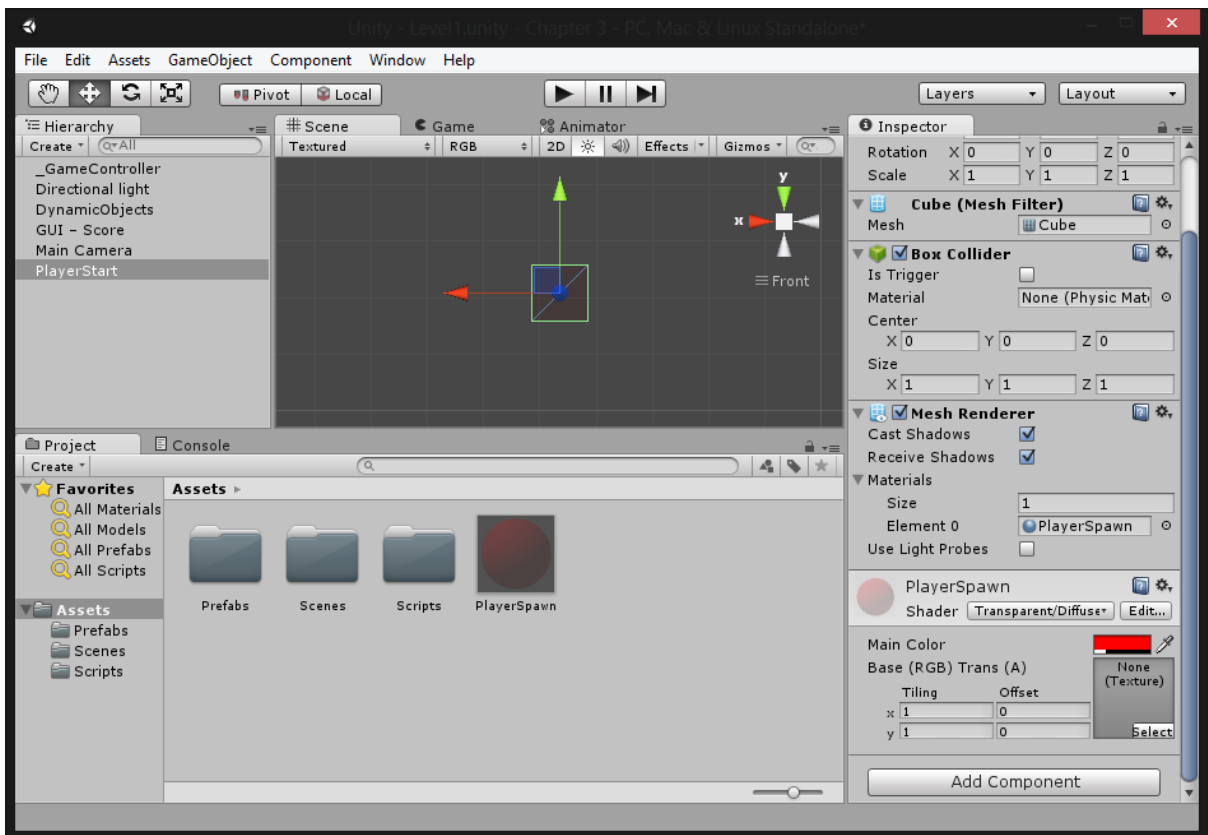
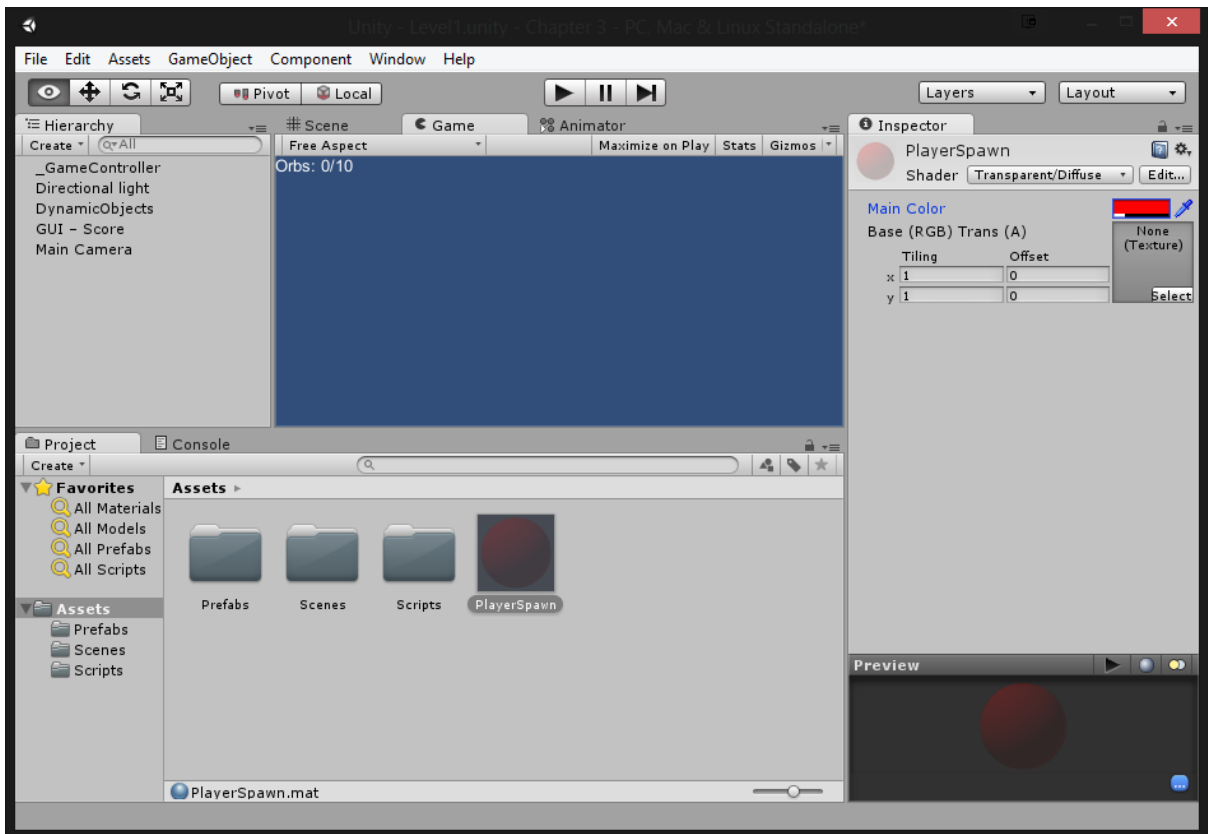
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