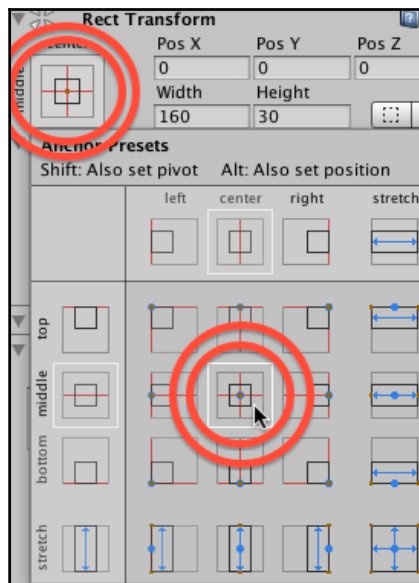
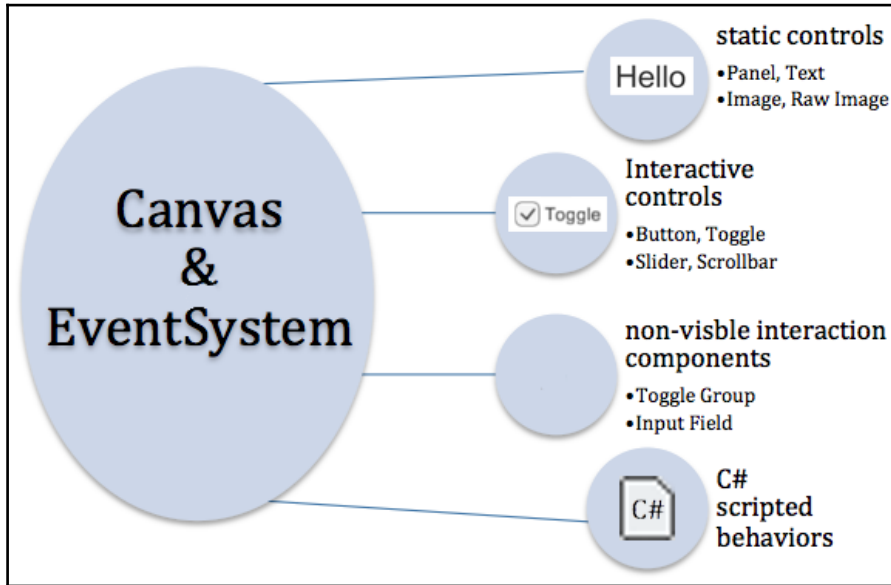
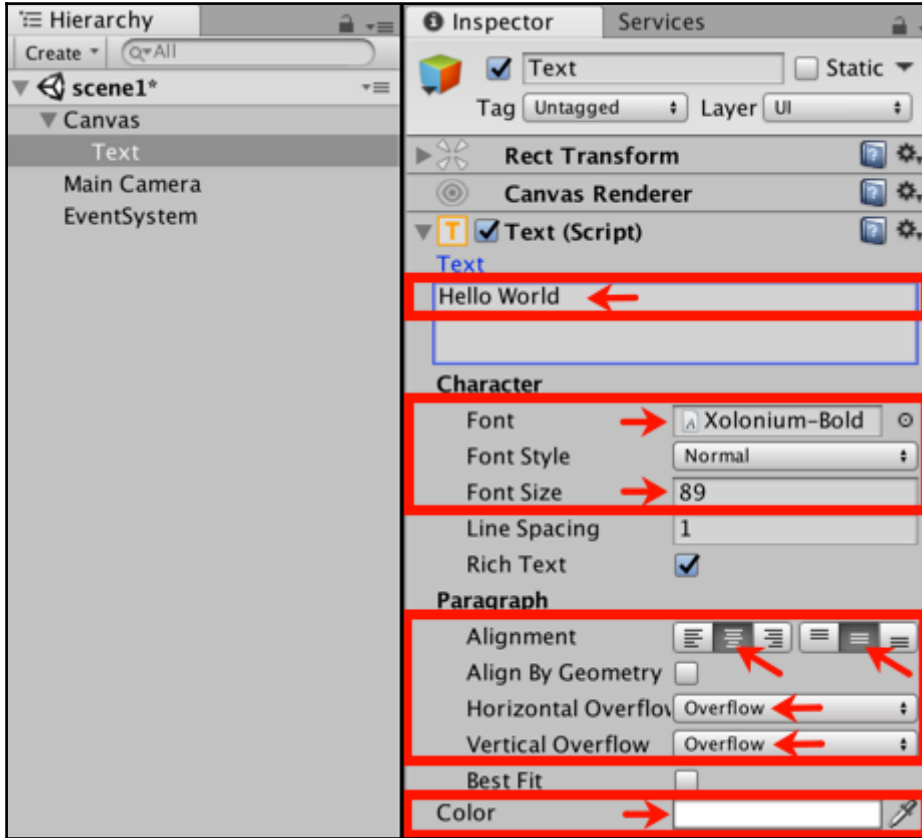


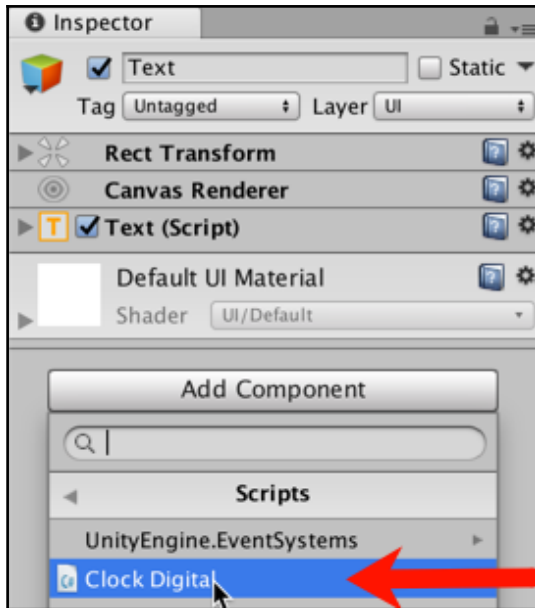
Chapter 1: Displaying Data with Core UI Elements



Hello World

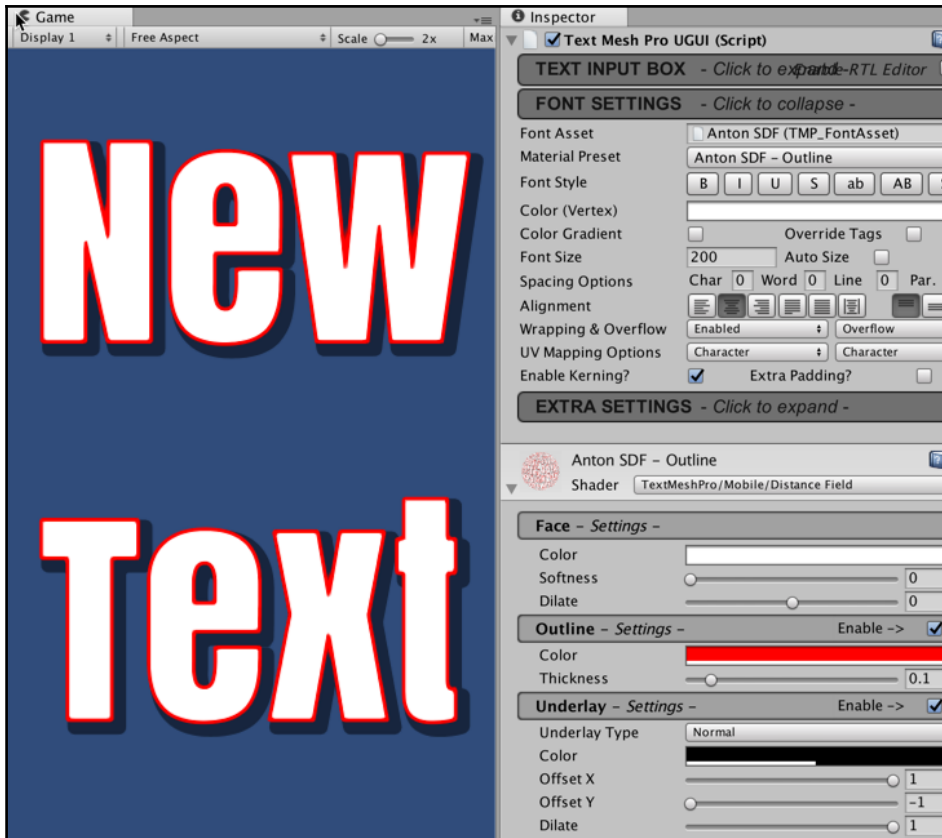


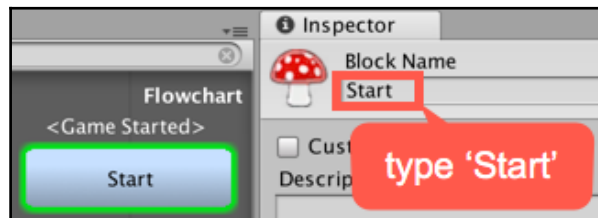
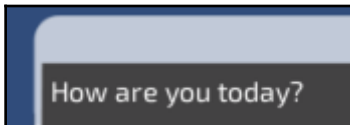
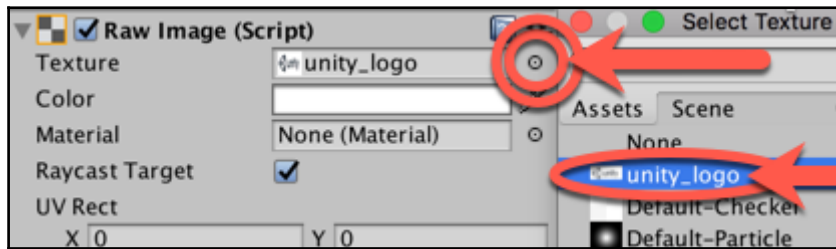
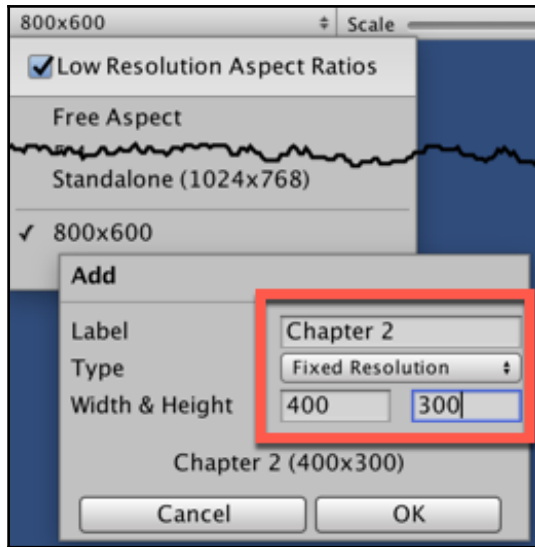
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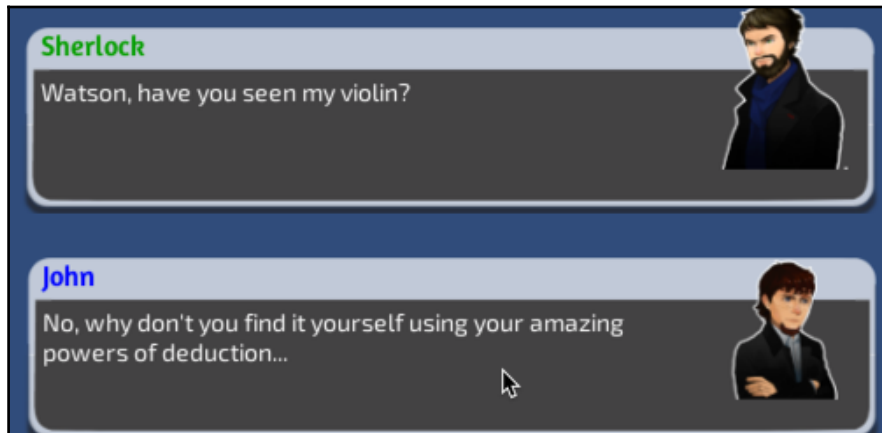
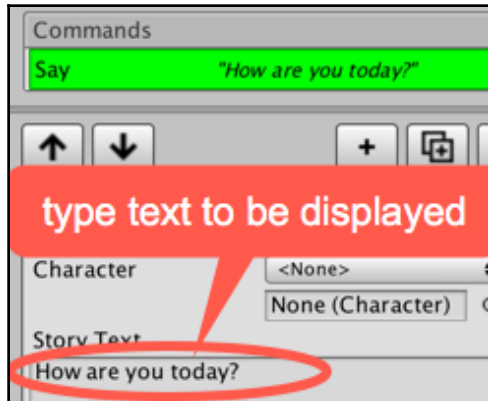
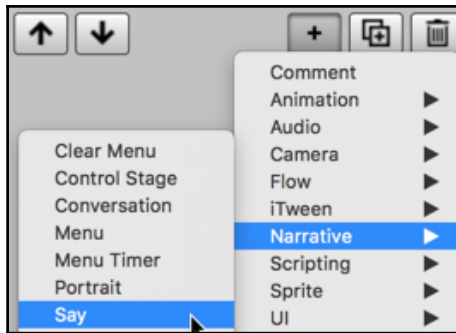


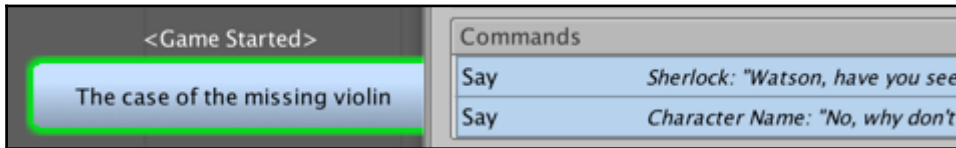
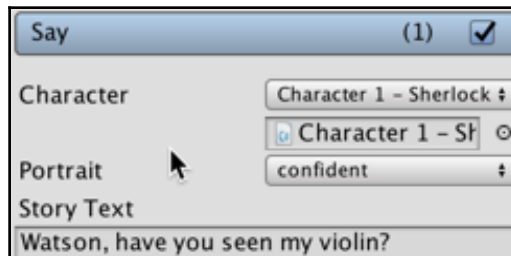
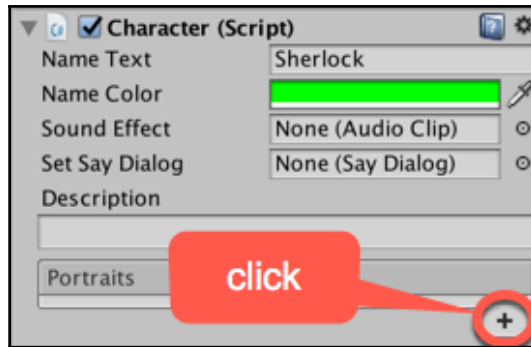
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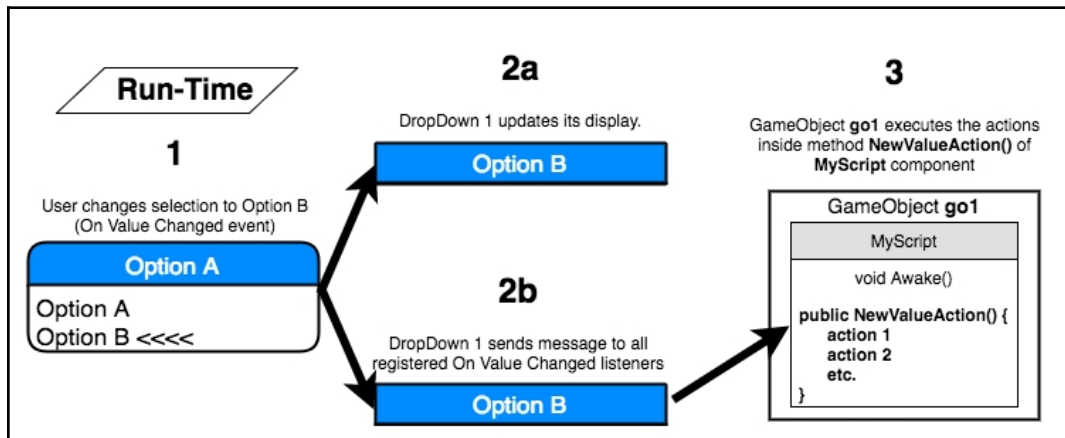
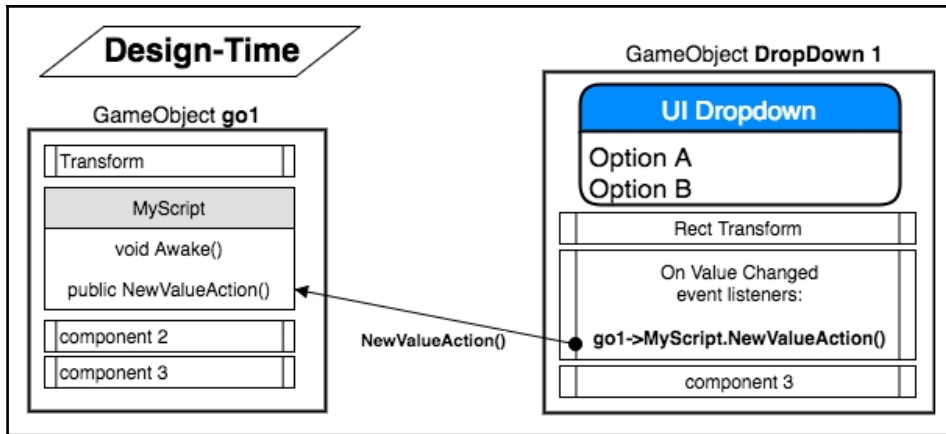






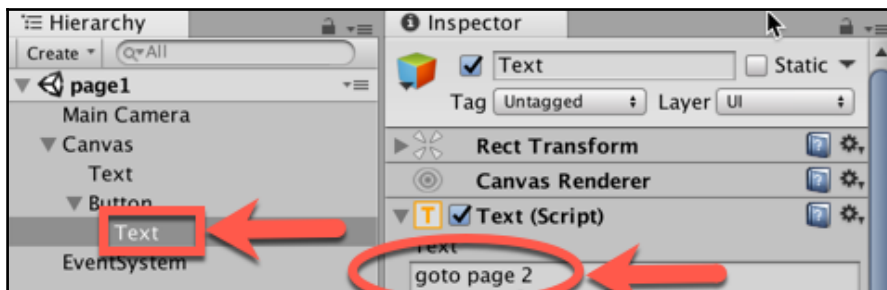


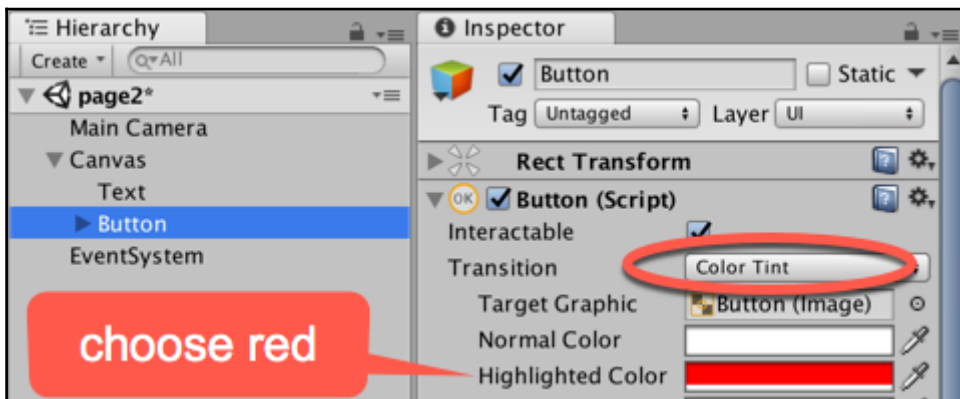
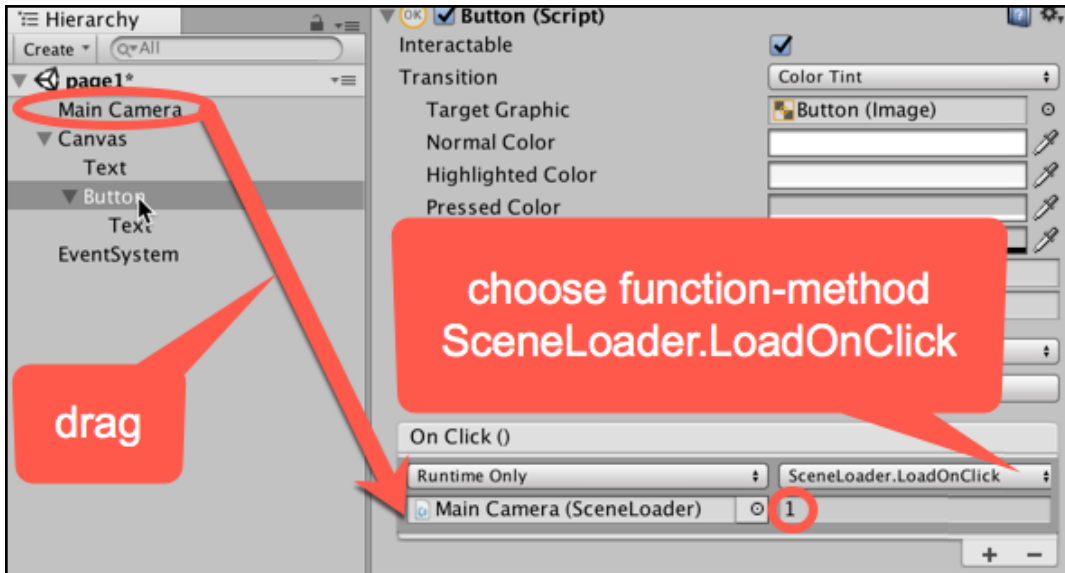
Chapter 2: Responding to User Events for Interactive UIs

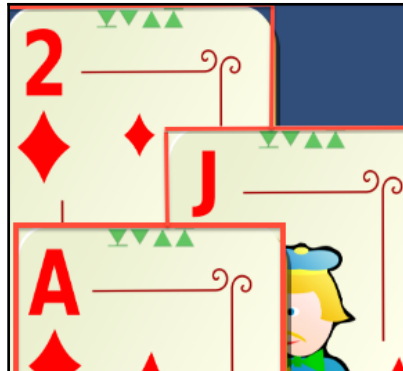
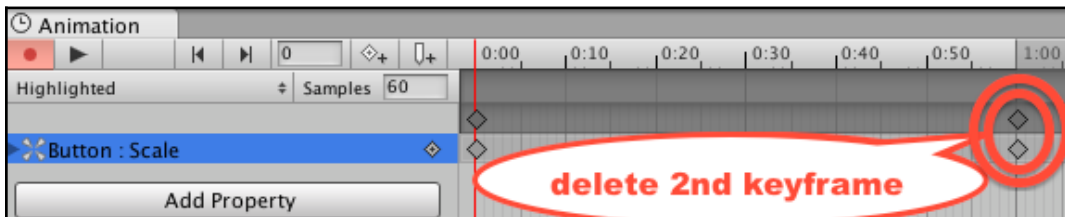
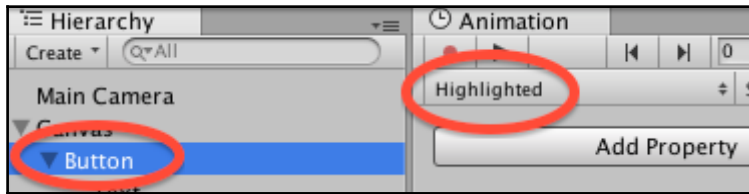
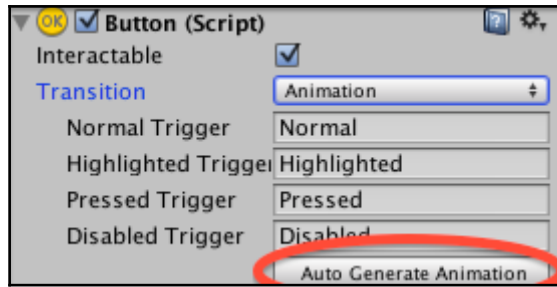


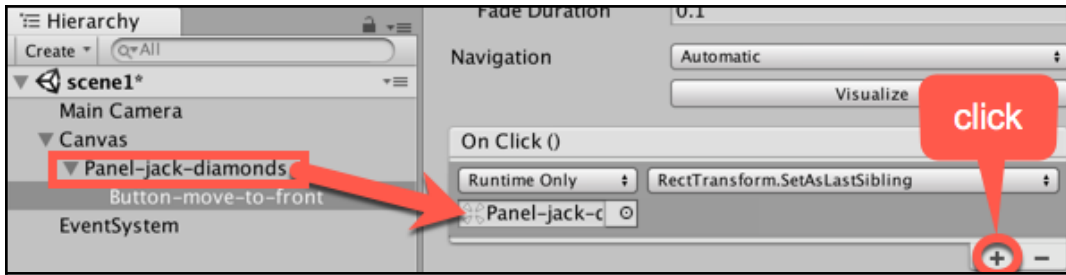
Main Menu (page 1)

goto page 2

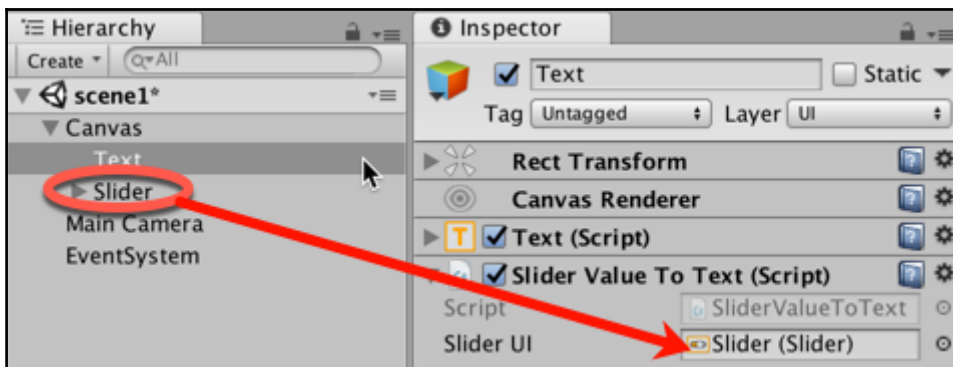
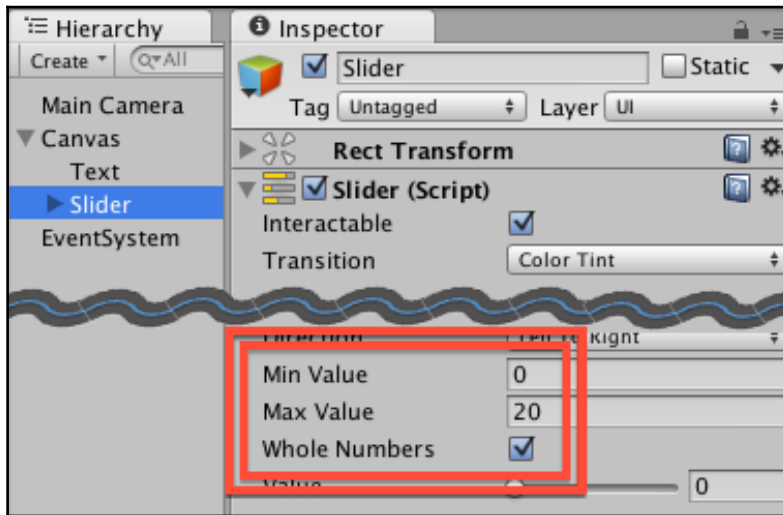


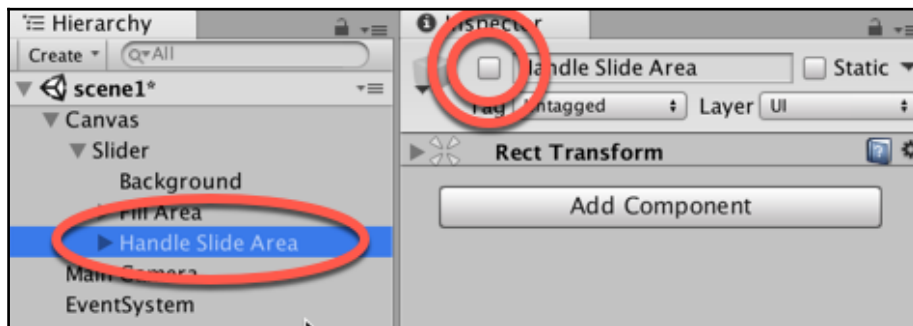
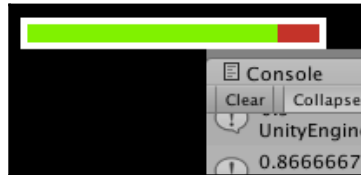
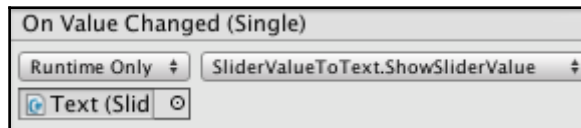
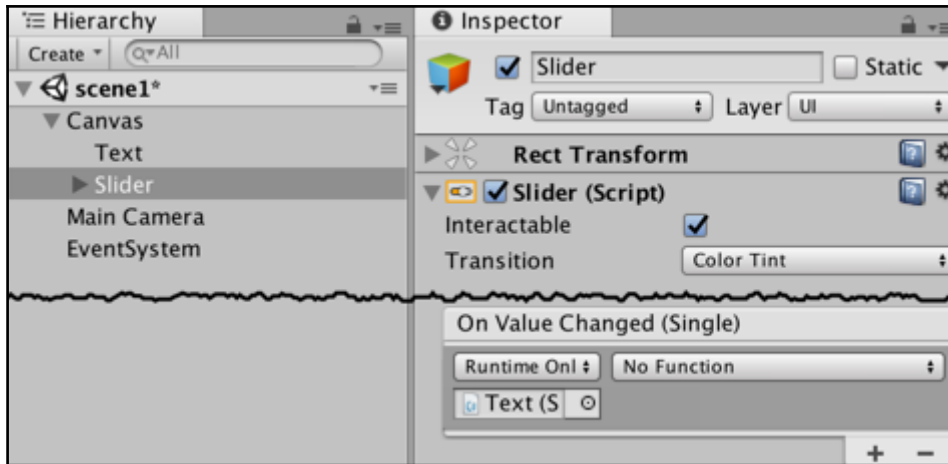


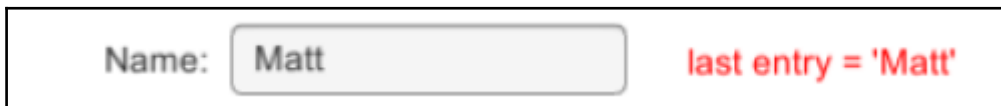
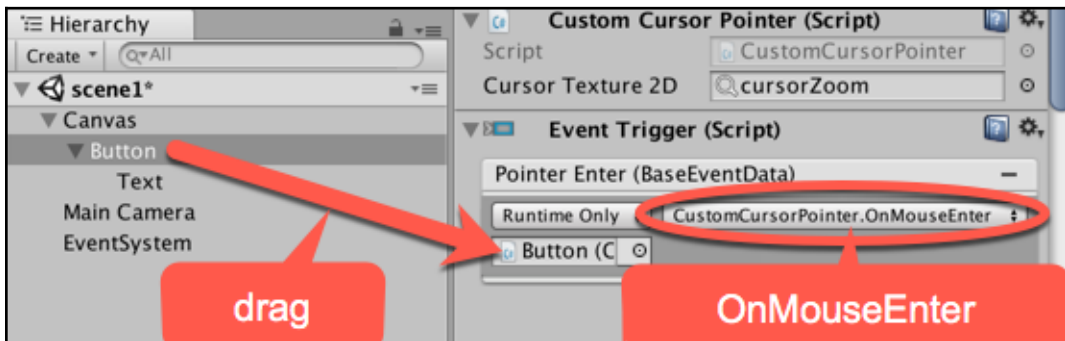
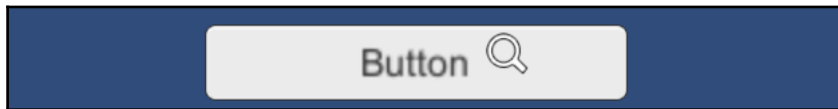
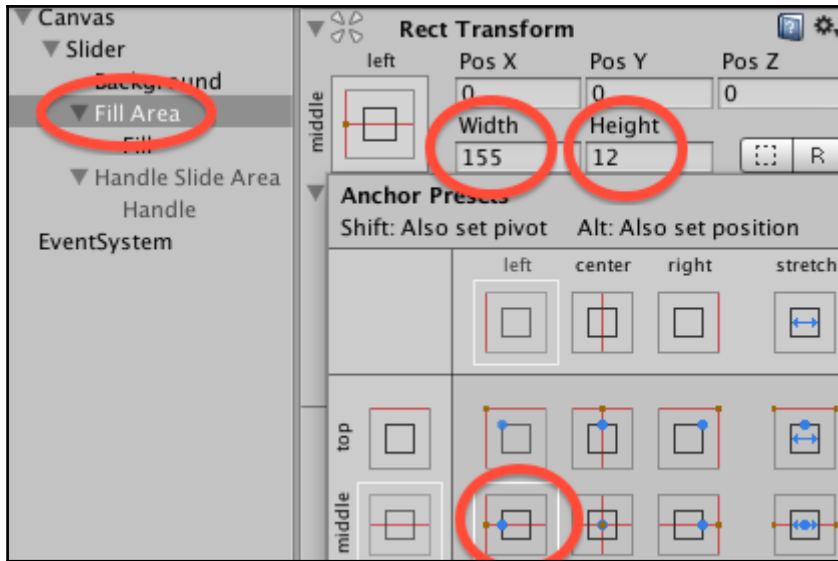


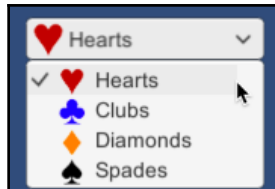
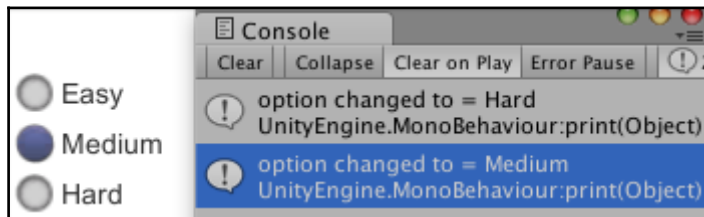
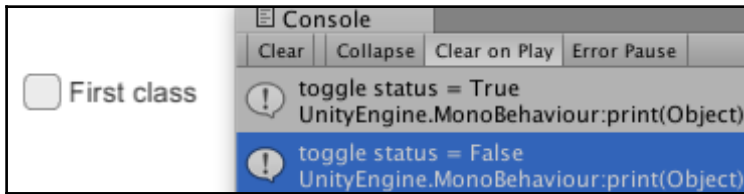
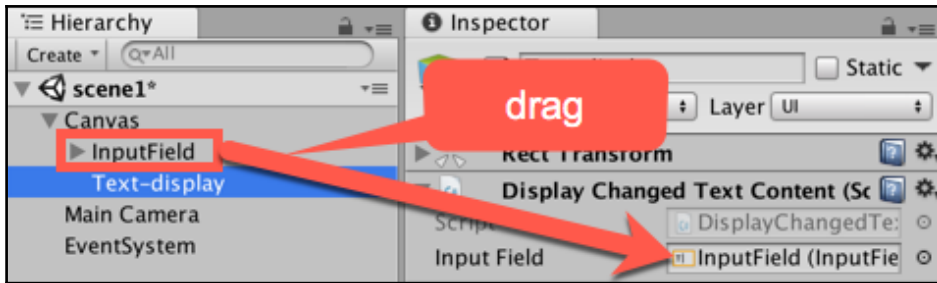


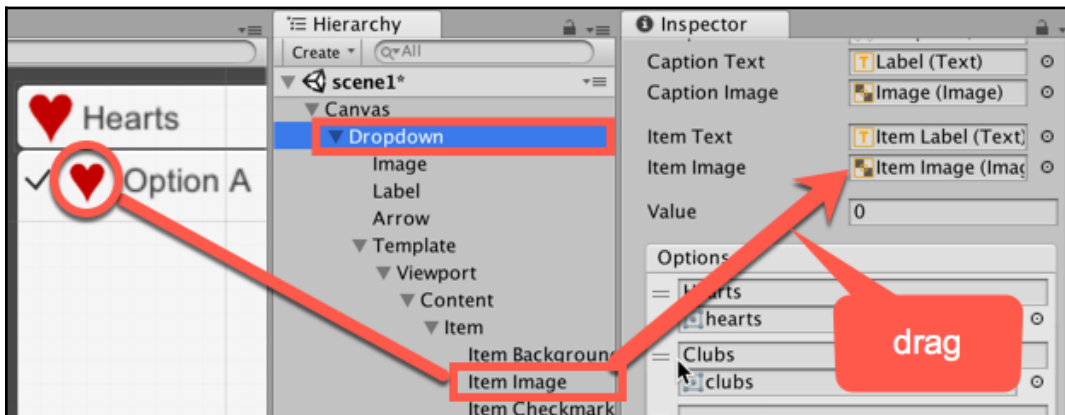
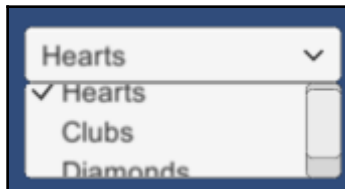
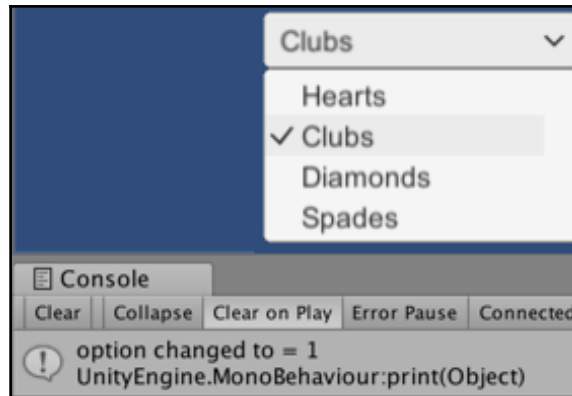
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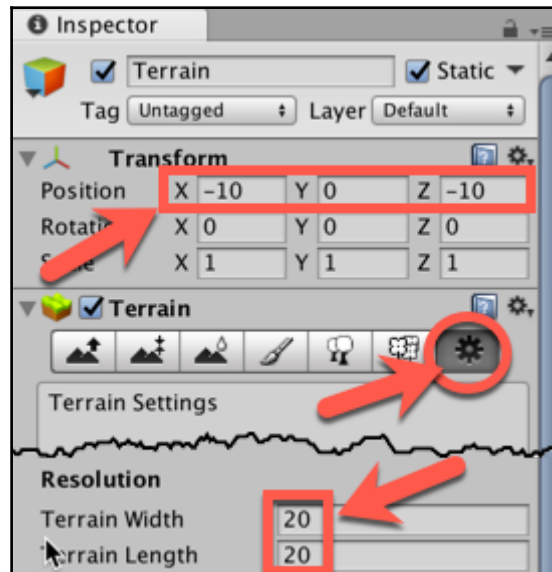
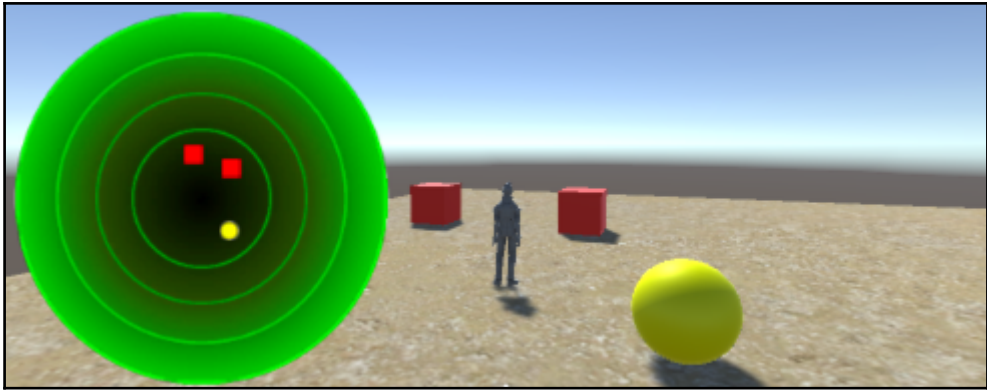


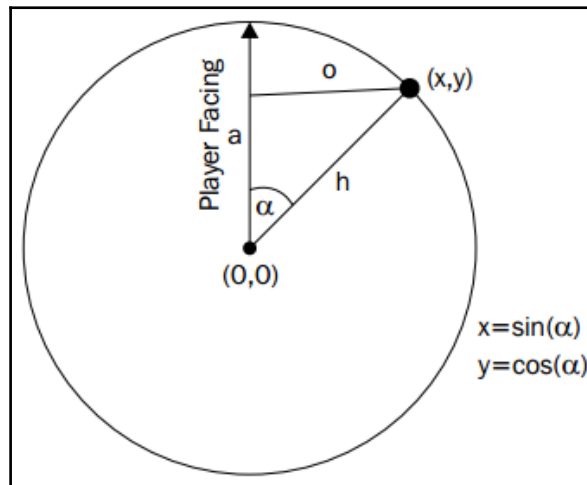
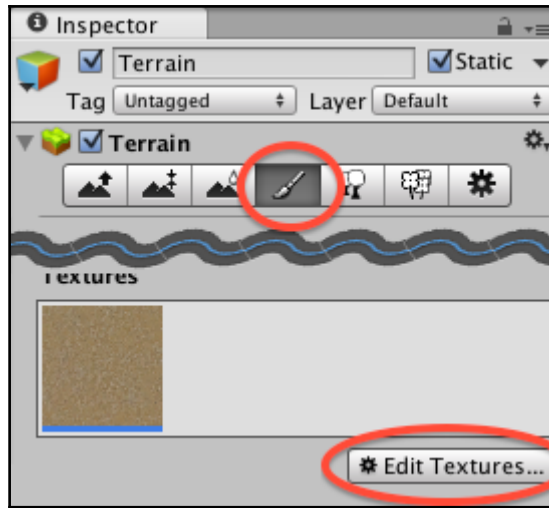






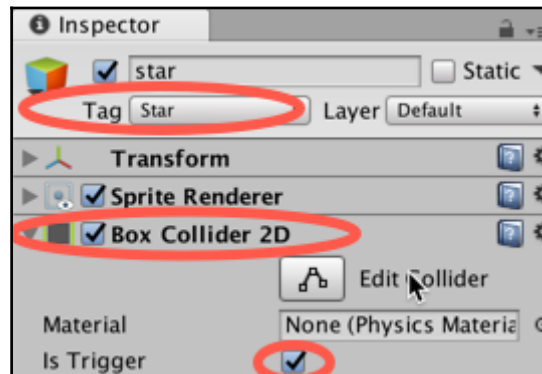
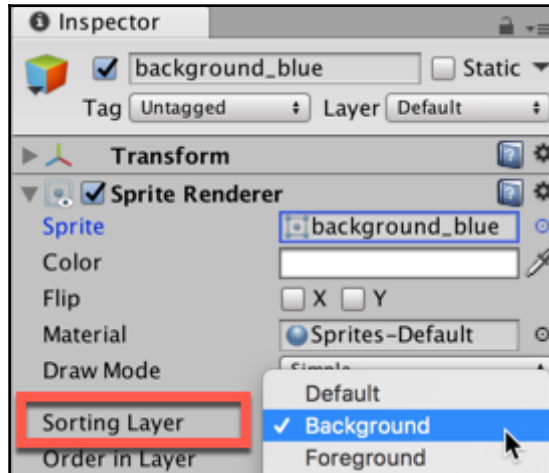
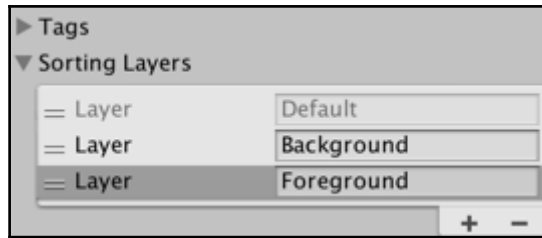