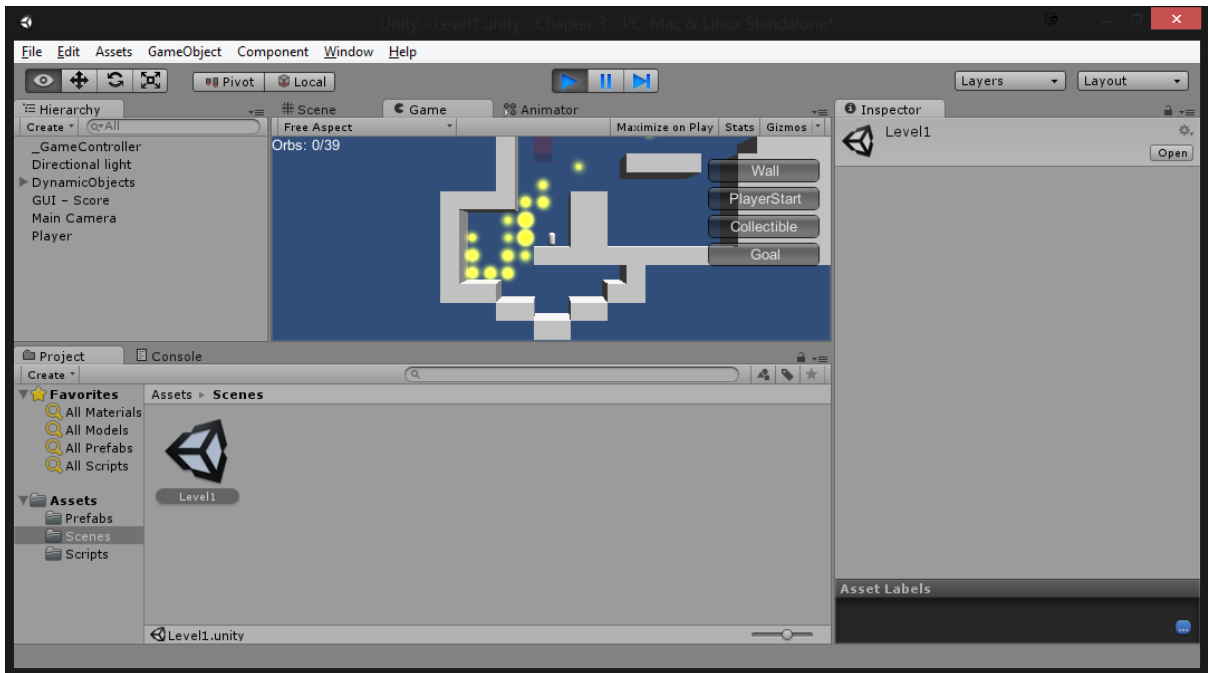
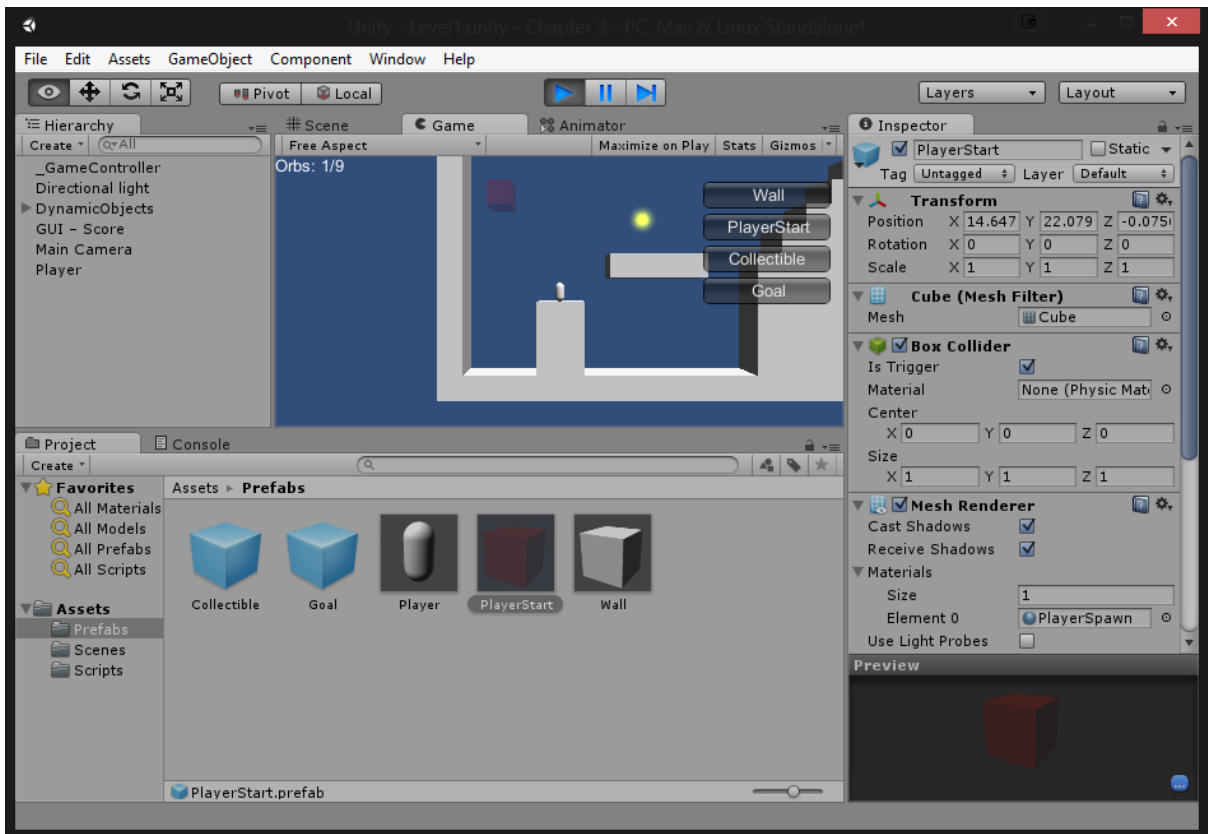