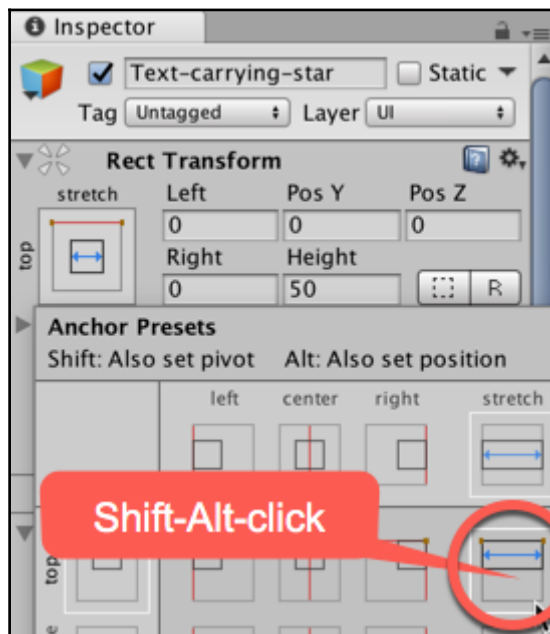
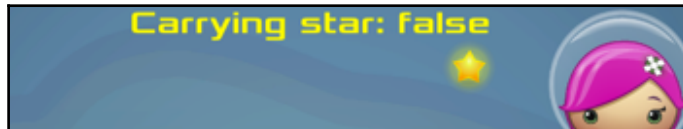
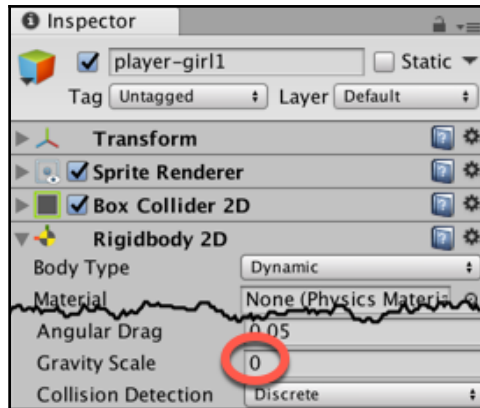


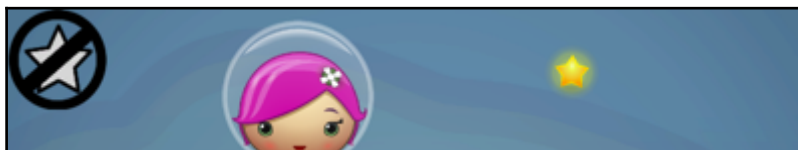
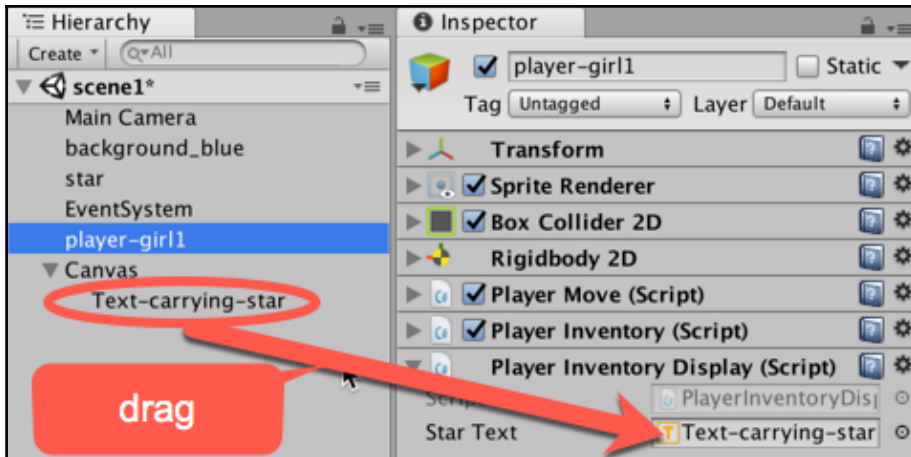


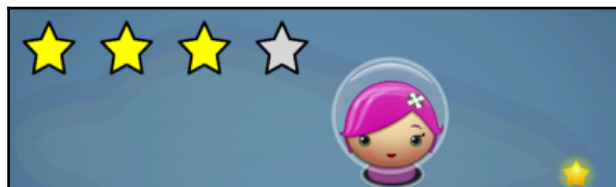
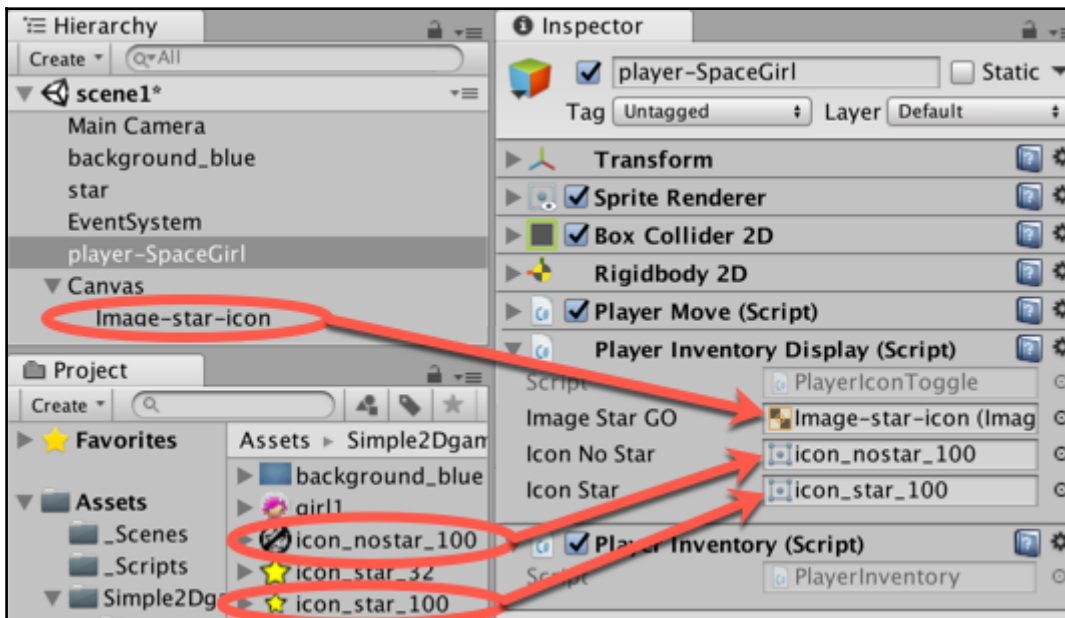
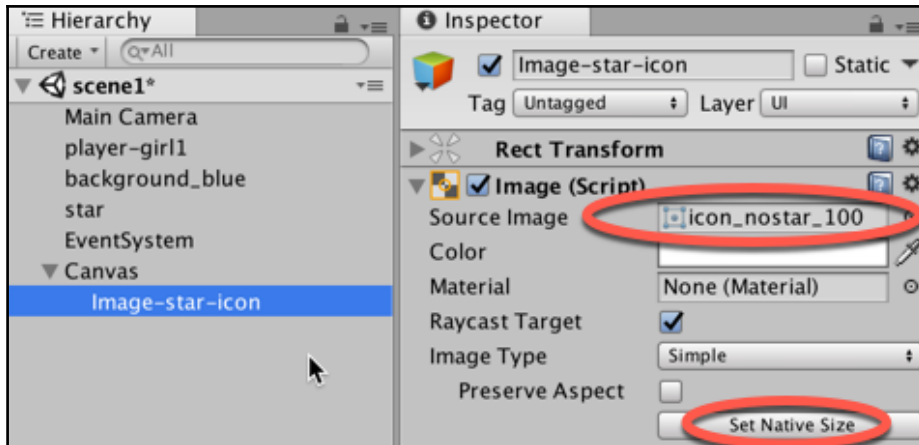
Chapter 3: Inventory UIs

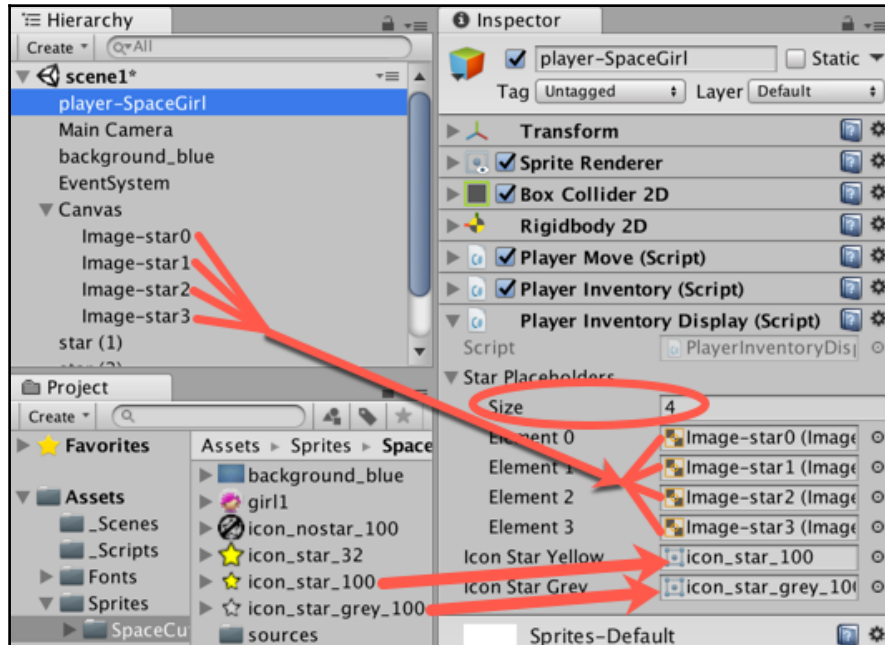
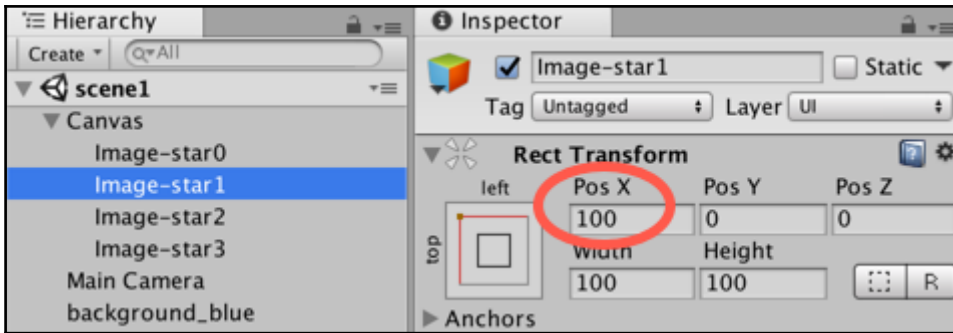


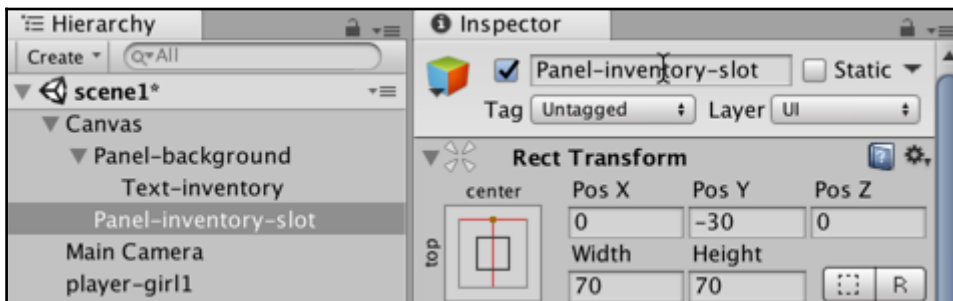
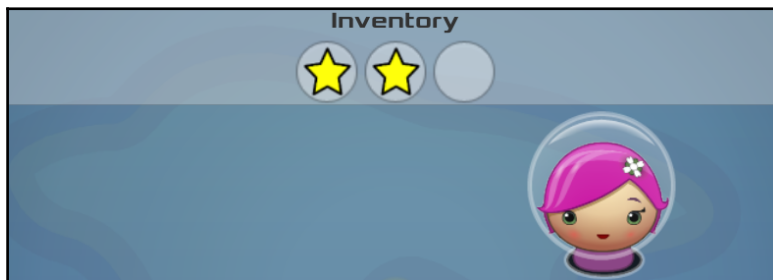
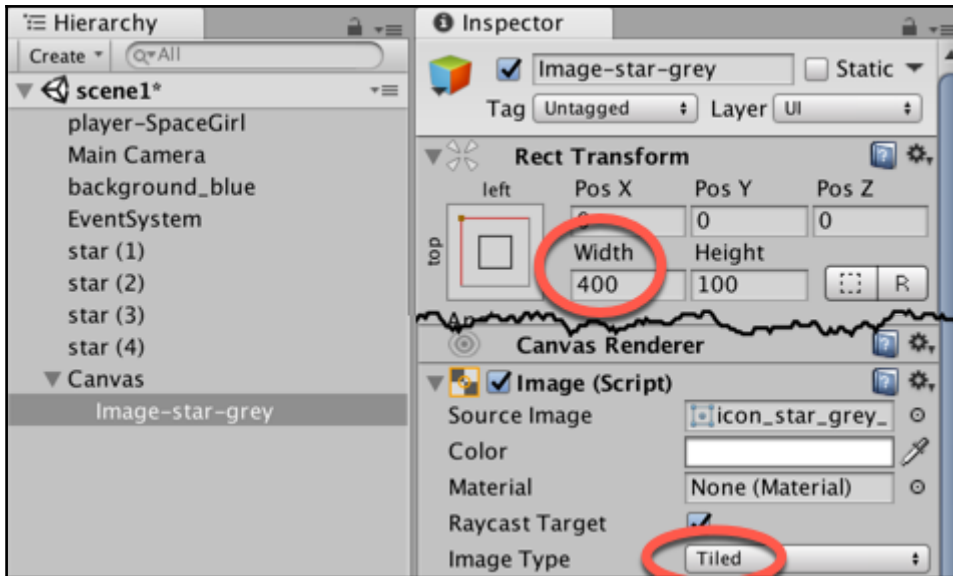


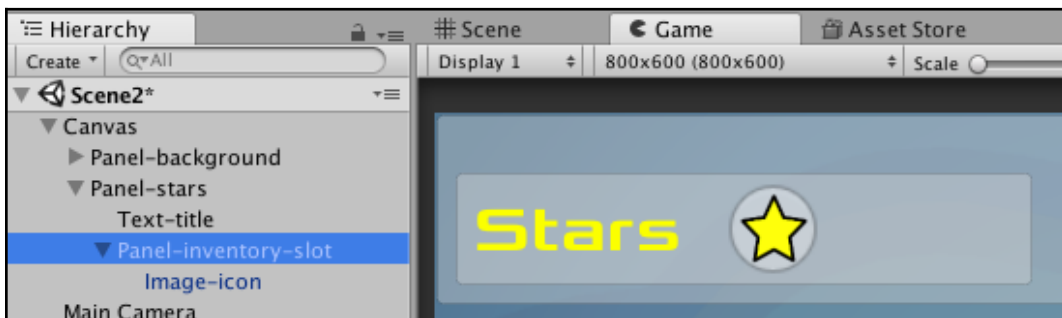
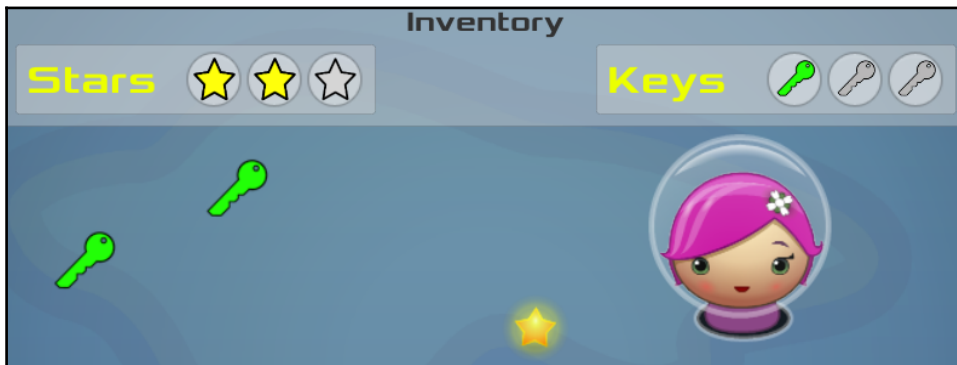
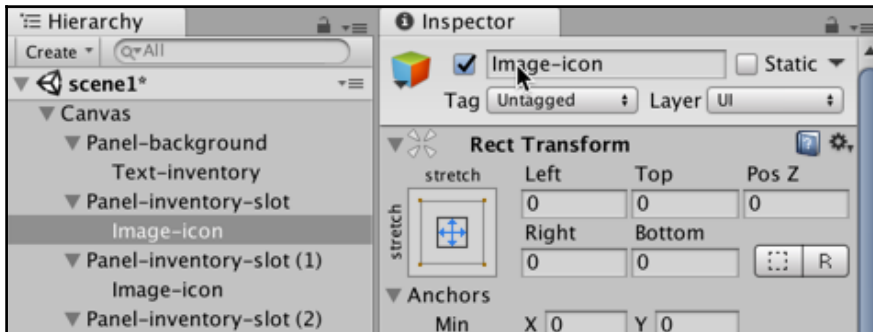


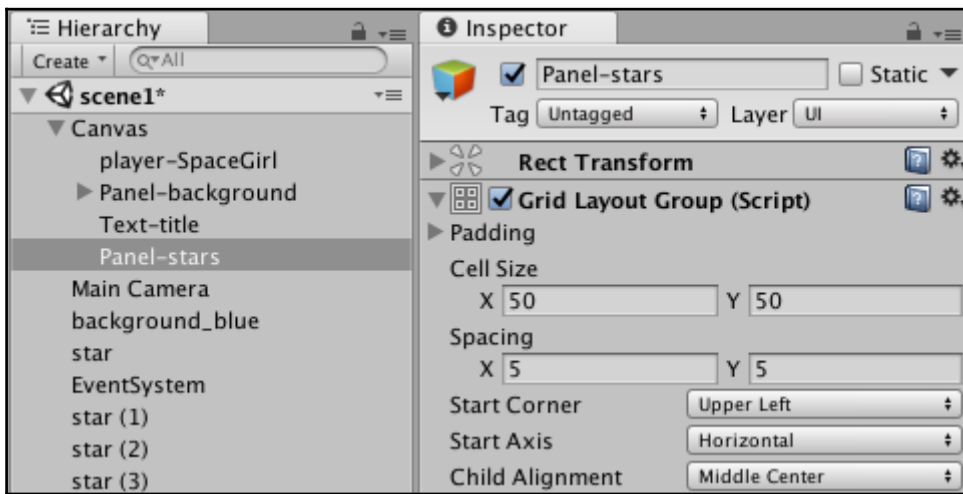
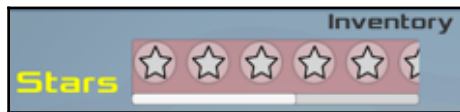
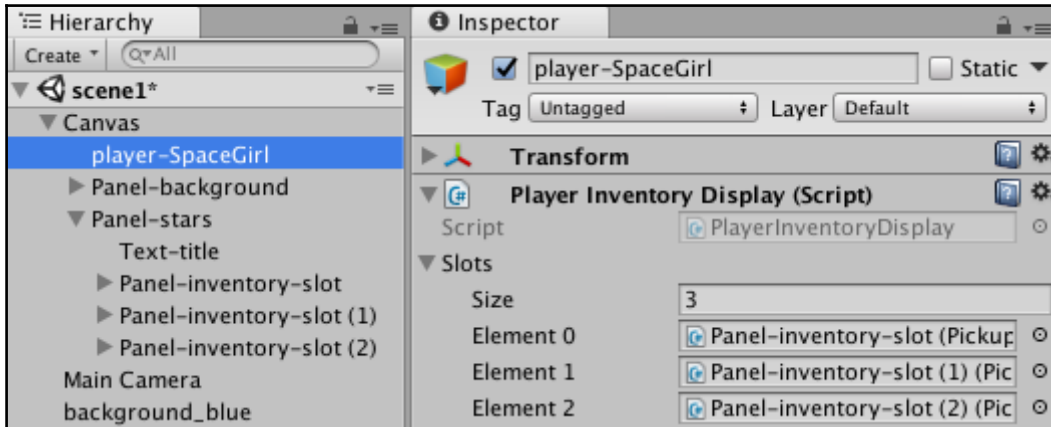


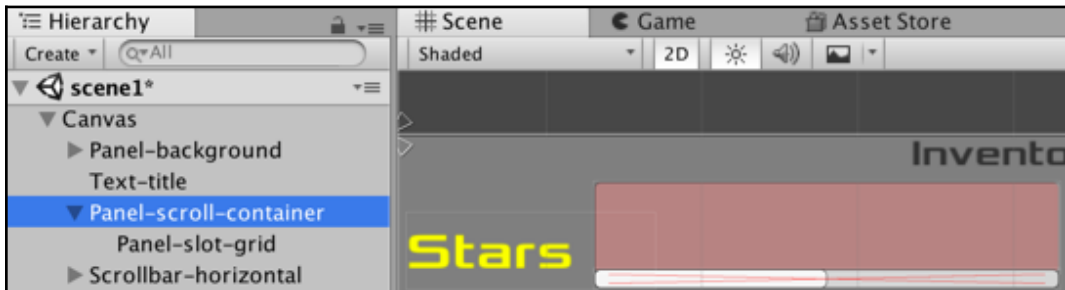
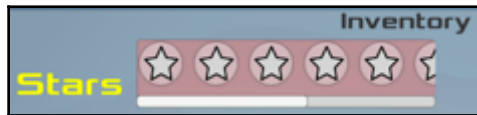
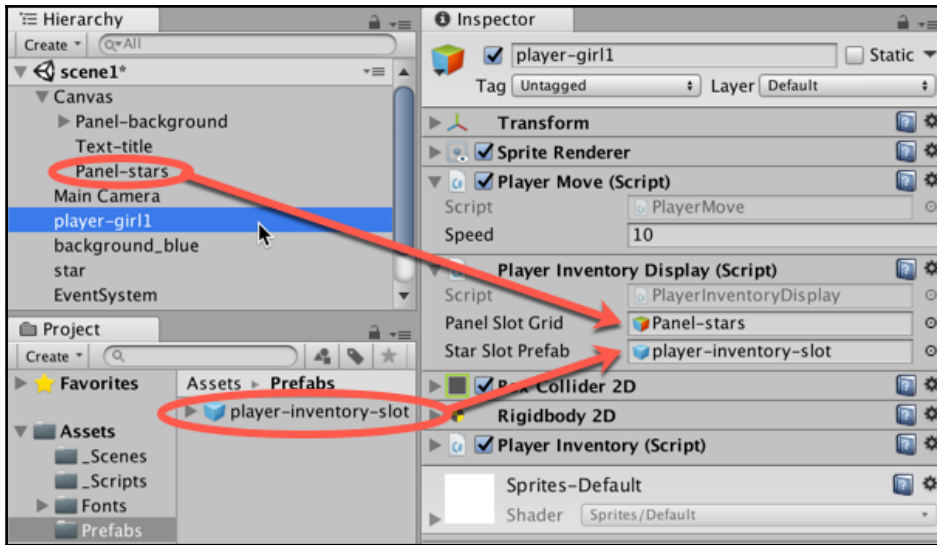


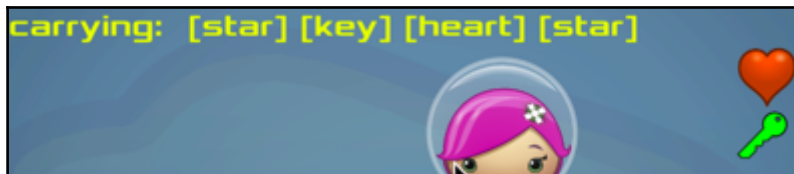
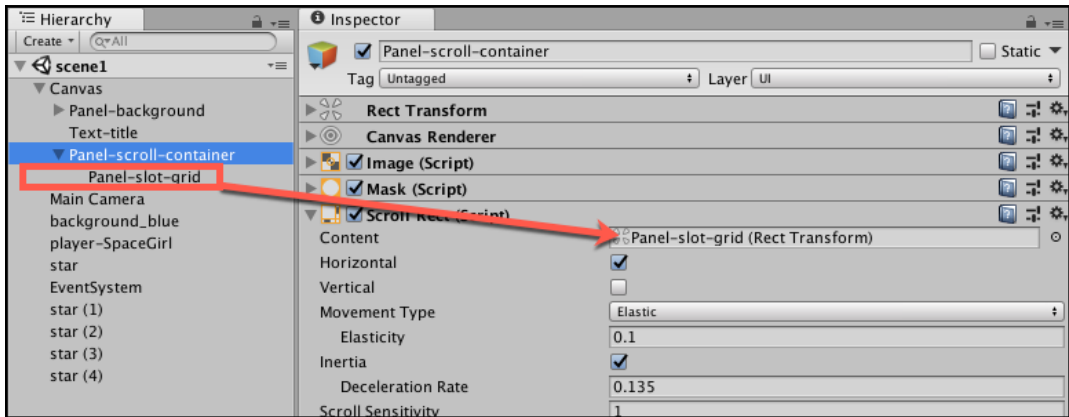


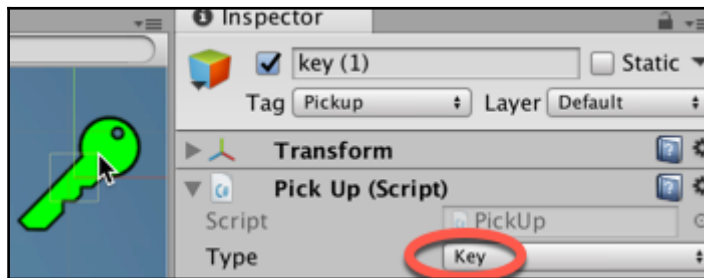
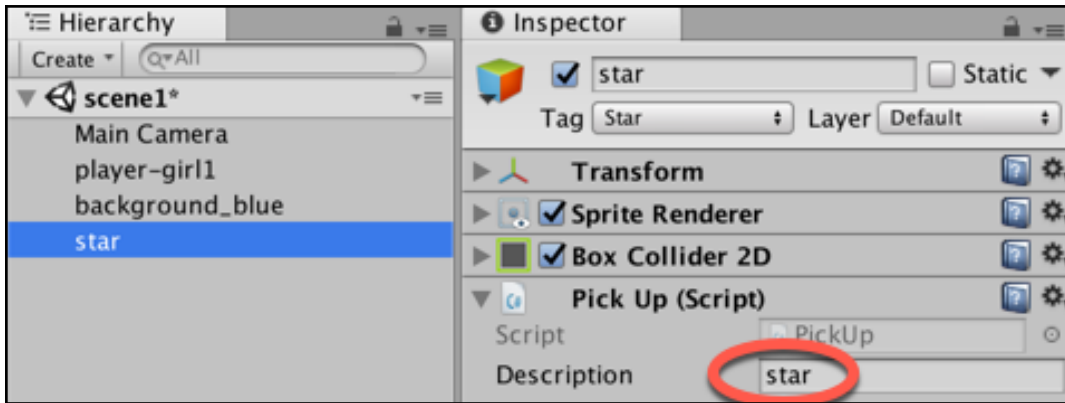




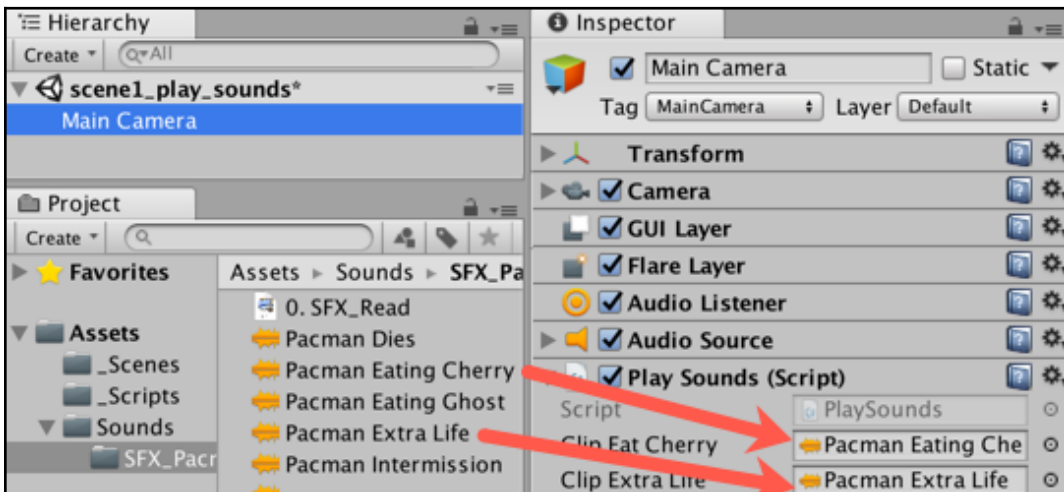
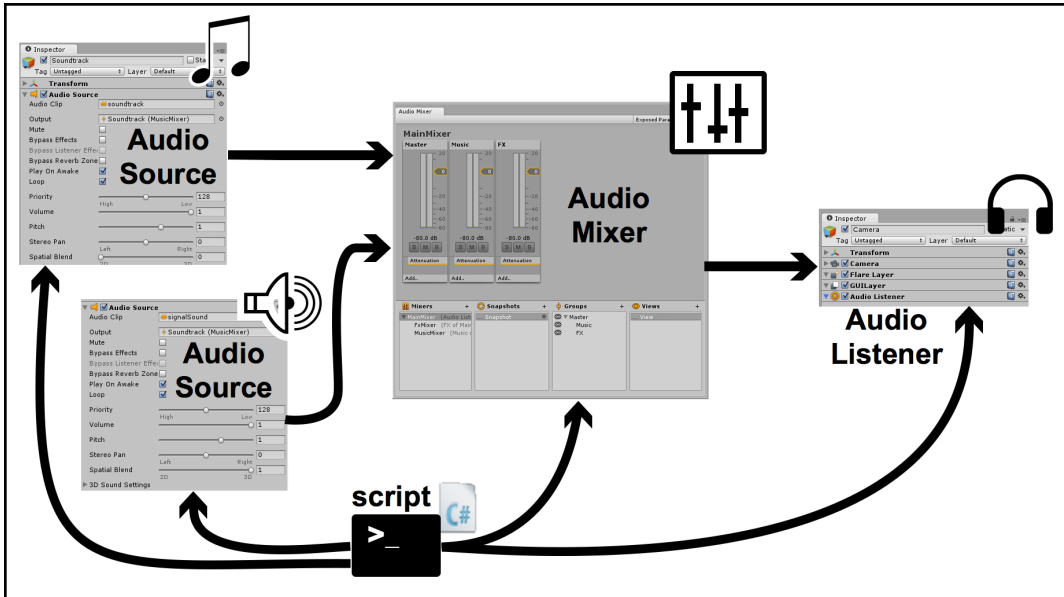


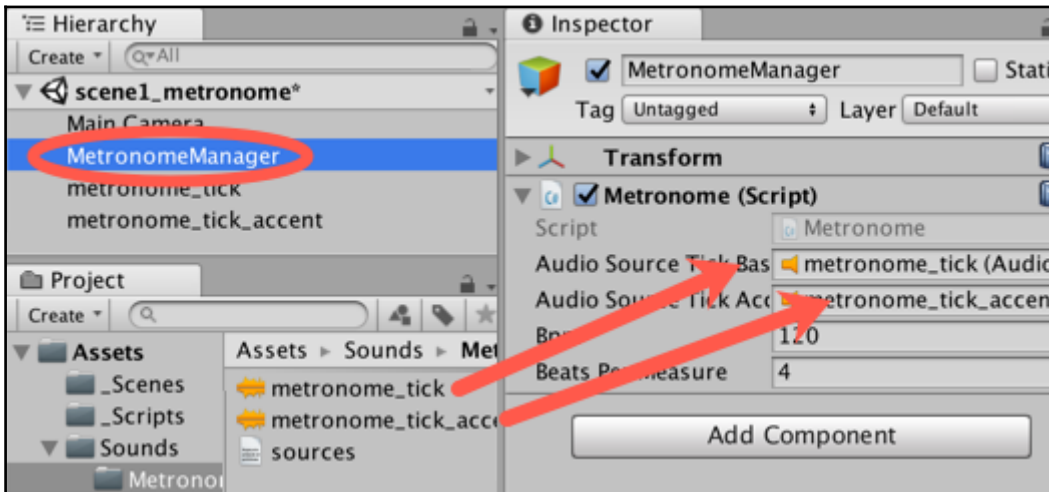
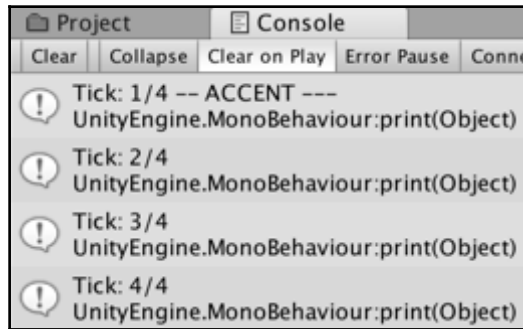
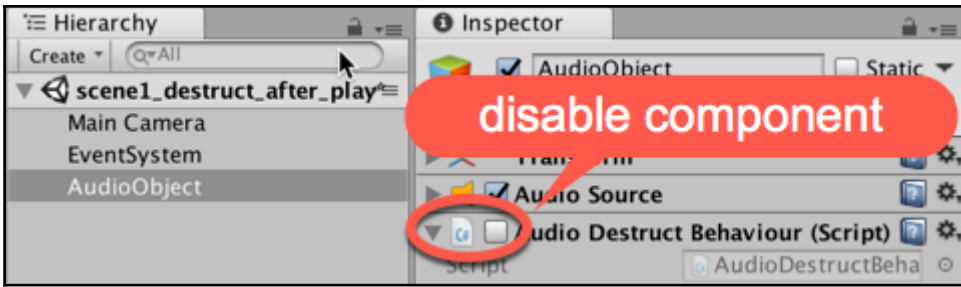


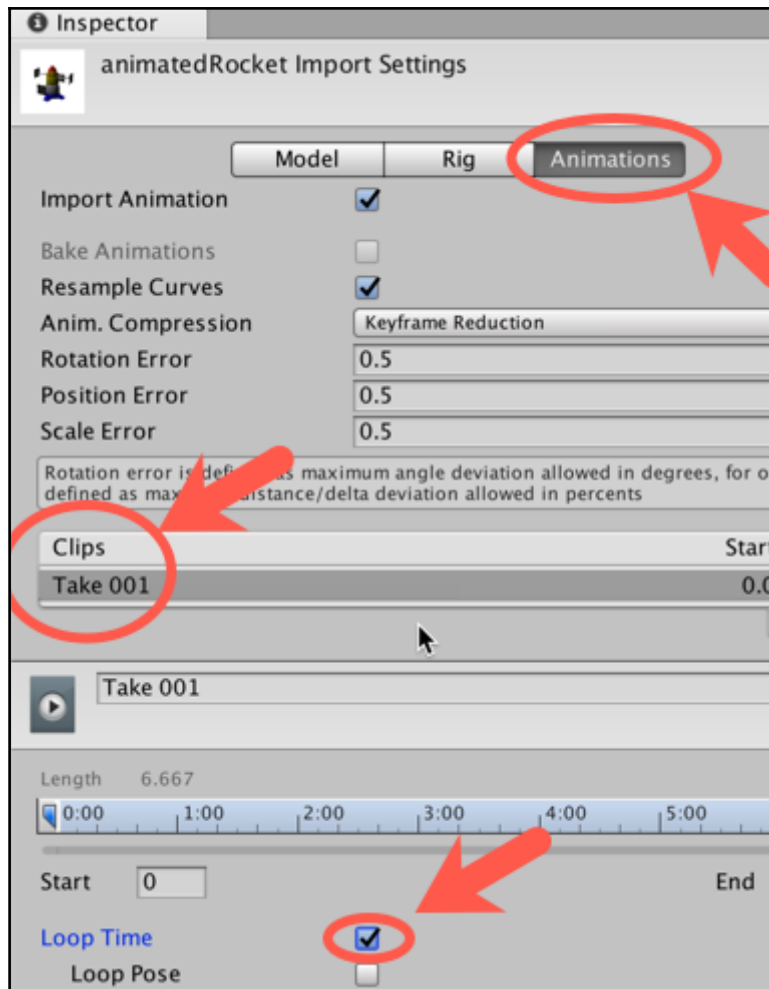


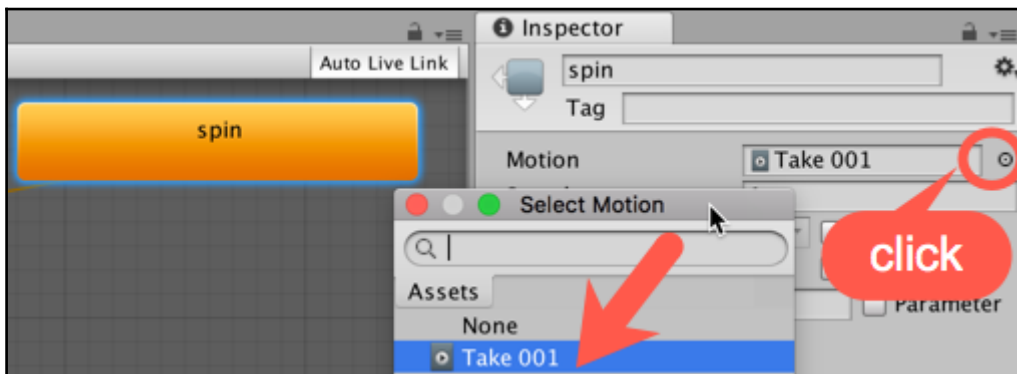
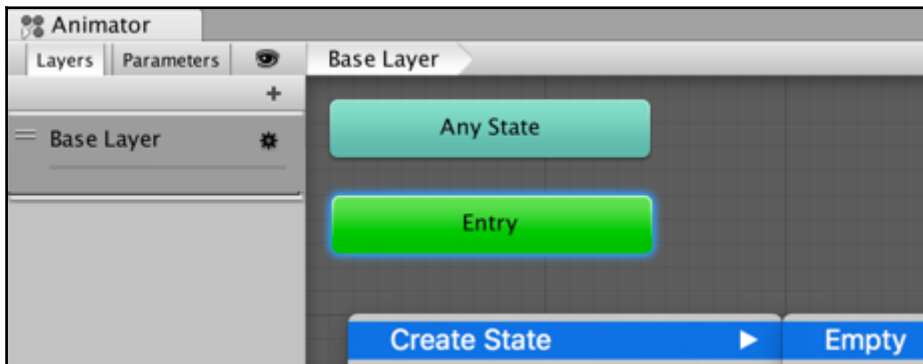
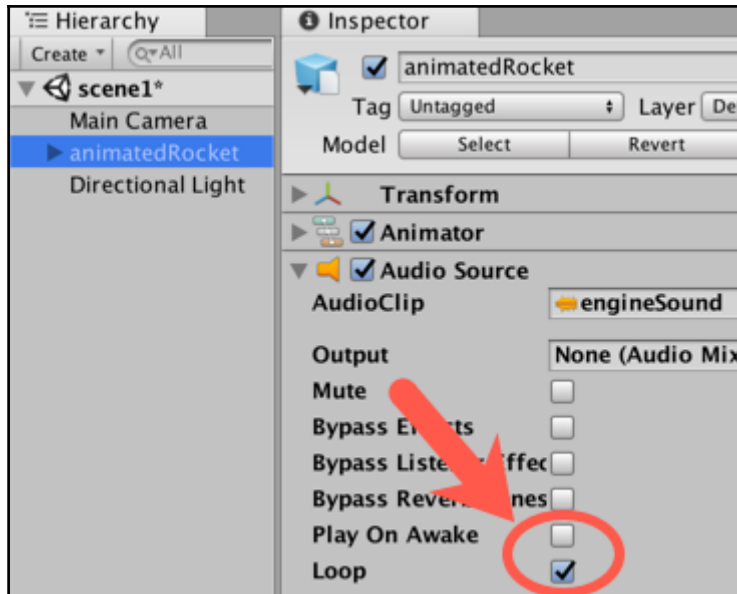


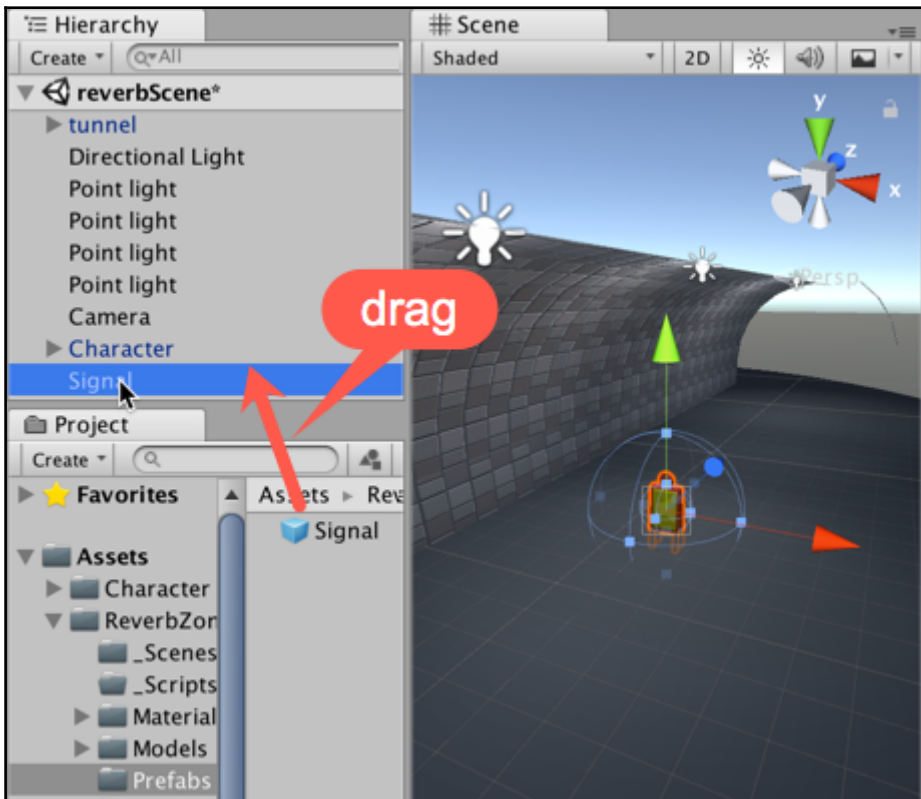
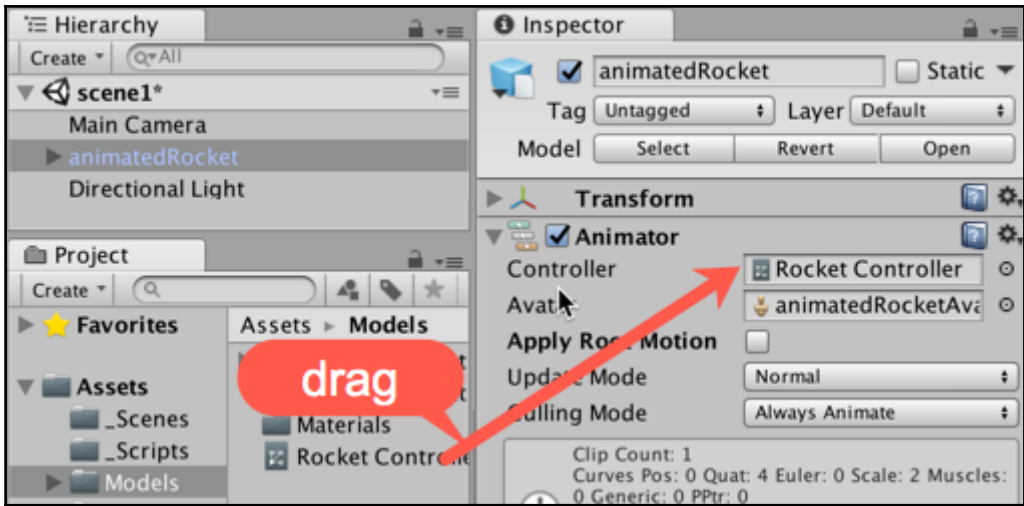
Chapter 4: Playing and Manipulating Sounds