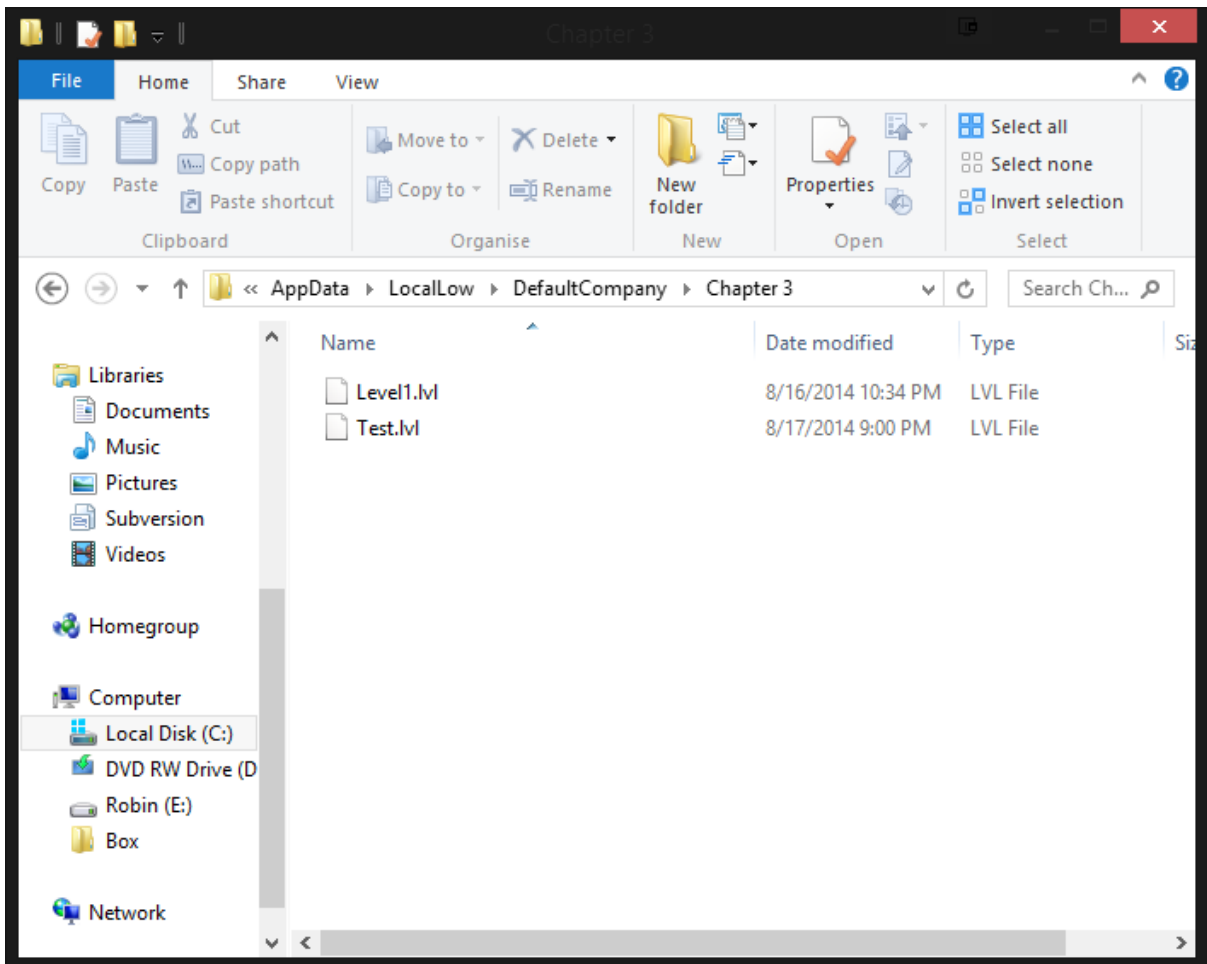
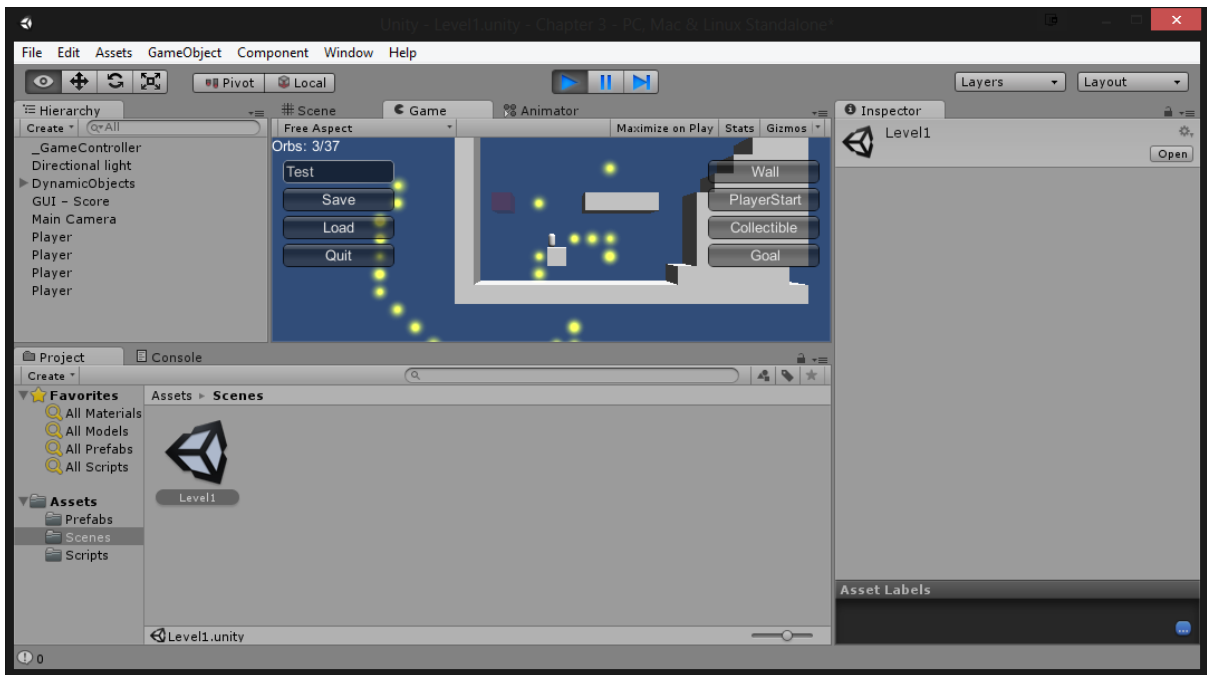




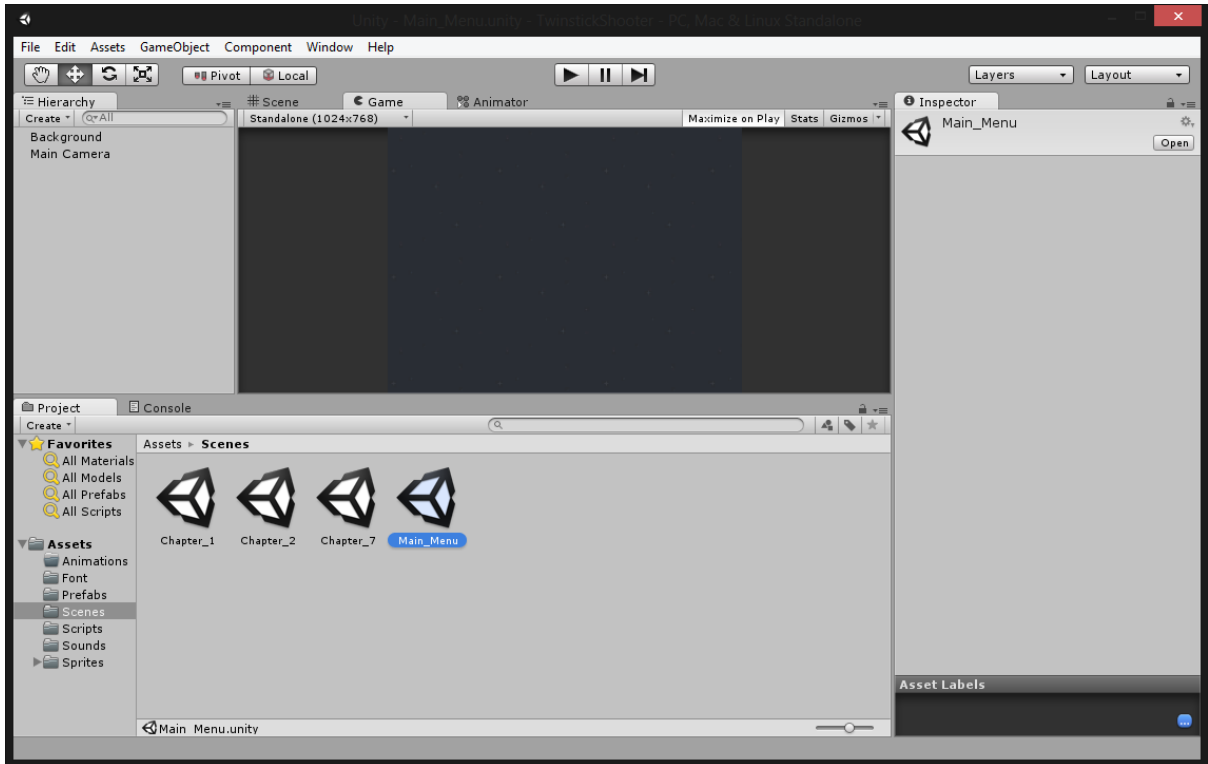


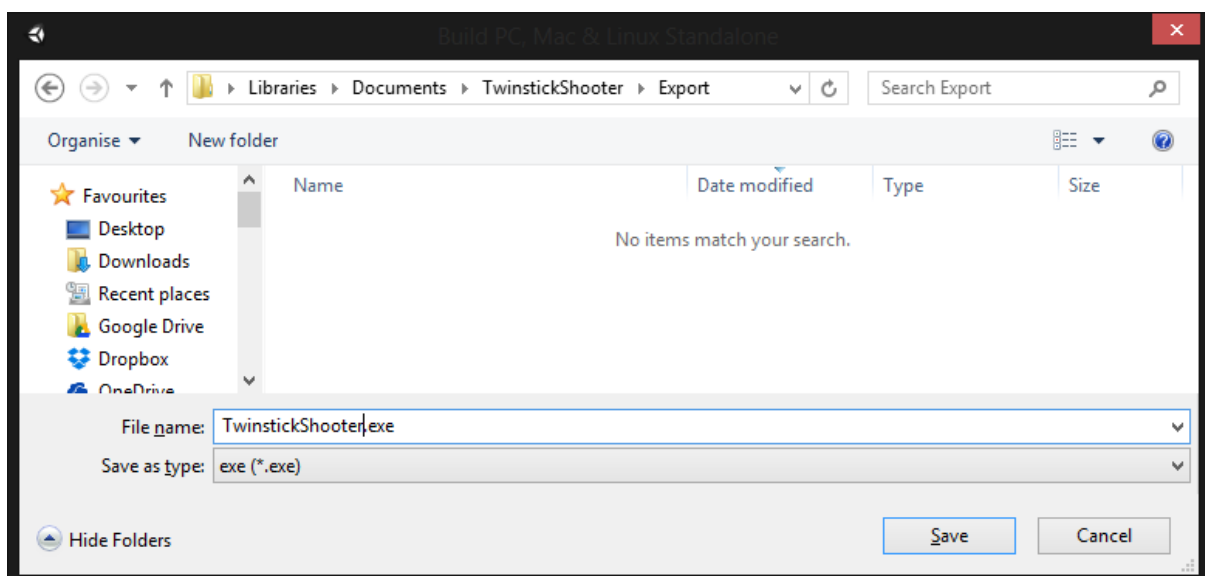
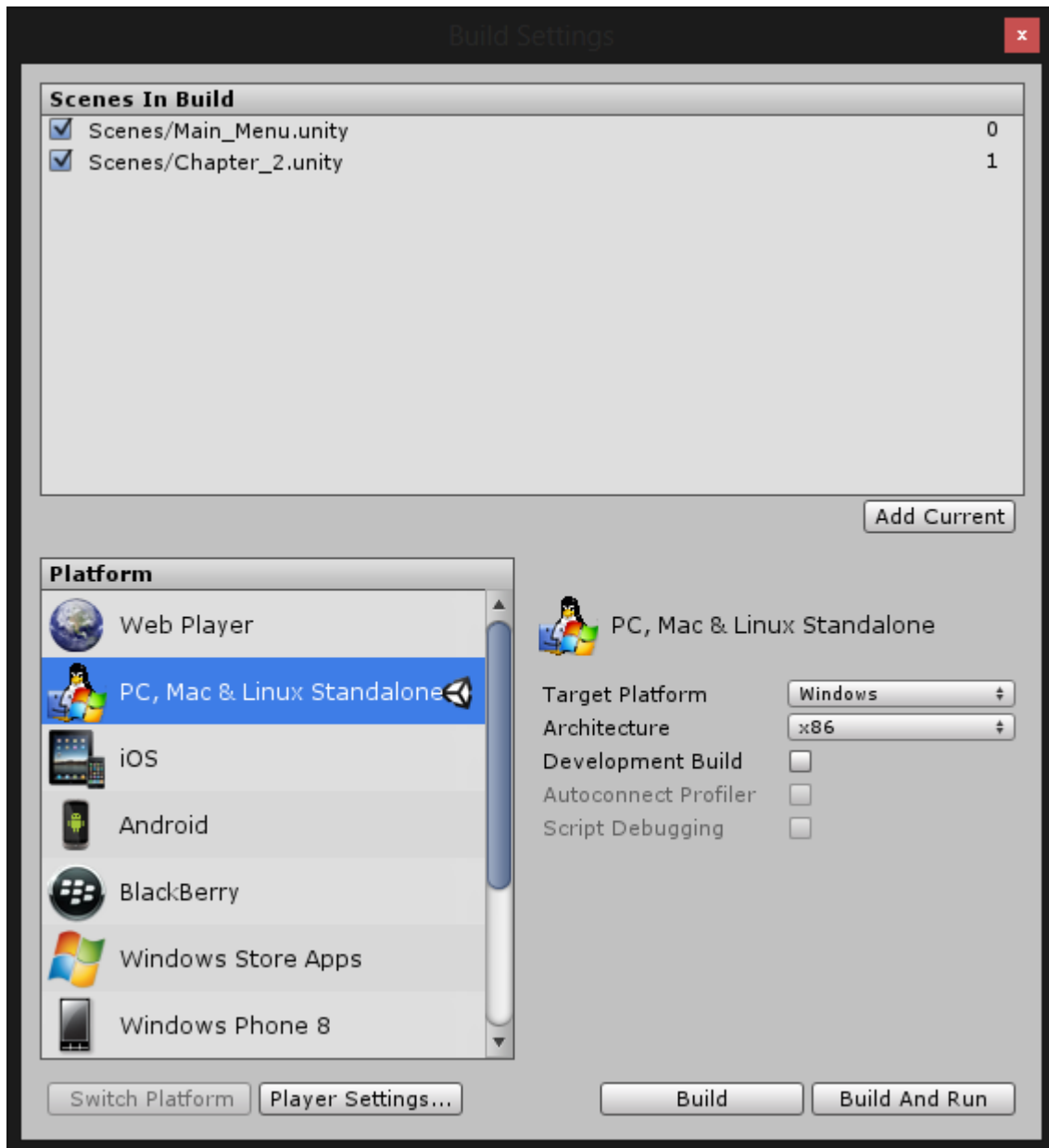