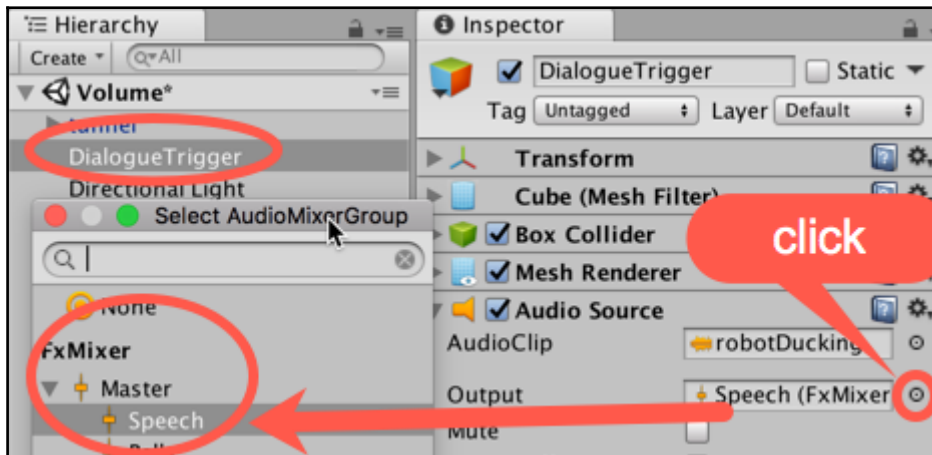




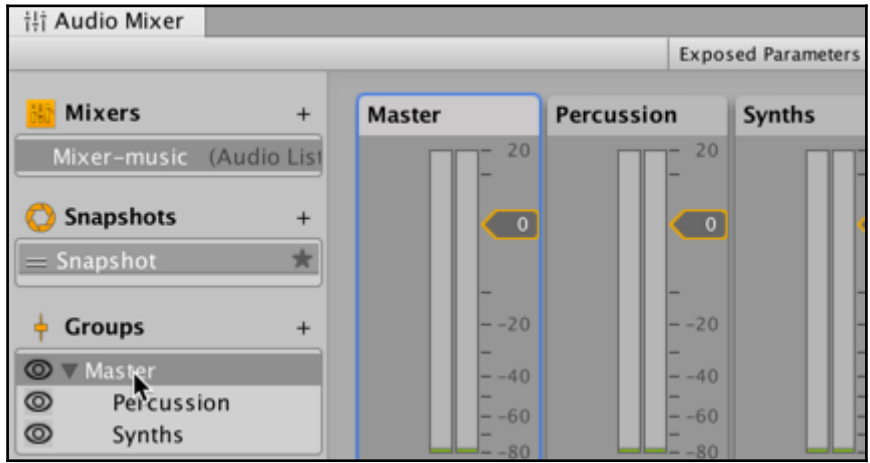
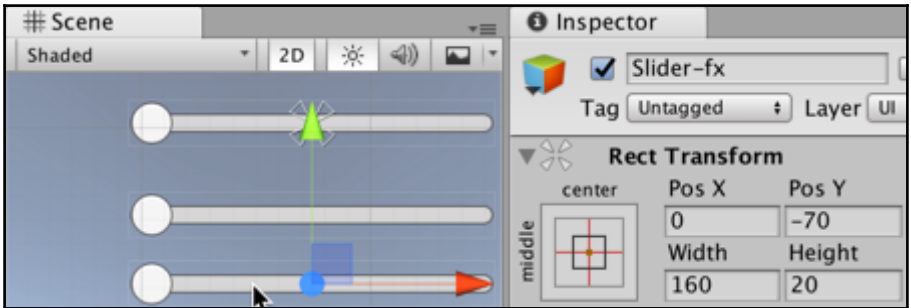


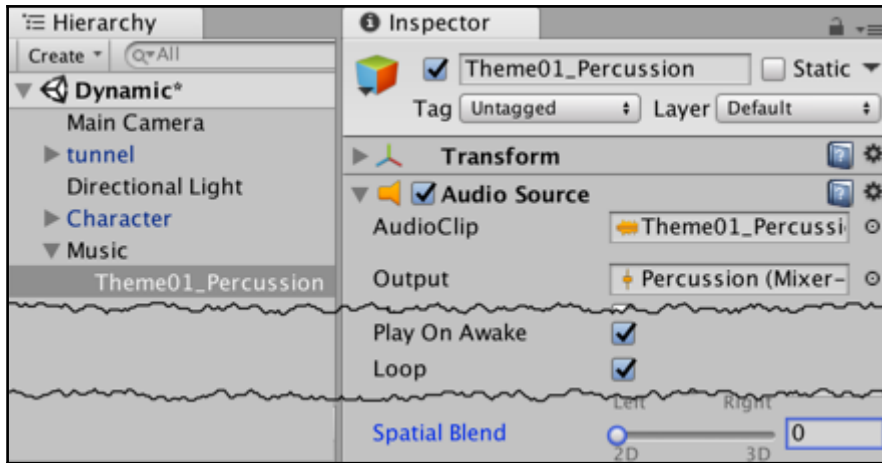


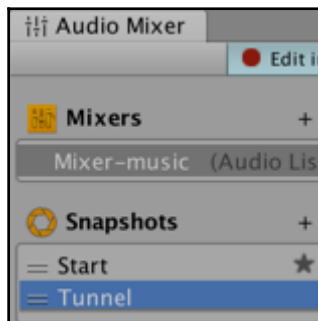
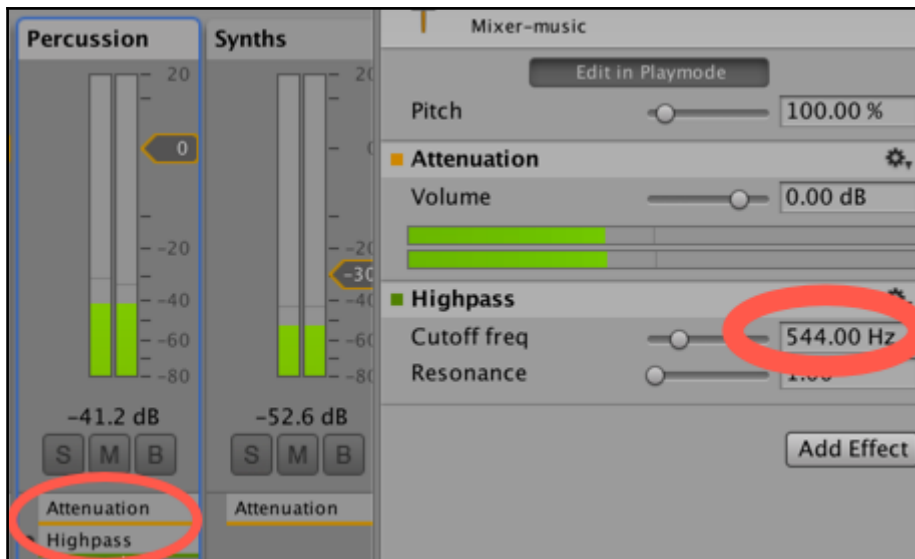


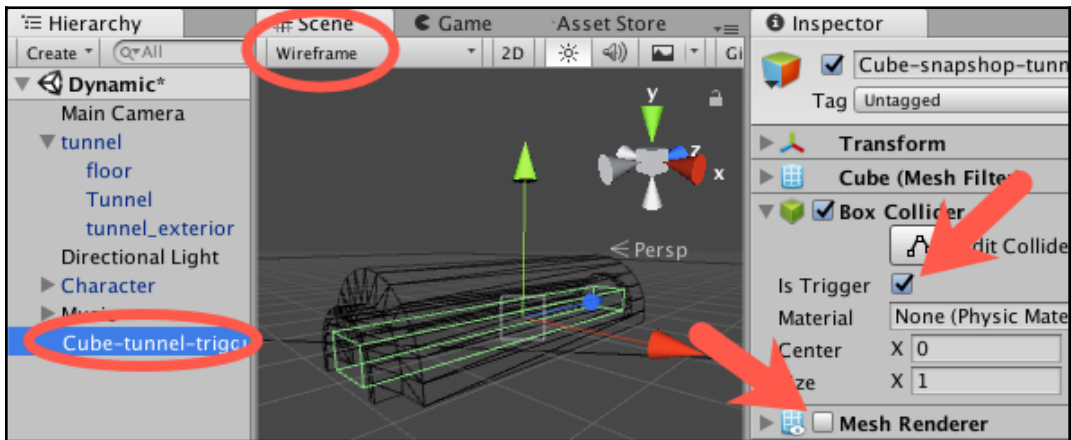
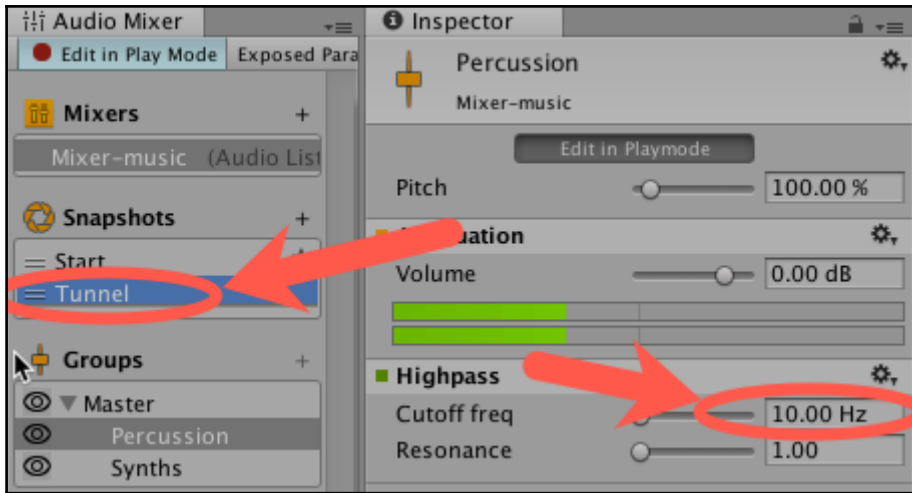


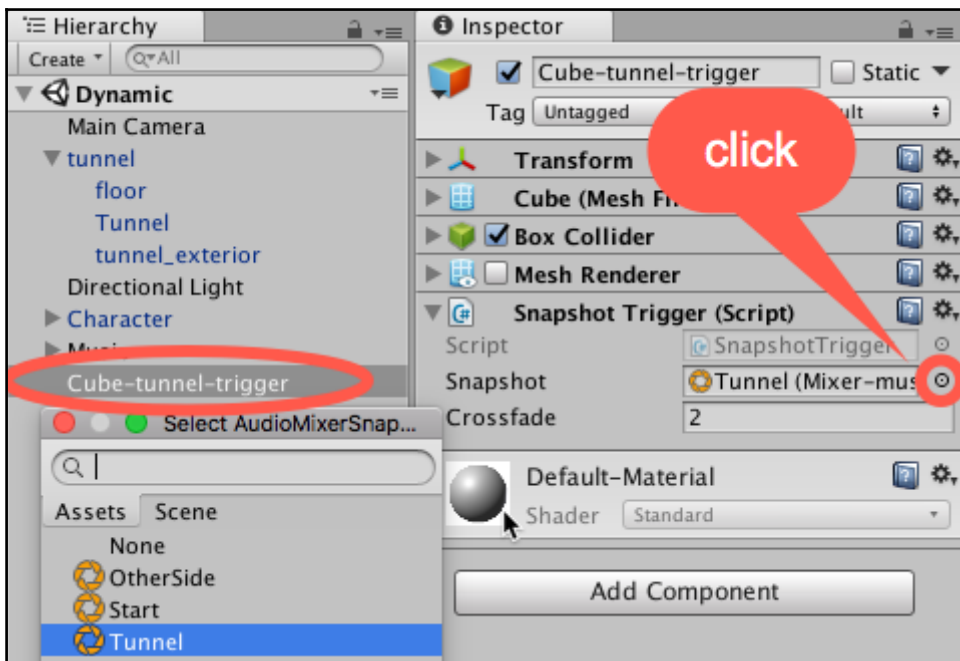
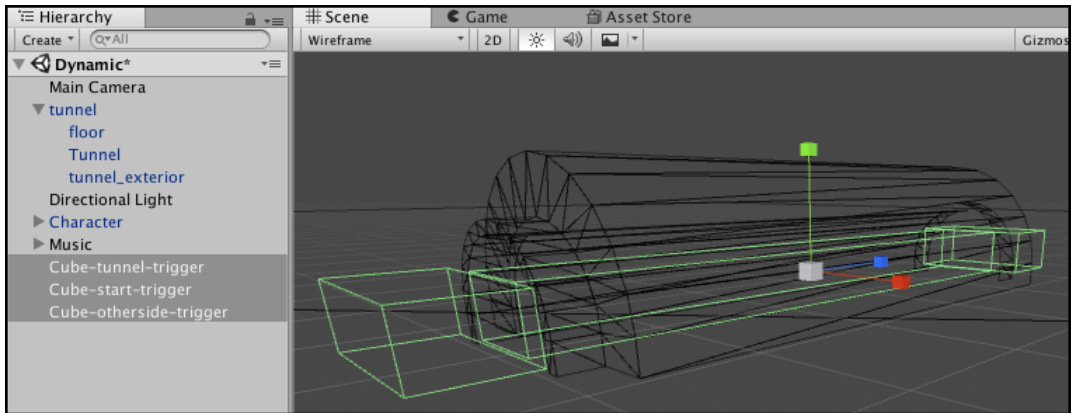
Exposed Parameters (3) ▾	
FxVolume	Volume (of FX)
OverallVolume	Volume (of Master)
MusicVolume	Volume (of Music)



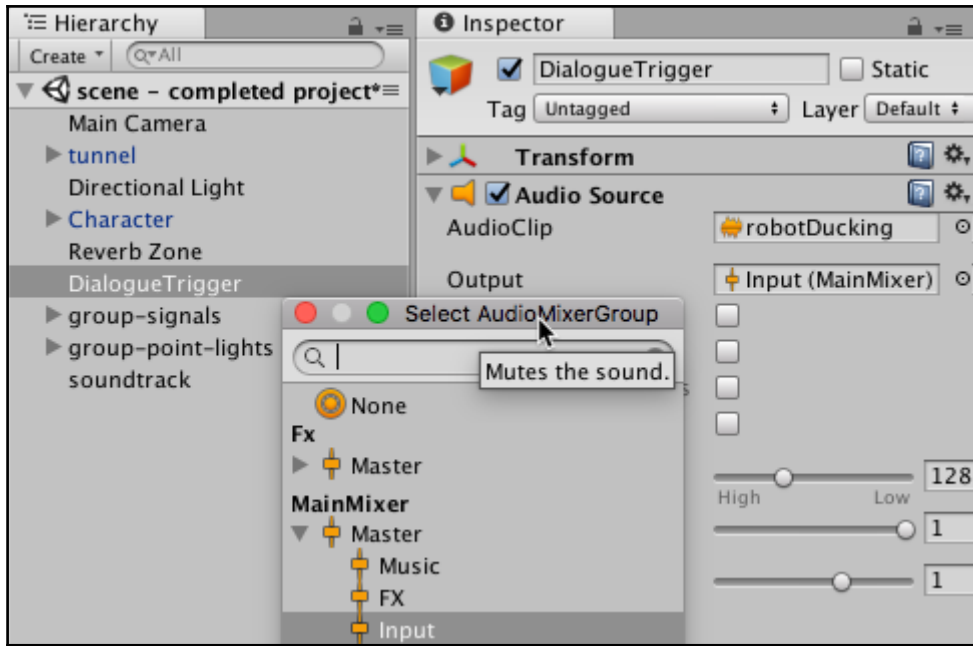


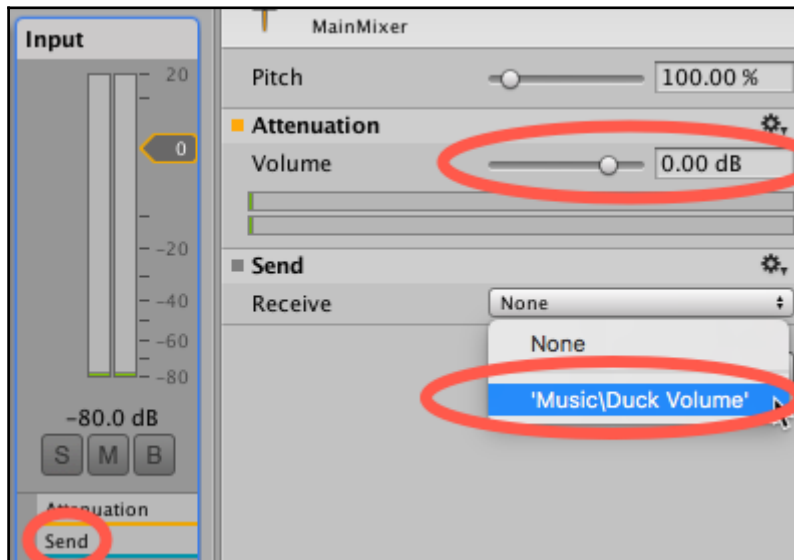
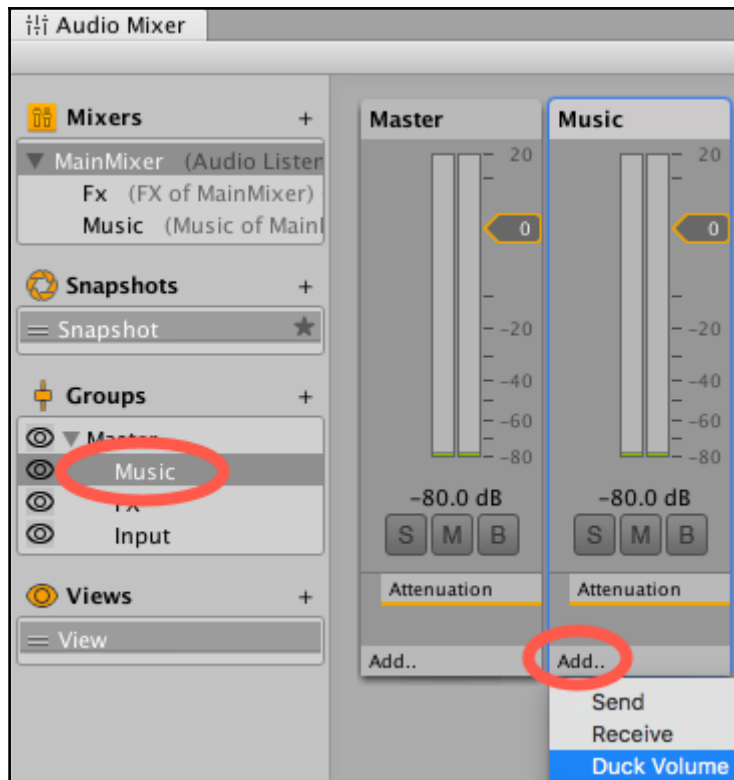