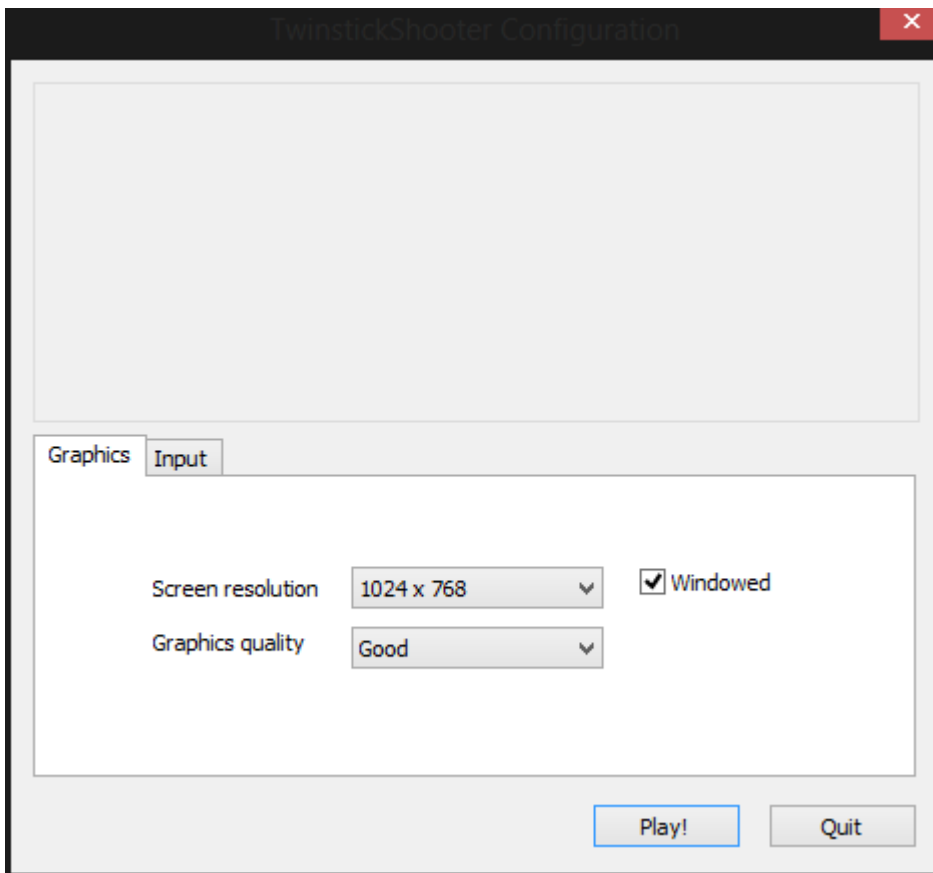
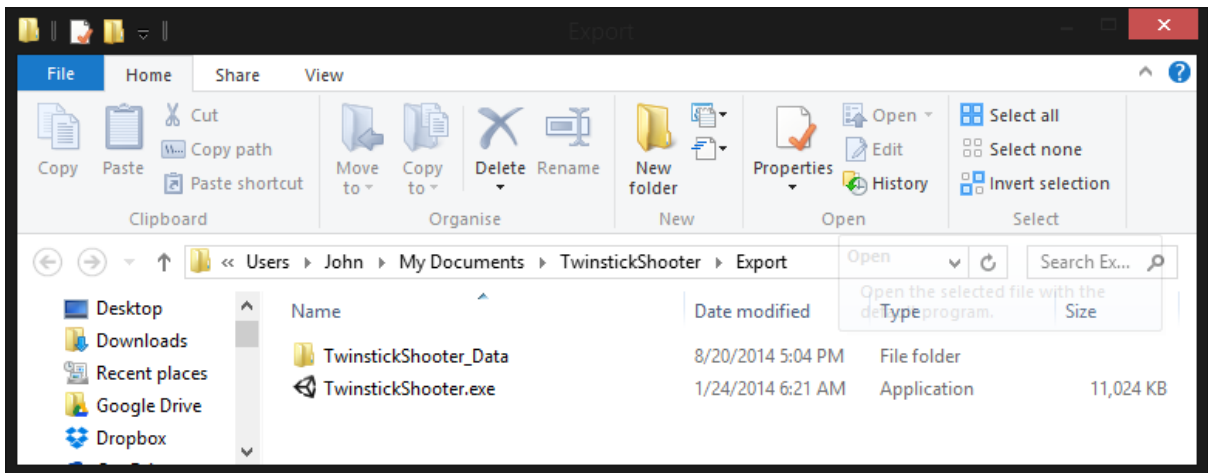