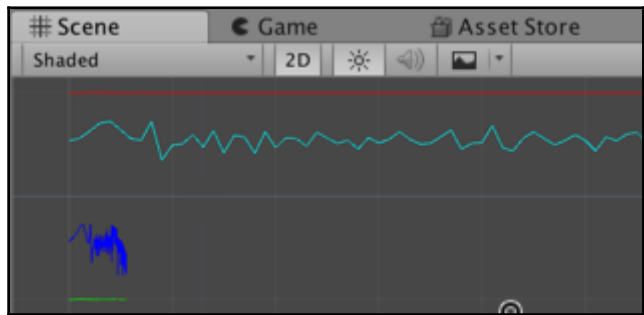
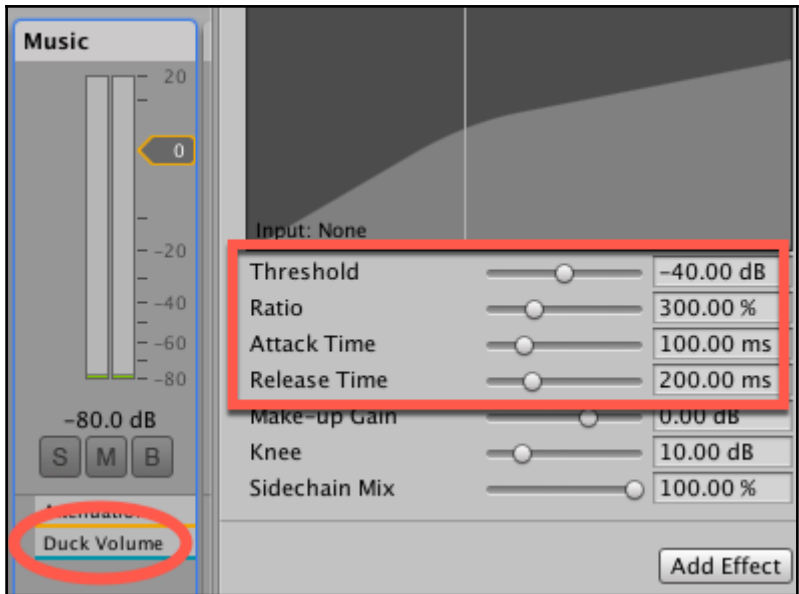


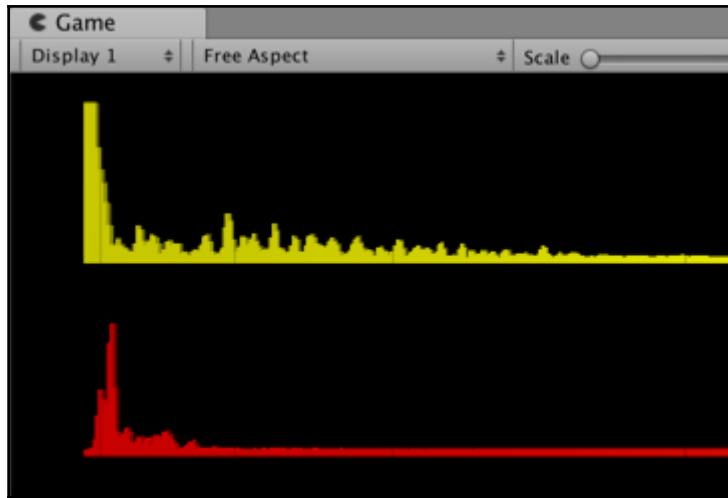












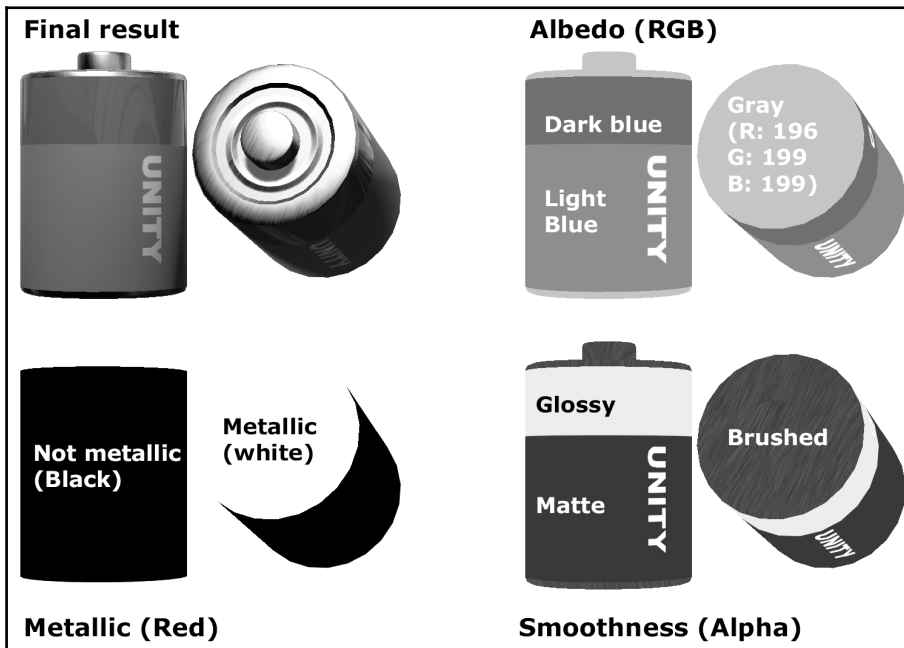
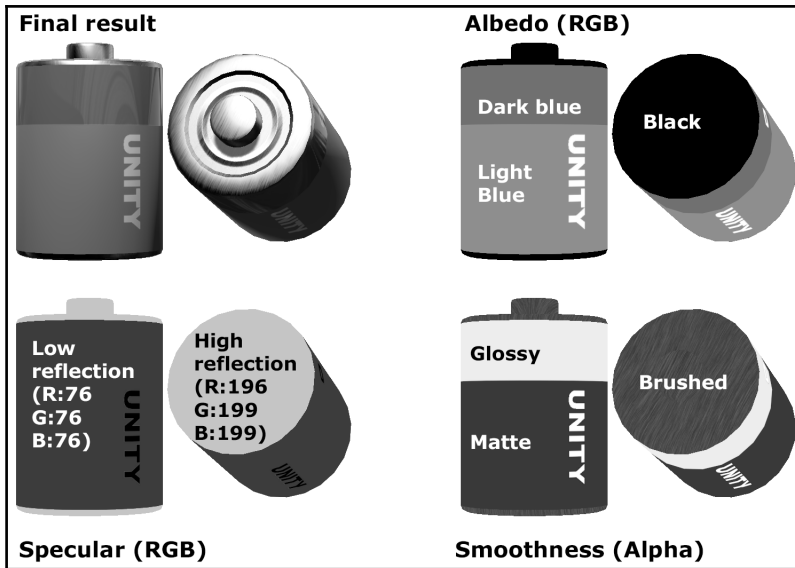
Sounds playing: True False False False

The image shows the Unity Inspector window for a 'musicScheduler' object. The 'Loop Scheduler (Script)' component is selected, showing the following settings:

- Script: LoopScheduler
- Bpm: 140
- Num Beats Per Segment: 16
- Size: 4
- Element 0: looperman-l-1862
- Element 1: looperman-l-1929
- Element 2: looperman-l-1675
- Element 3: looperman-l-0460

Red arrows point from the Hierarchy panel to the Inspector, highlighting the 'musicScheduler' object and its 'Loop Scheduler (Script)' component.

Chapter 5: Creating Textures, Maps, and Materials



- Materials, Shaders & Textures
 - Textures
 - Creating and Using Materials
 - Standard Shader
 - Content and Context
 - Metallic vs Specular Workflow
 - Material parameters
 - Material charts**
 - Make your own
 - Physically Based Rendering Material Validator
 - Accessing and Modifying Material parameters via script
 - Writing Shaders

Material charts

SHADER CALIBRATION SCENE

METALLIC VALUE CHARTS

ALBEDO RGB
ALBEDO DEFINES THE **OVERALL COLOUR** OF AN OBJECT
VALUES USUALLY MATCH THE PERCEIVED COLOUR OF AN OBJECT

MEDIAN LUMINOSITY

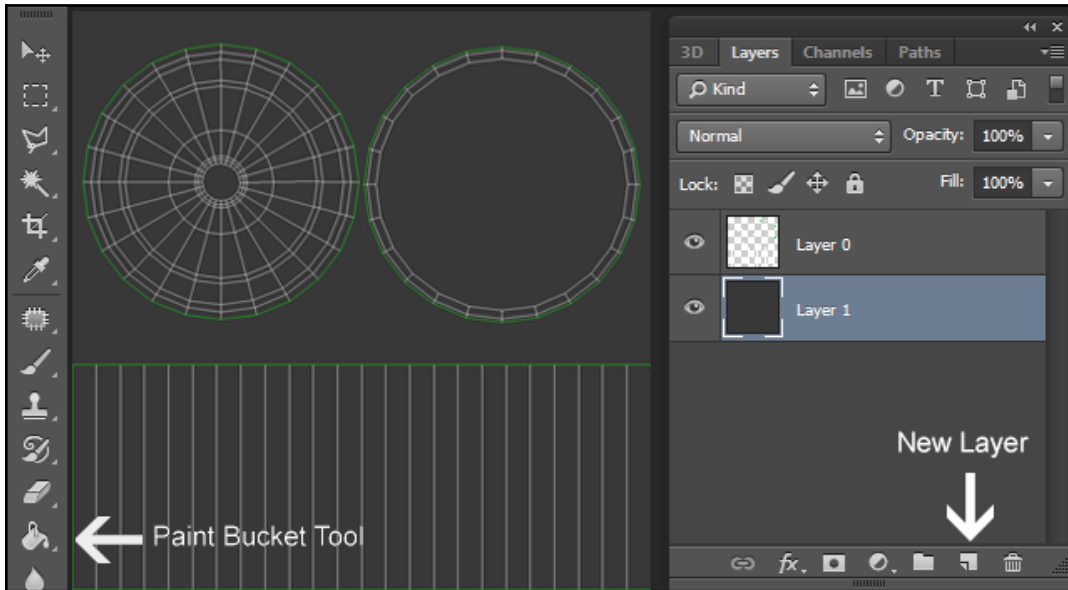
NON-METAL sRGB RANGE **50-243** NON-METALS METALS METAL sRGB RANGE **186-255**

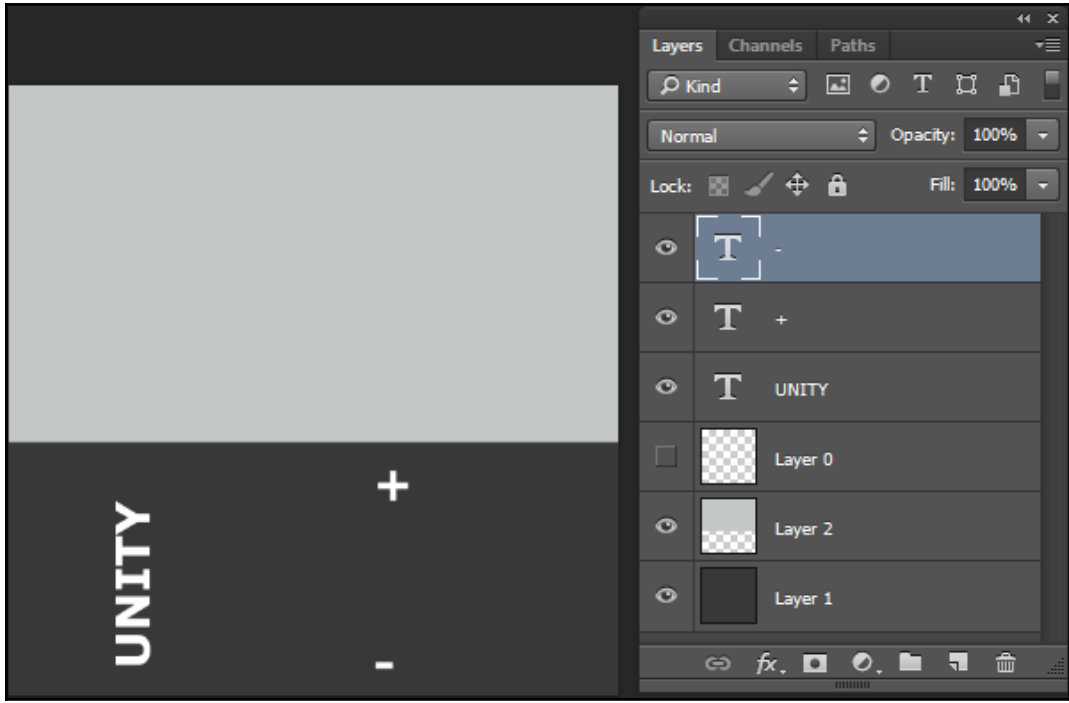
NON-METAL EXAMPLE VALUES

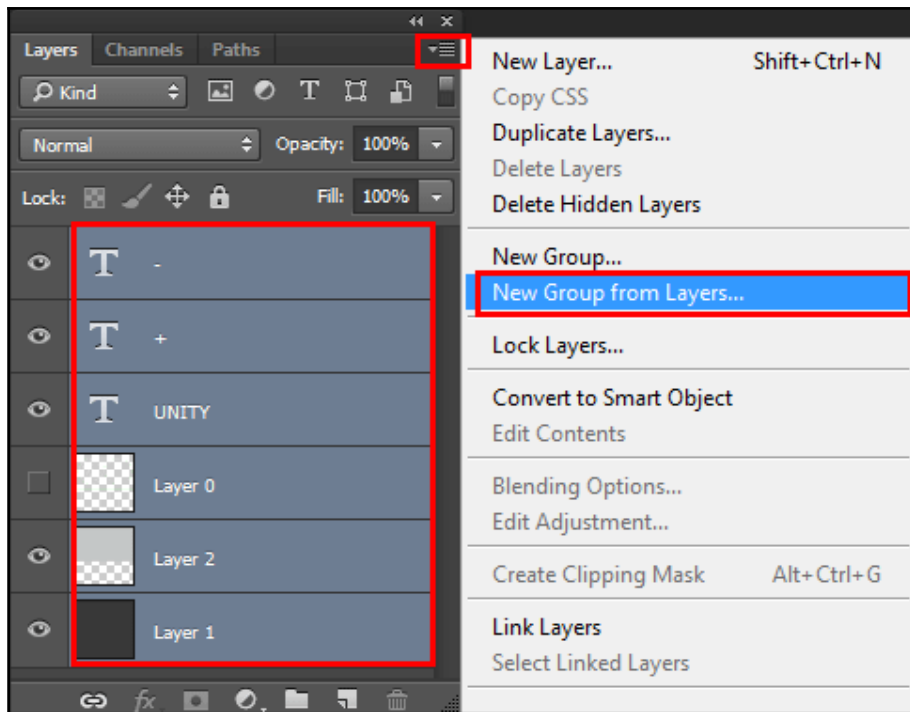
COAL	RUBBER	MUD	GRASS	BRICK	WOOD	CONCRETE
------	--------	-----	-------	-------	------	----------

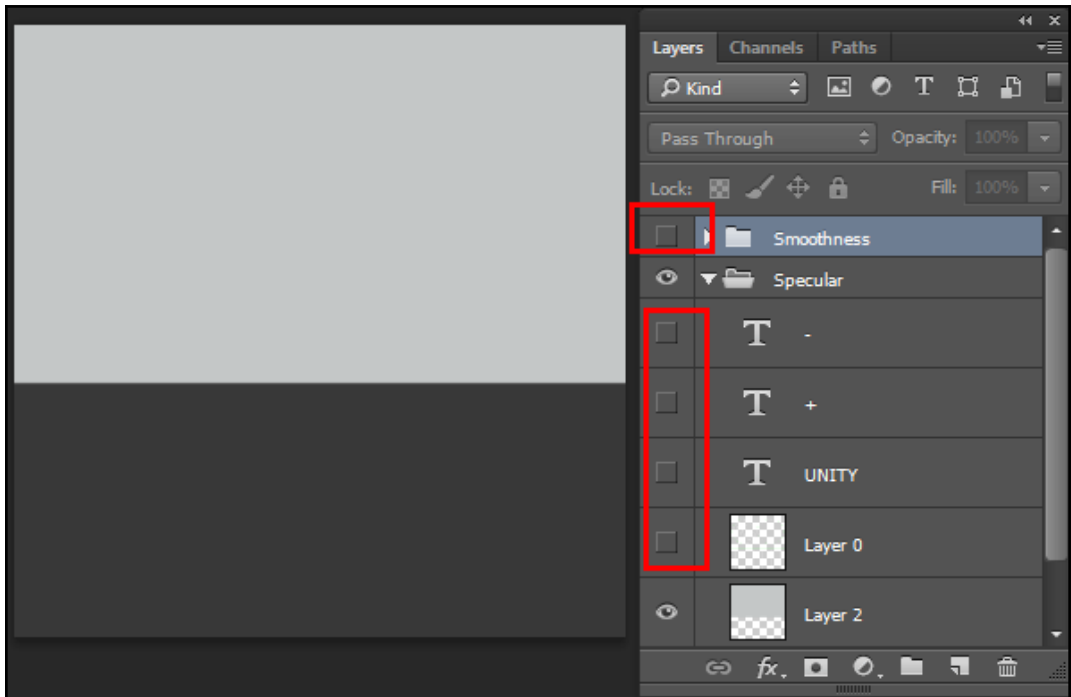
METAL EXAMPLE VALUES

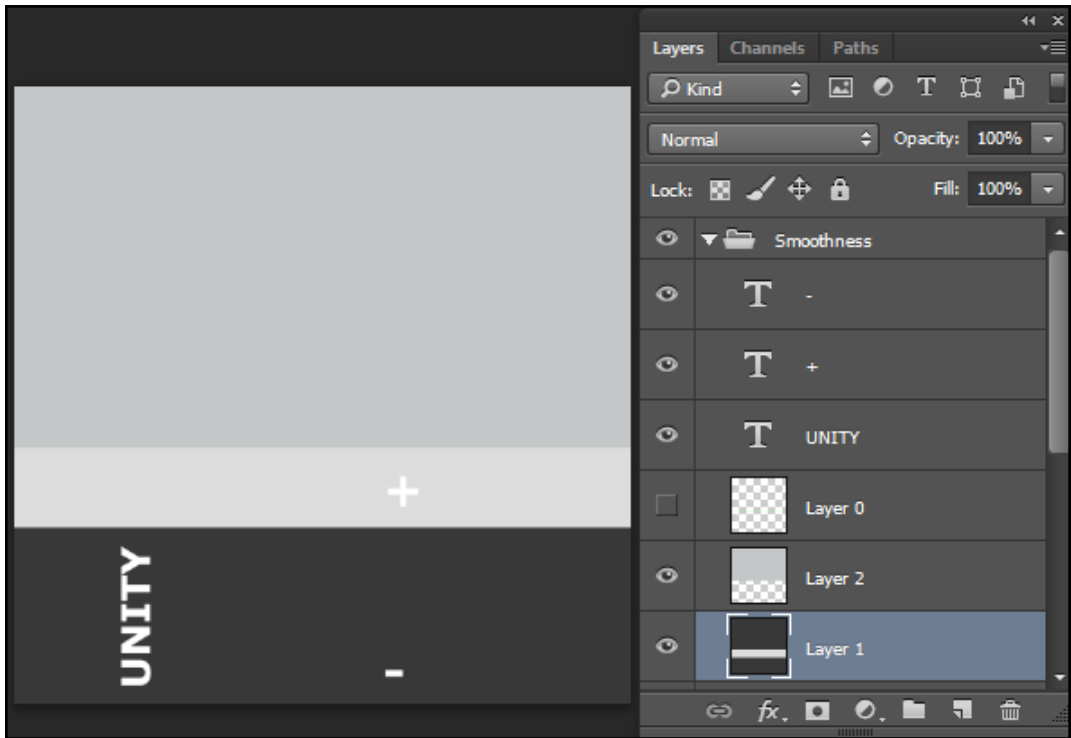
GOLD	BRASS	COPPER	IRON	PLATINUM	ALUMINIUM	SILVER
------	-------	--------	------	----------	-----------	--------

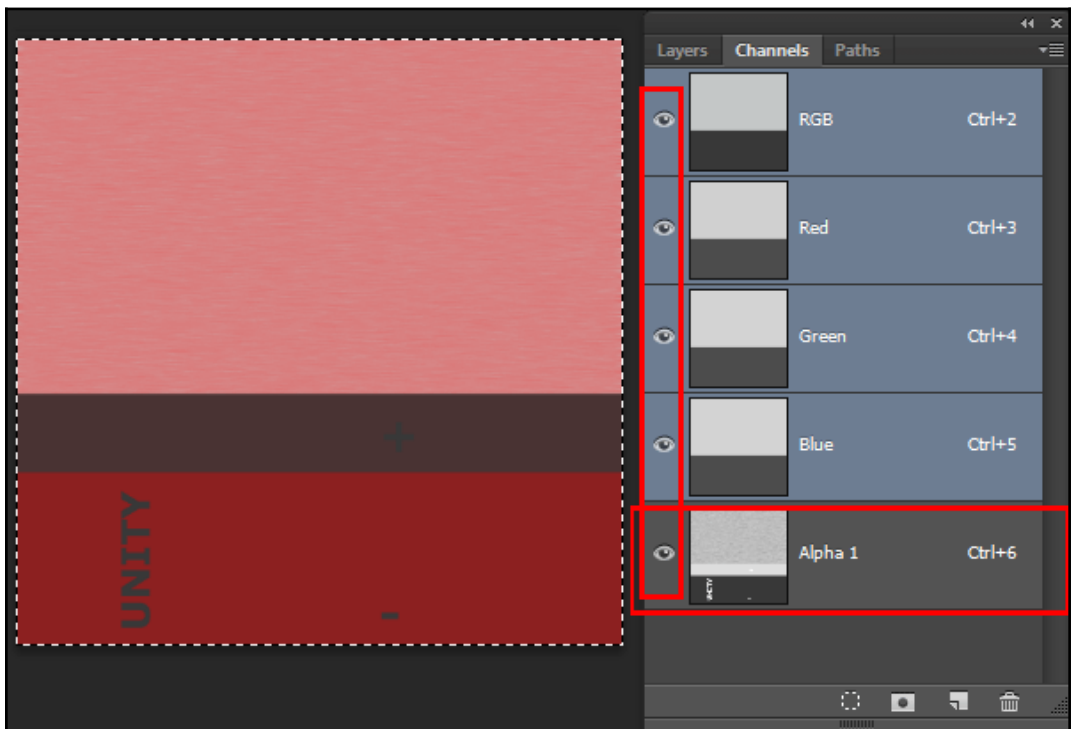
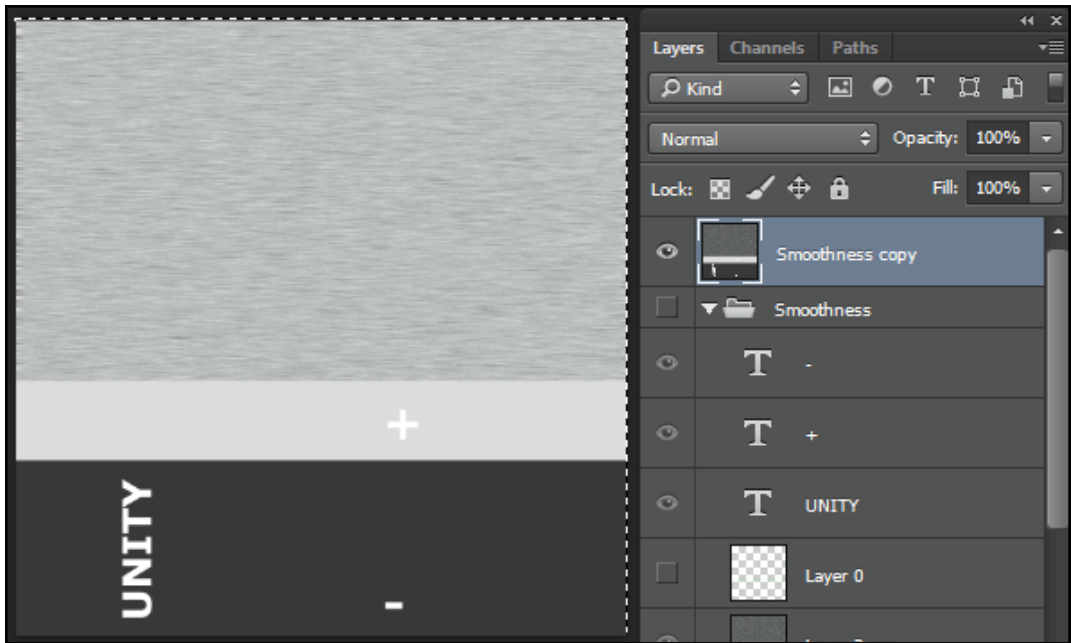