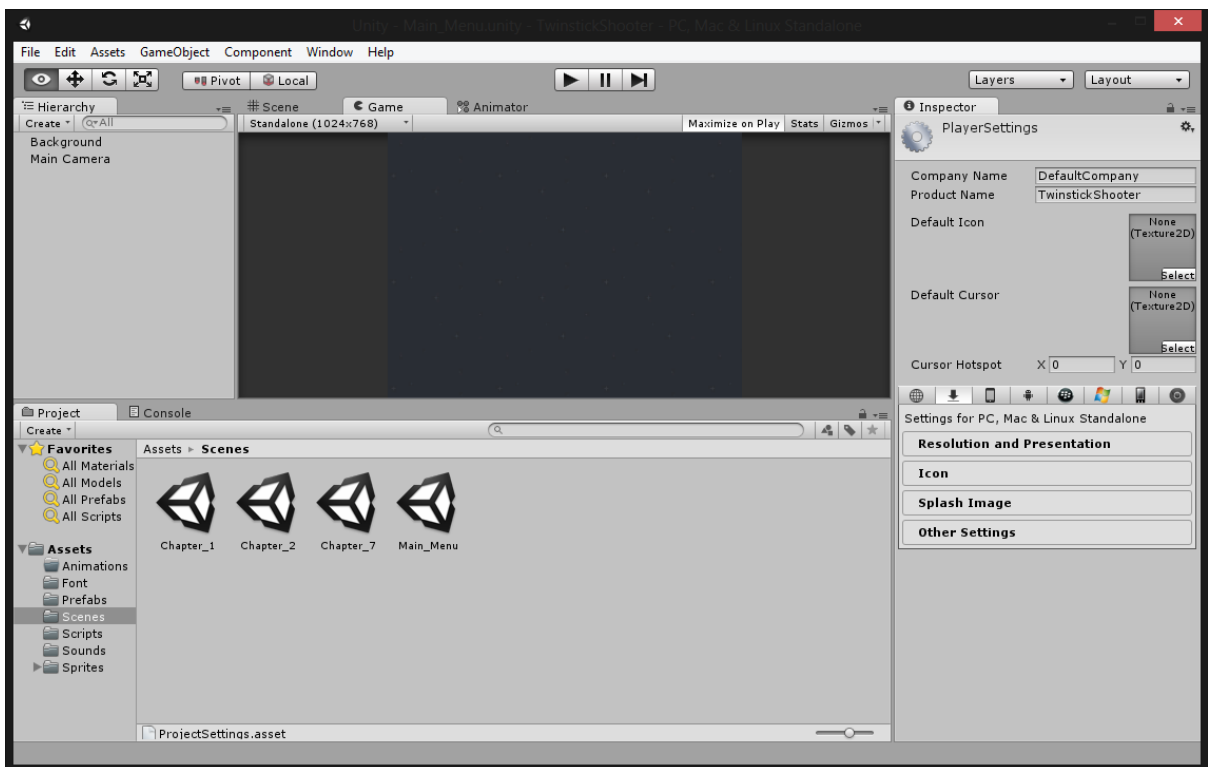
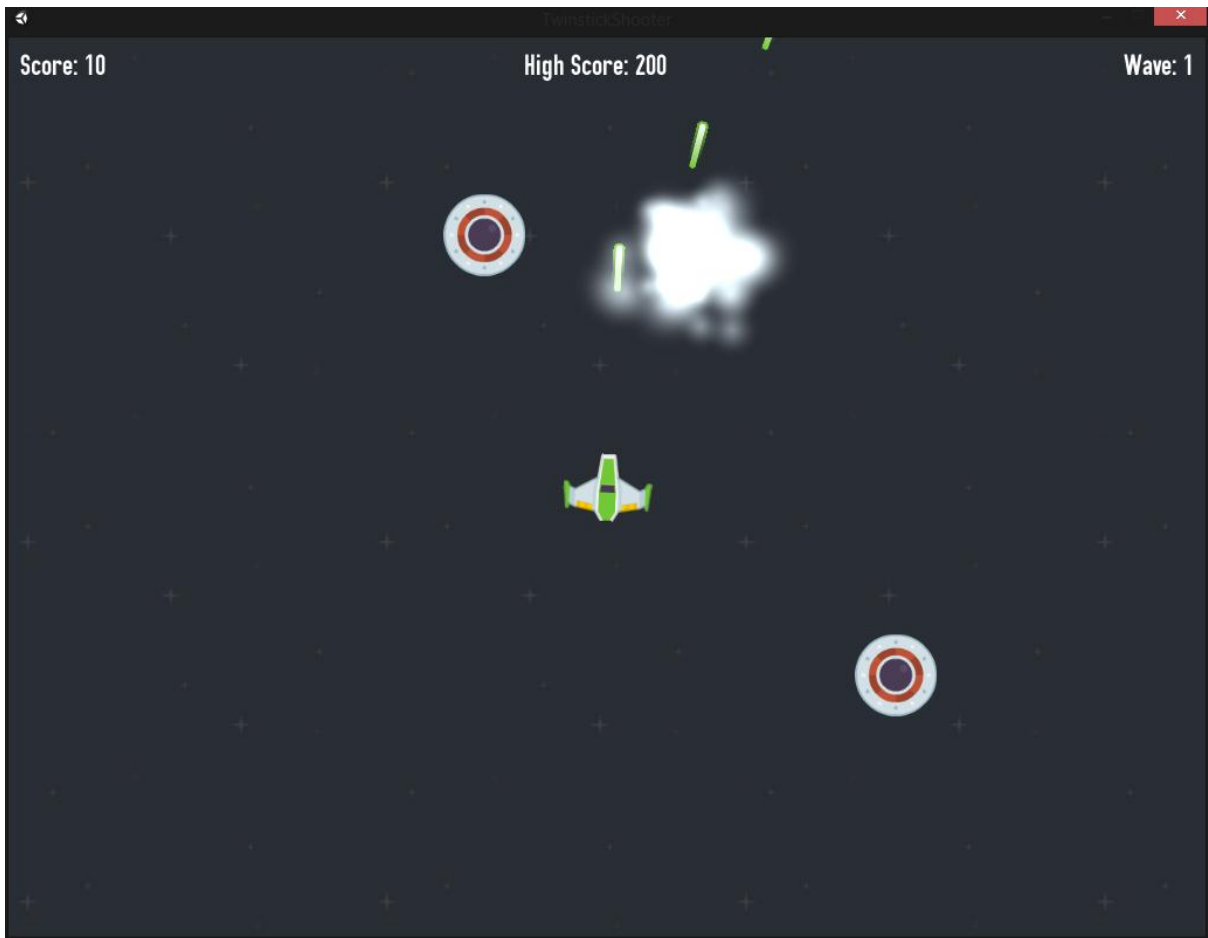


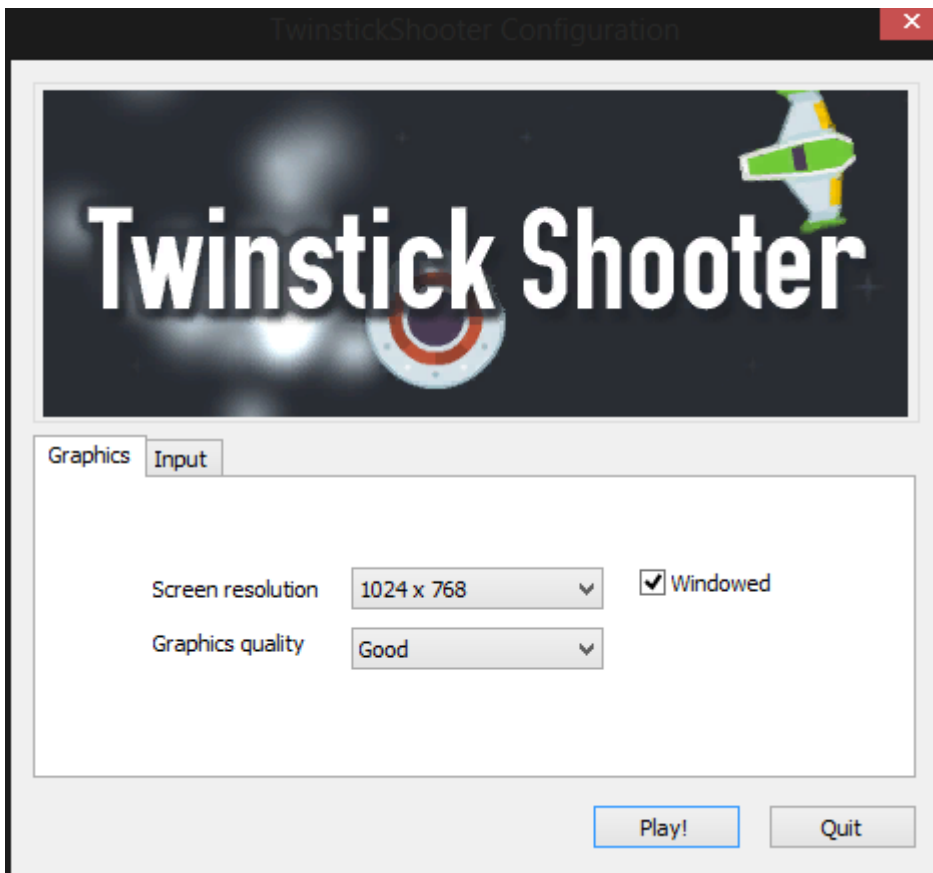
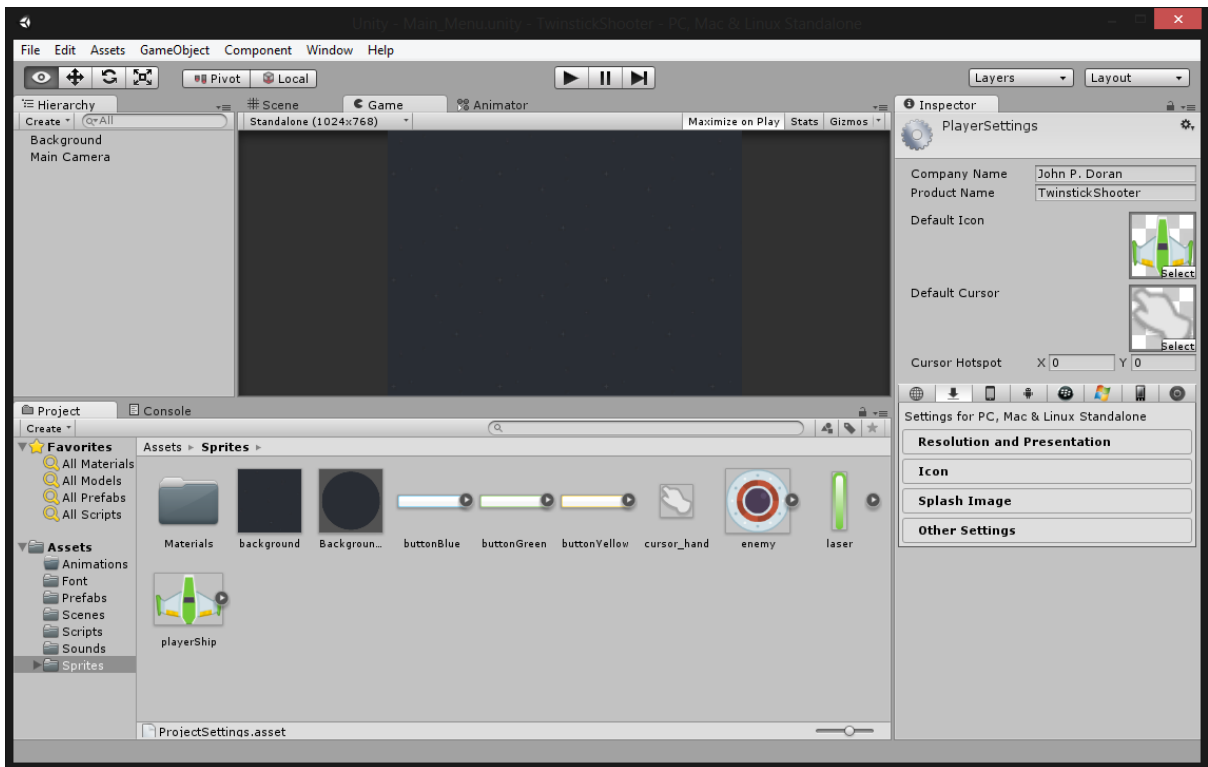
Chapter 8