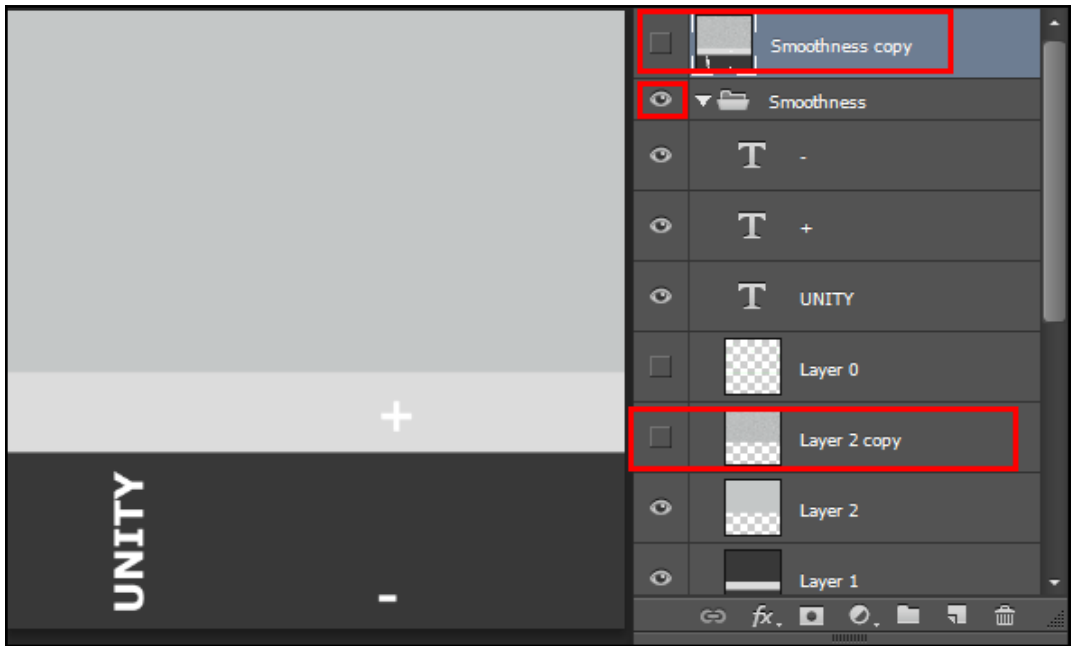


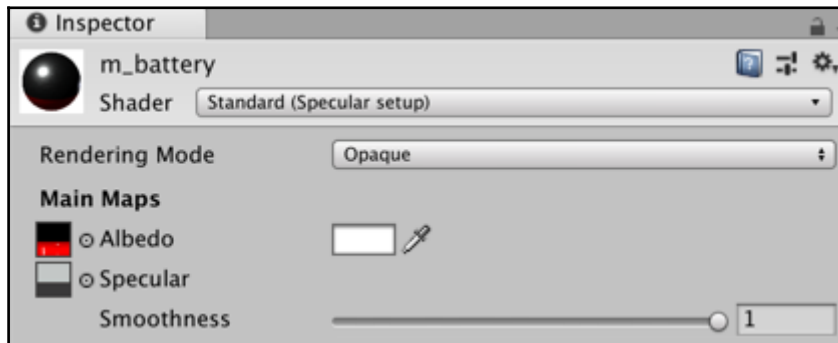
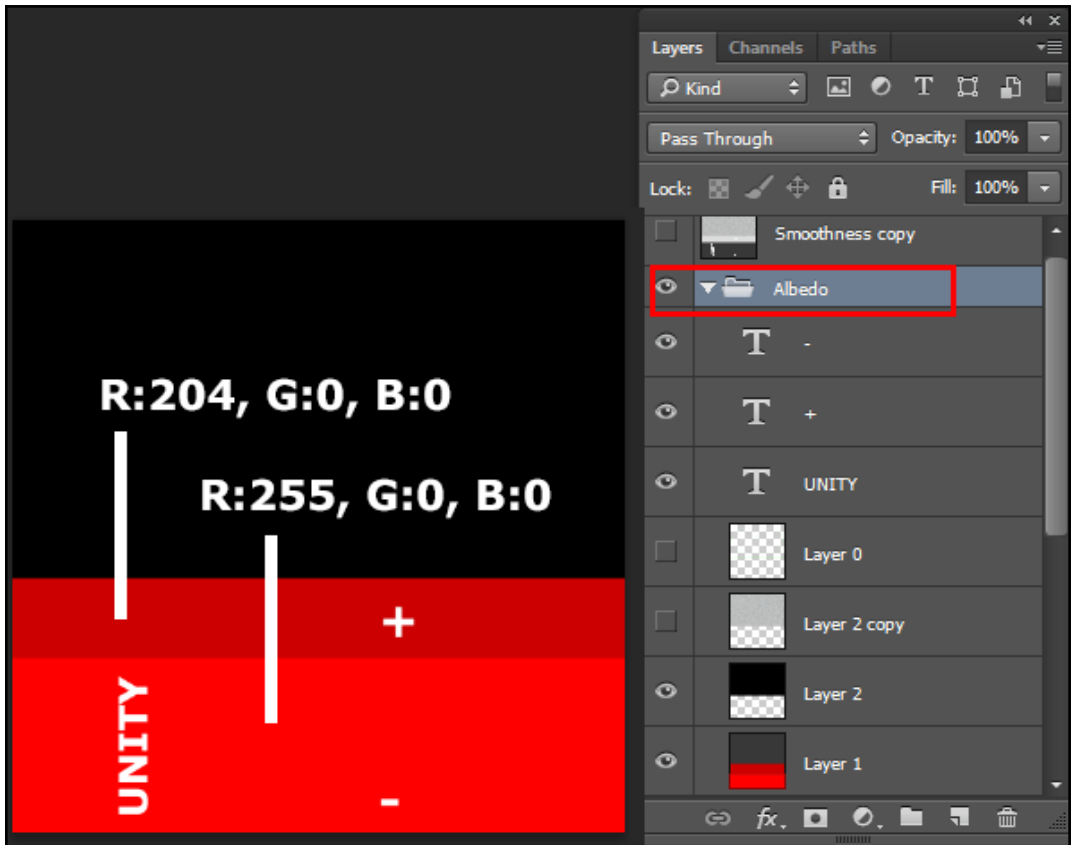


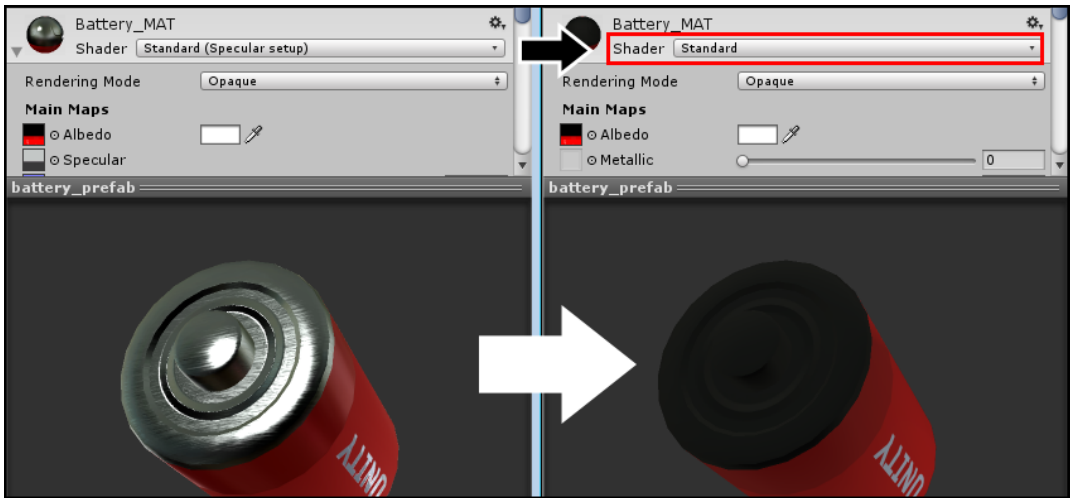


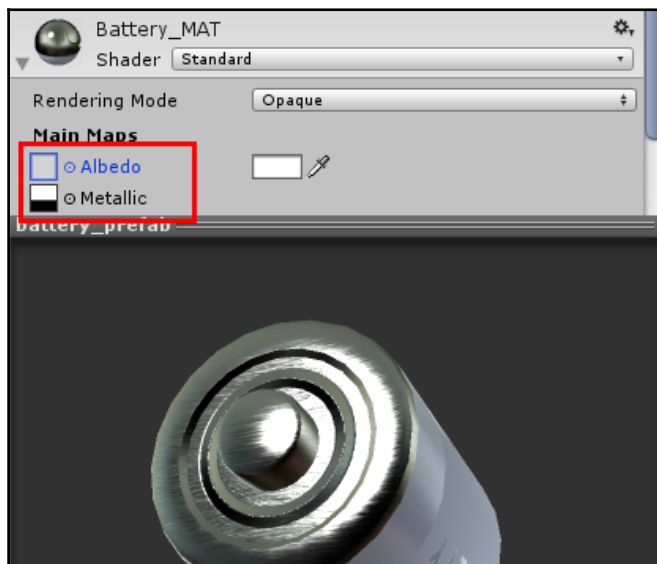
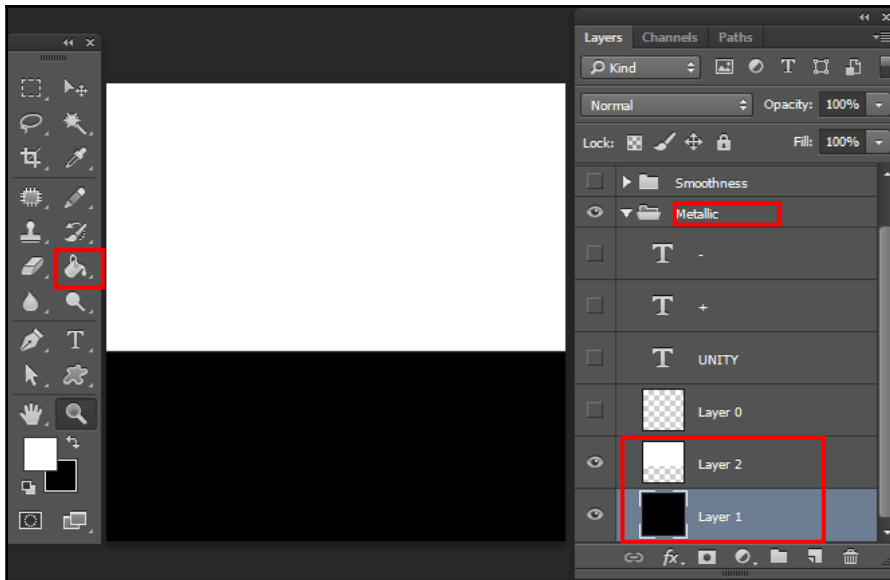


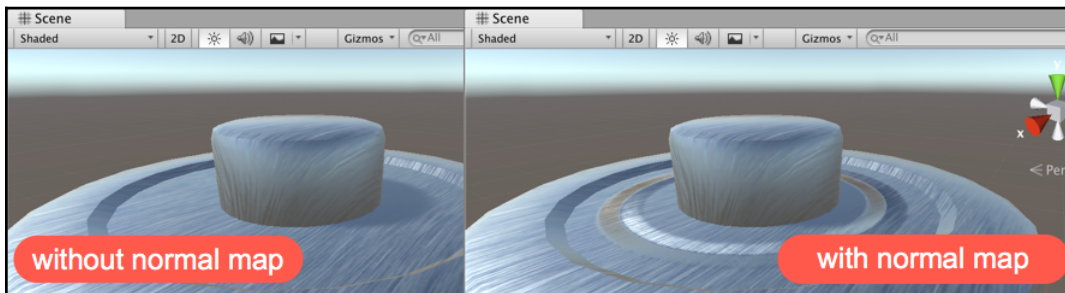
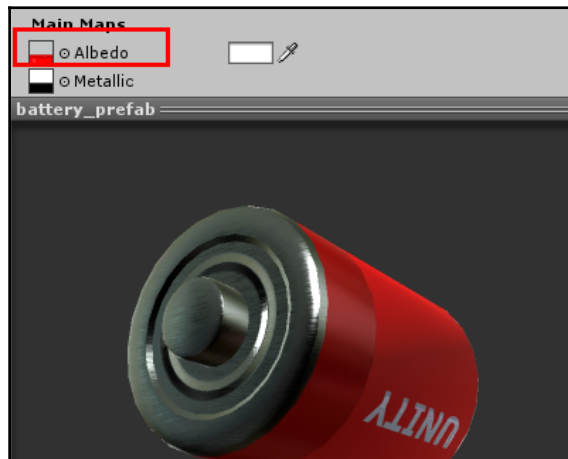
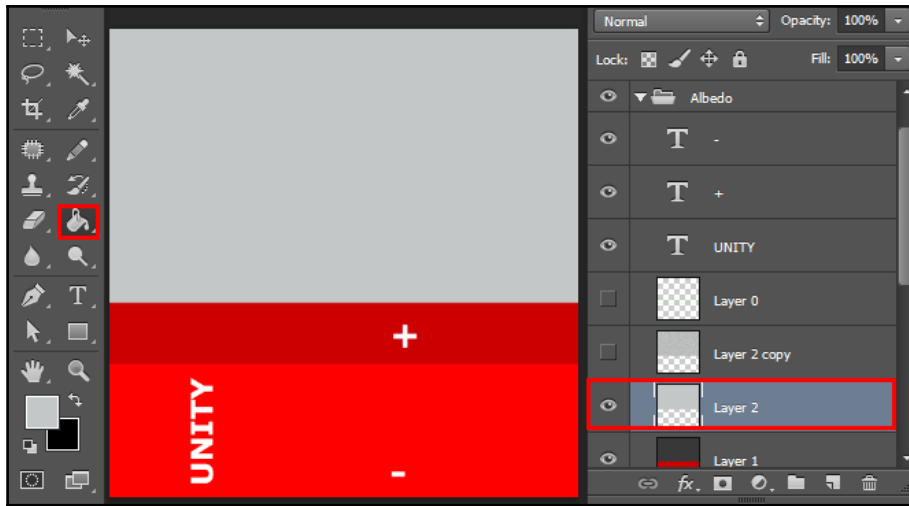


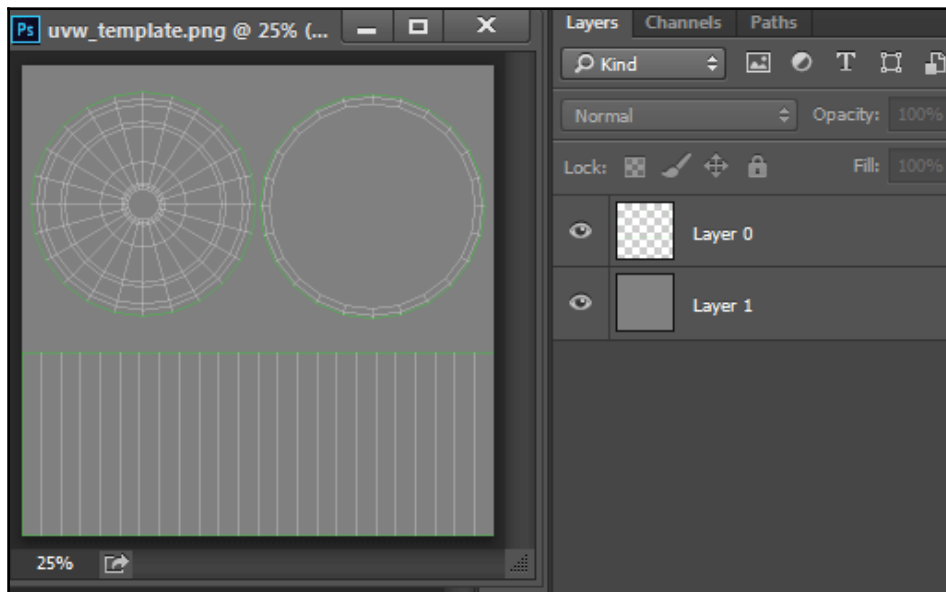
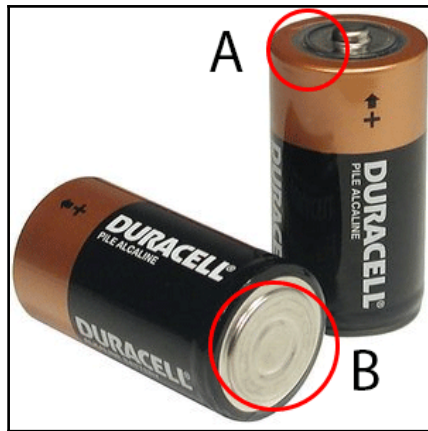


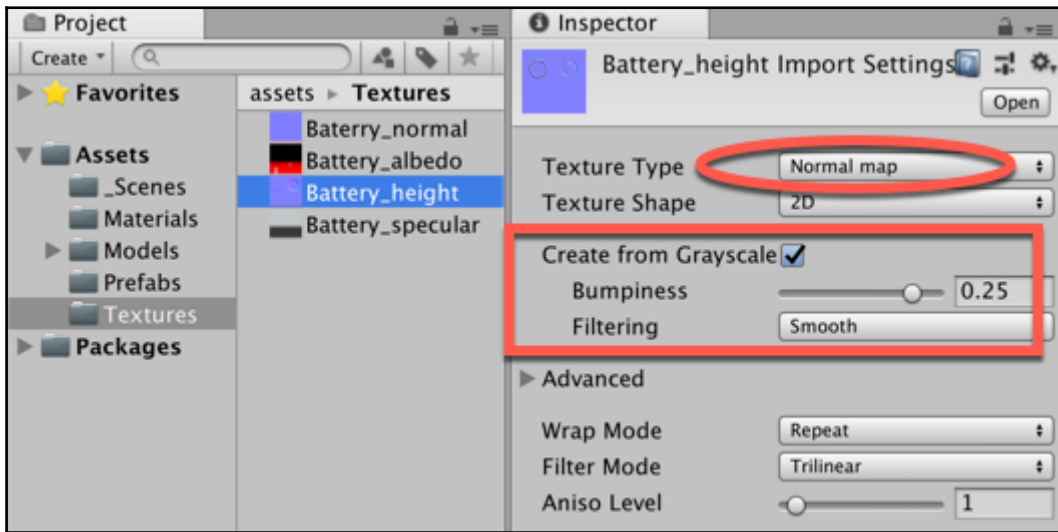
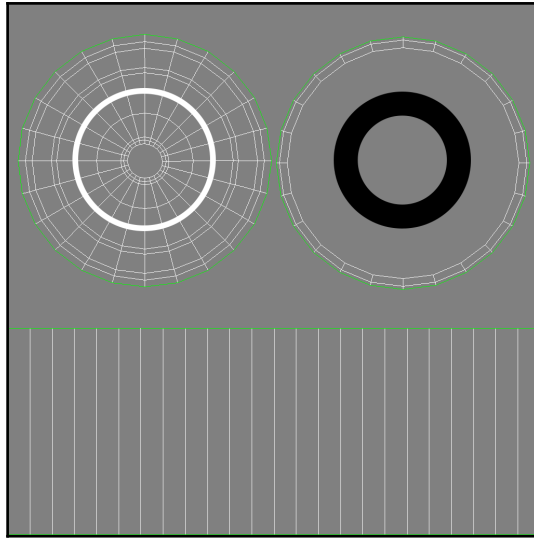