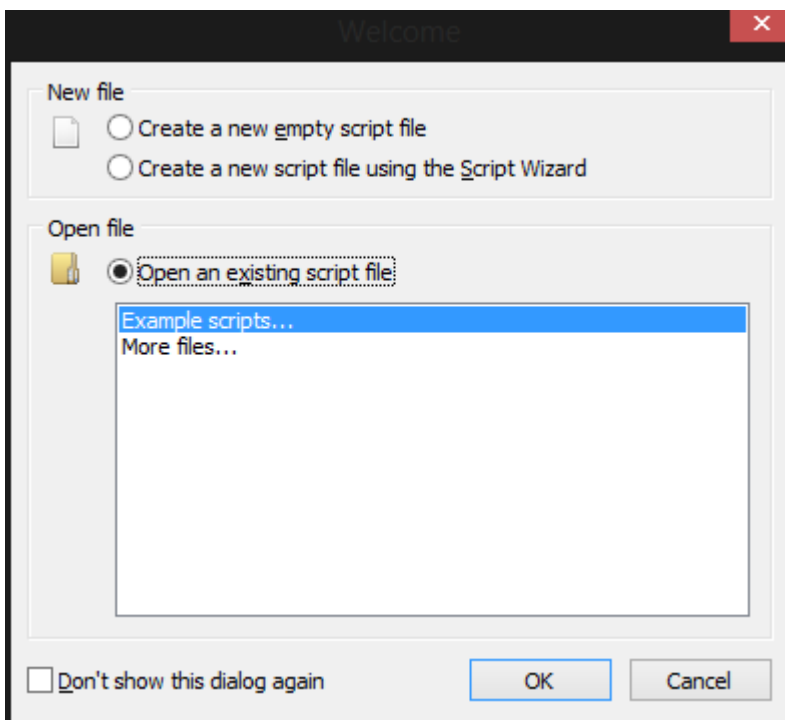


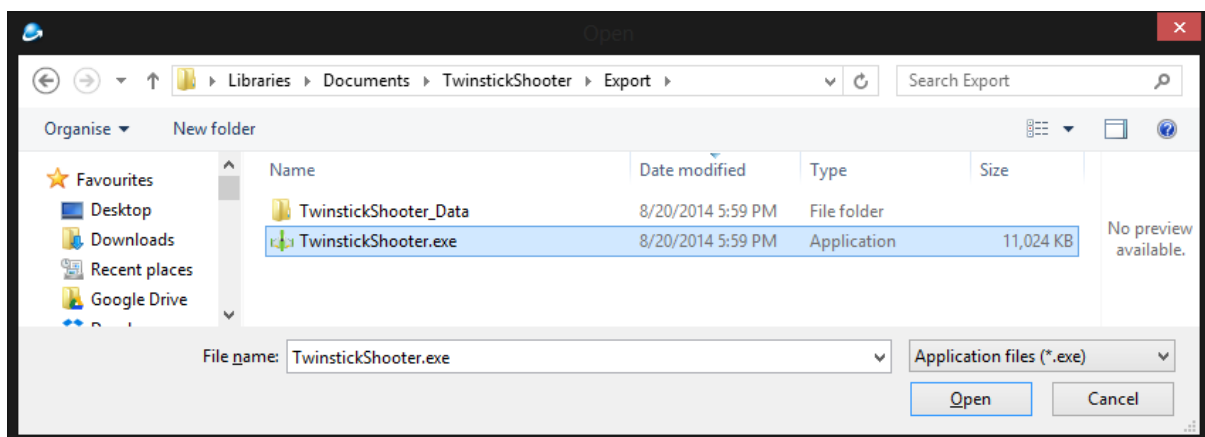
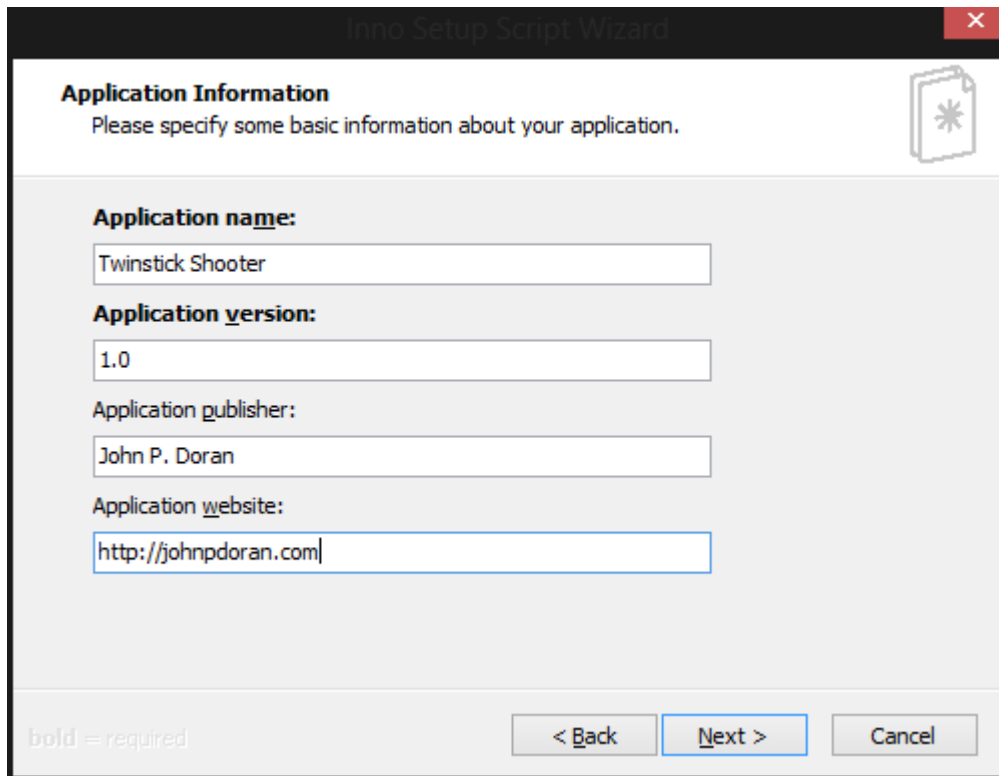


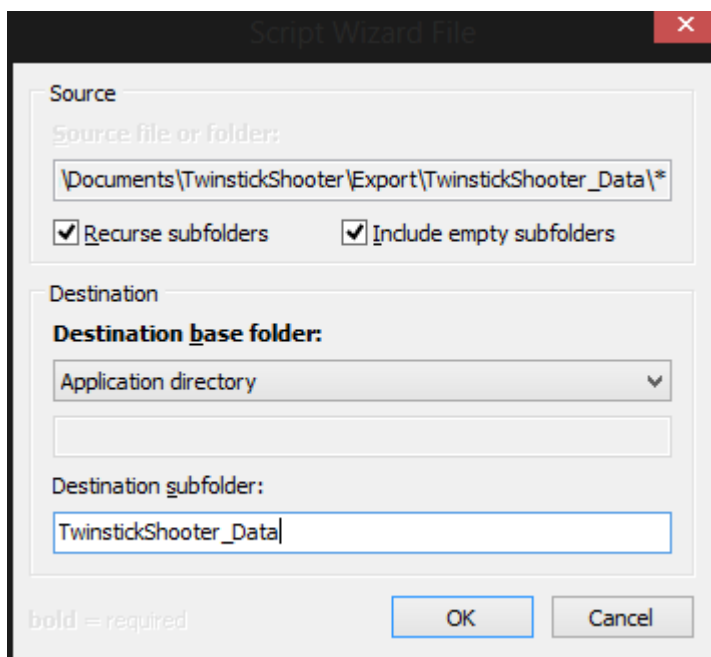
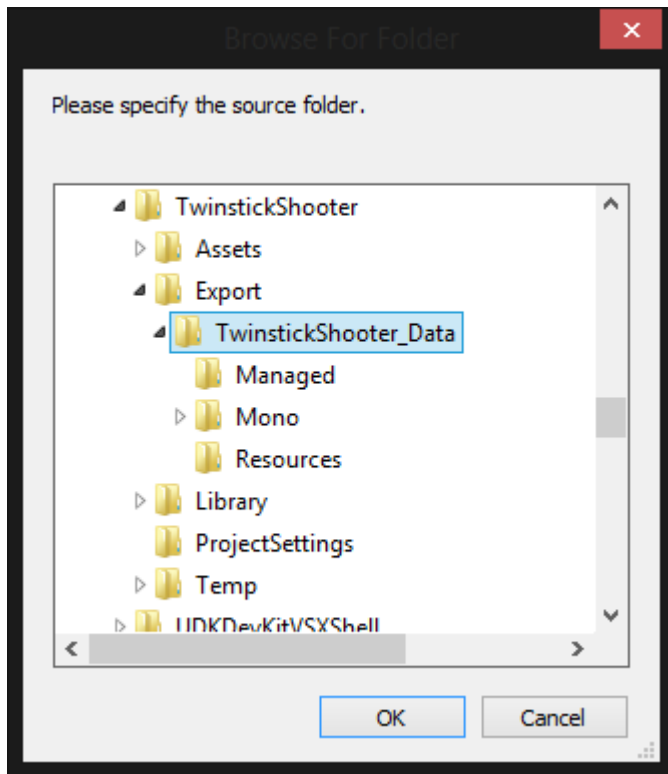












Inno Setup Script Wizard

Application Icons

Please specify which icons should be created for your application.

Application Start Menu folder name:

Twinstick Shooter

- Allow user to **change** the Start Menu folder name
- Allow user to **disable** Start Menu folder creation
- Create an **I**nternet shortcut in the Start Menu folder
- Create an **U**ninstall icon in the Start Menu folder

Other main executable icons:

- Allow user to create a **d**esktop icon
- Allow user to create a **Q**uick Launch icon

bold = required

< Back Next > Cancel

Inno Setup Script Wizard

Application Documentation

Please specify which documentation files should be shown by Setup during installation.

License file:

 Browse...

Information file shown **b**efore installation:

 Browse...

Information file shown **a**fter installation:

 Browse...

< Back Next > Cancel

Inno Setup Script Wizard

Compiler Settings

Please specify some basic compiler settings.

Custom compiler output folder:

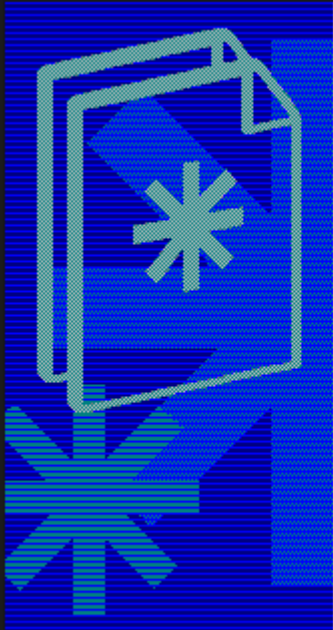
Compiler output base file name:

Custom Setup icon file:

Setup password:

< Back Next > Cancel

Inno Setup Script Wizard



You have successfully completed the Inno Setup Script Wizard.

To close this wizard and generate the new script file, click Finish.

< Back Finish Cancel

```

[Run]
▫ Filename: "{app}\TwinstickShooter.exe"; Description: "{cm:LaunchProgram,Twinstick Shooter}"; Fla

```

```

Compressing: C:\Users\John\Documents\TwinstickShooter\Export\TwinstickShooter_Data\Mono\etc\mono\2.0\settings.map
Compressing: C:\Users\John\Documents\TwinstickShooter\Export\TwinstickShooter_Data\Mono\etc\mono\2.0\web.config
Compressing: C:\Users\John\Documents\TwinstickShooter\Export\TwinstickShooter_Data\Mono\etc\mono\2.0\Browsers\Compat.browser
Compressing: C:\Users\John\Documents\TwinstickShooter\Export\TwinstickShooter_Data\Mono\etc\mono\mconfig\config.xml
Compressing: C:\Users\John\Documents\TwinstickShooter\Export\TwinstickShooter_Data\Resources\unity_default_resources
Compressing: C:\Users\John\Documents\TwinstickShooter\Export\TwinstickShooter_Data\Resources\unity_builtin_extra
Compressing Setup program executable
Updating version info

**** Finished. [6:43:05 PM, 00:06.781 elapsed]

```

Compiler Output Debug Output

30: 60 Insert