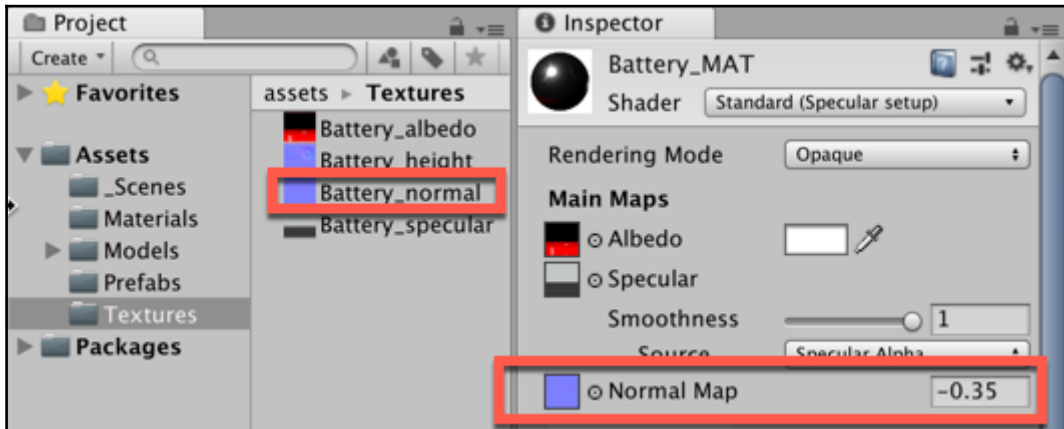
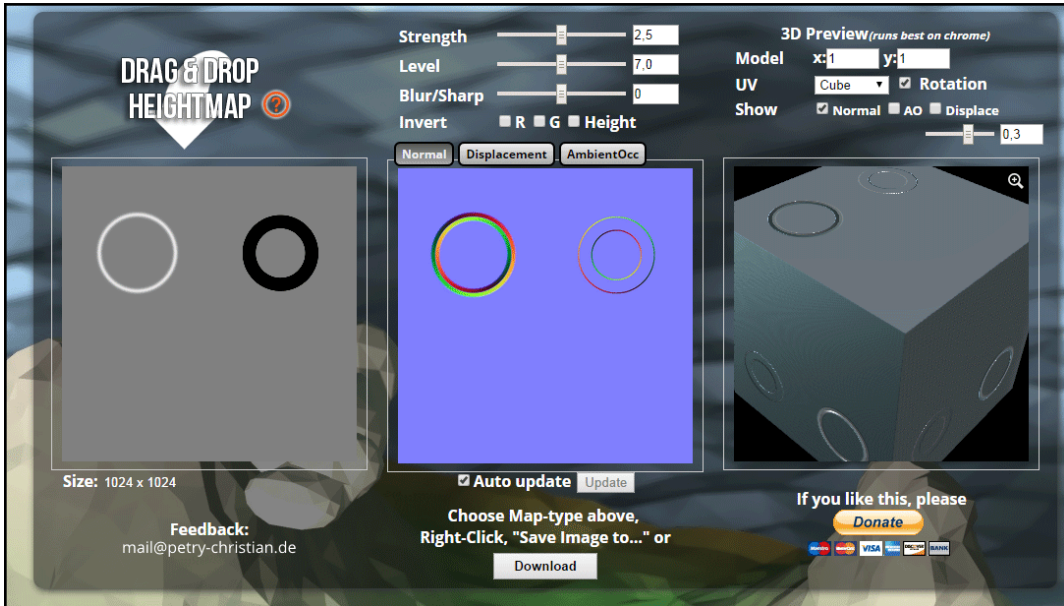


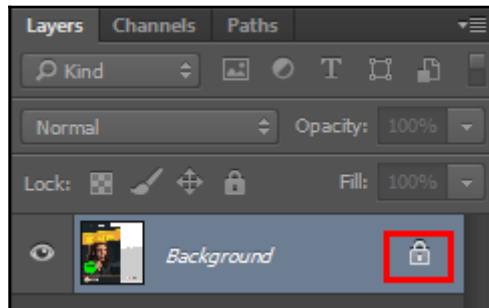
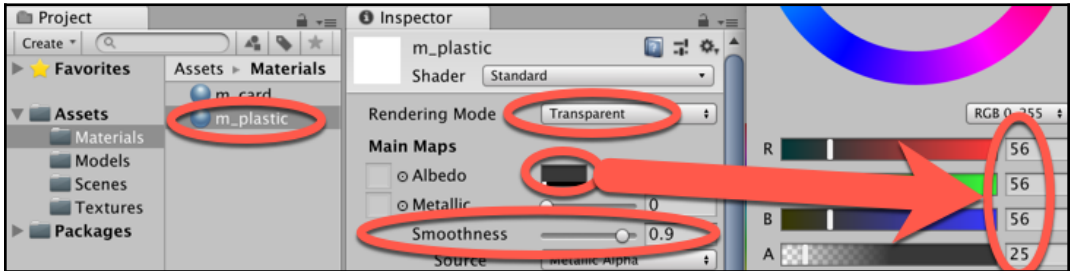


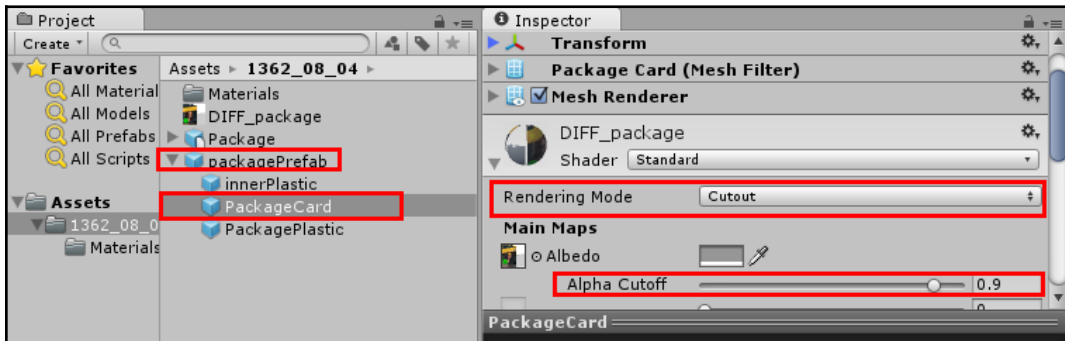


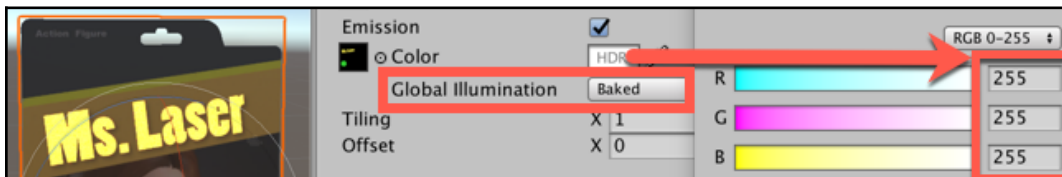




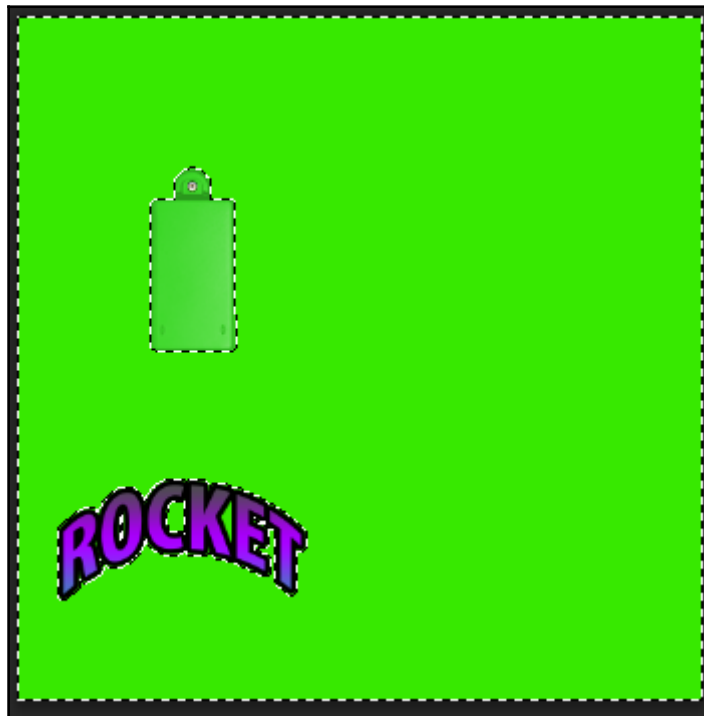
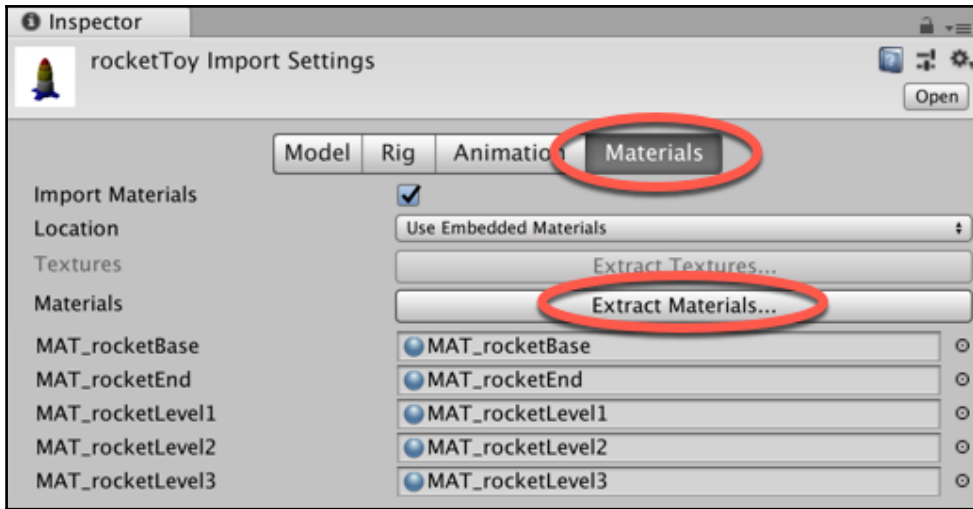


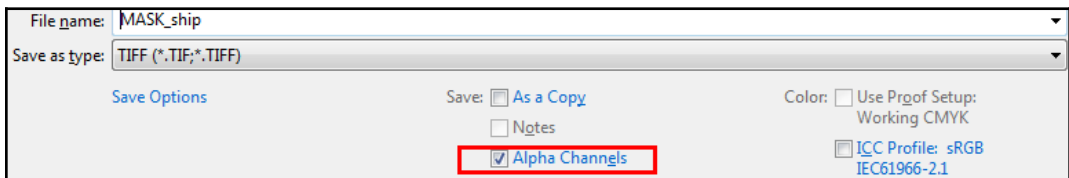
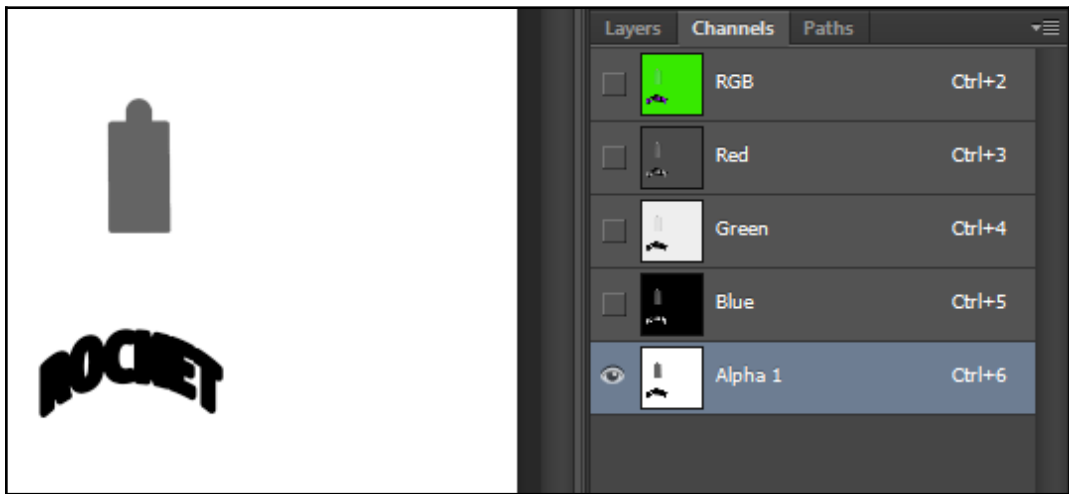
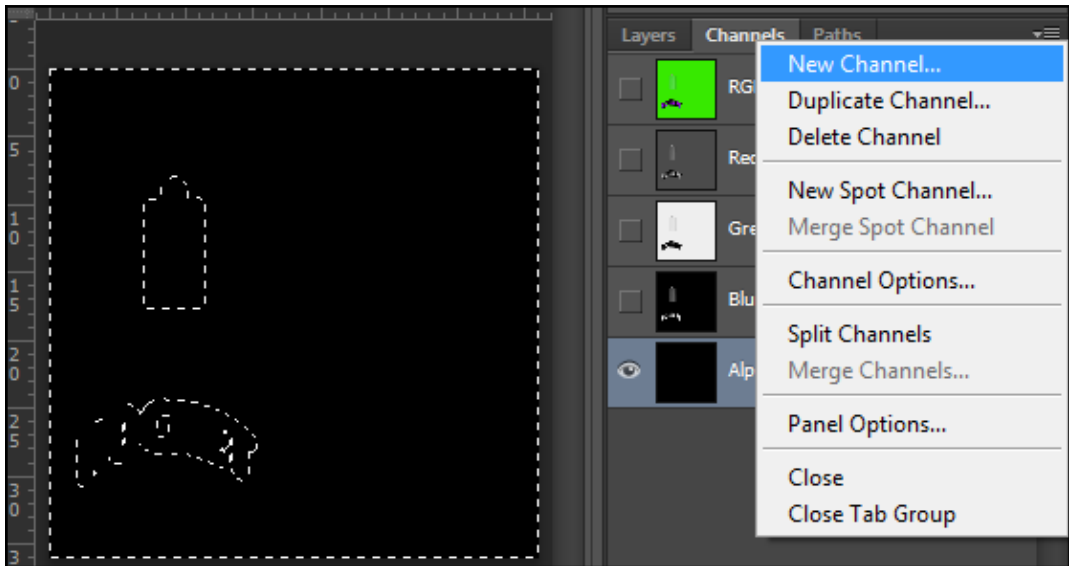


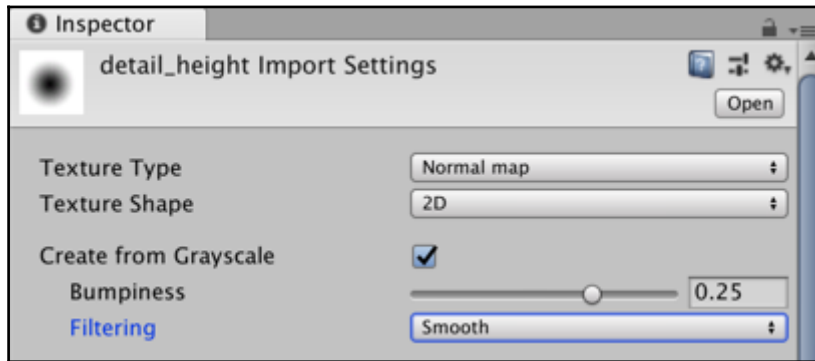
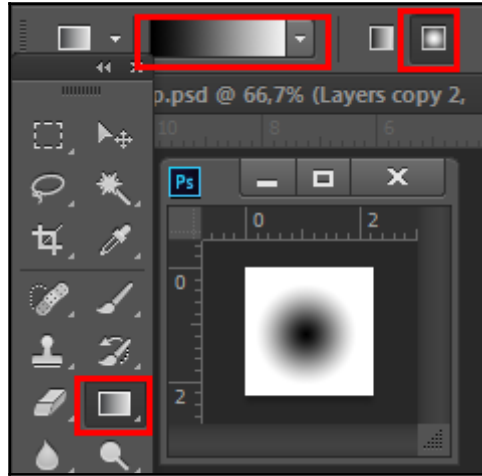


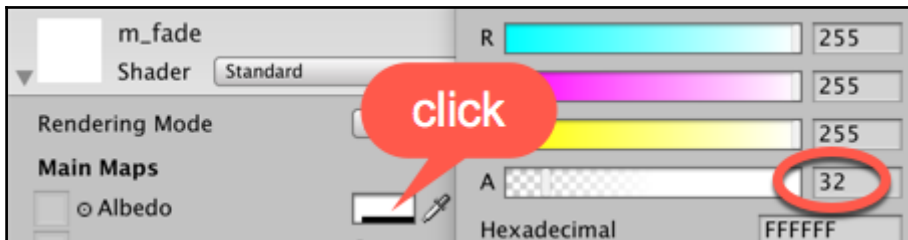
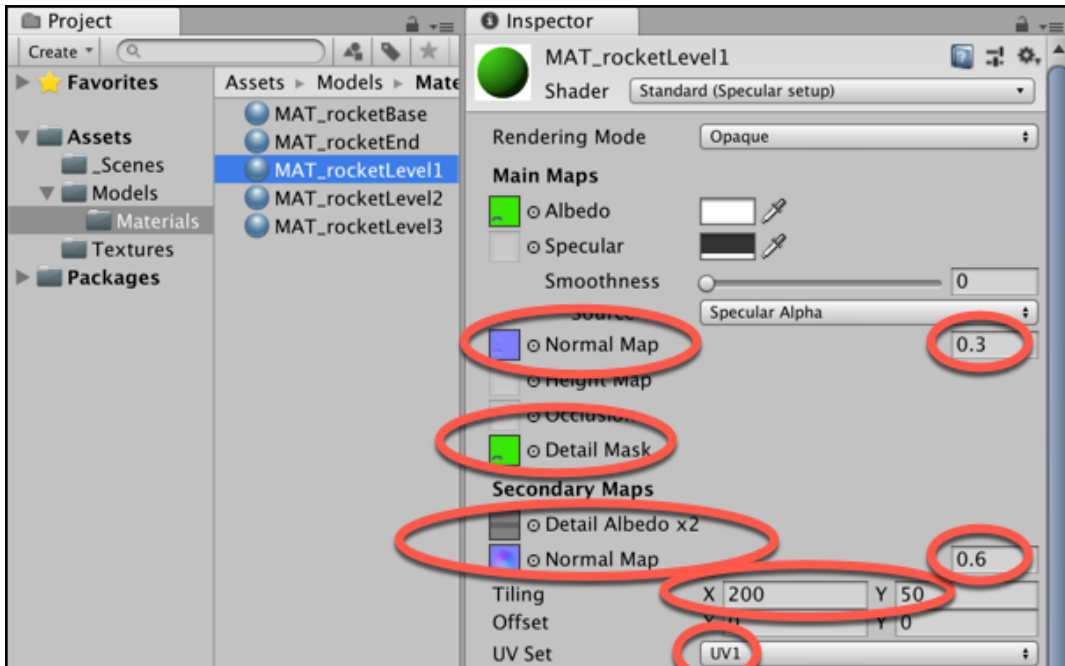




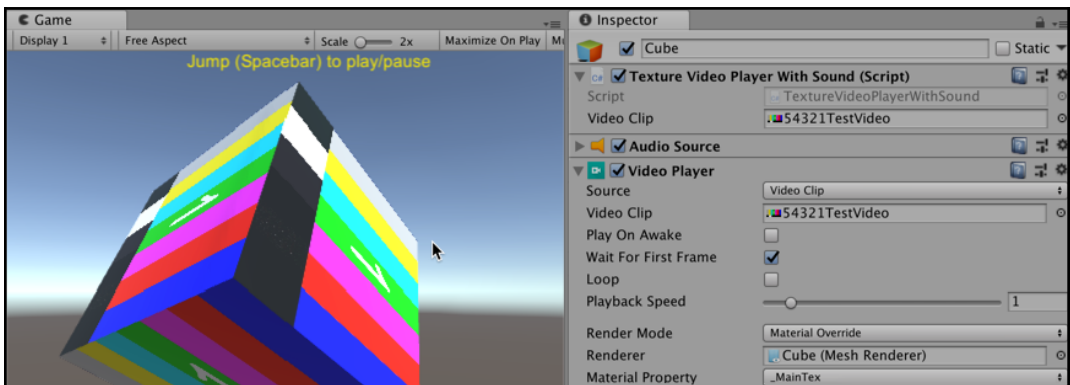
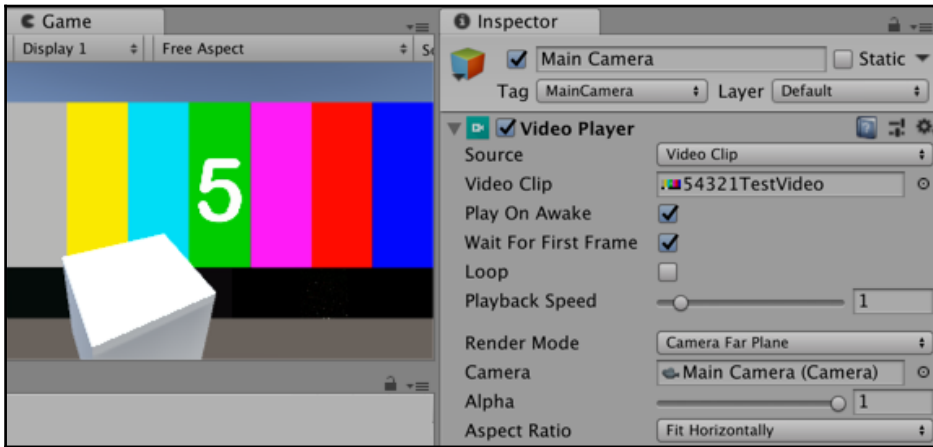
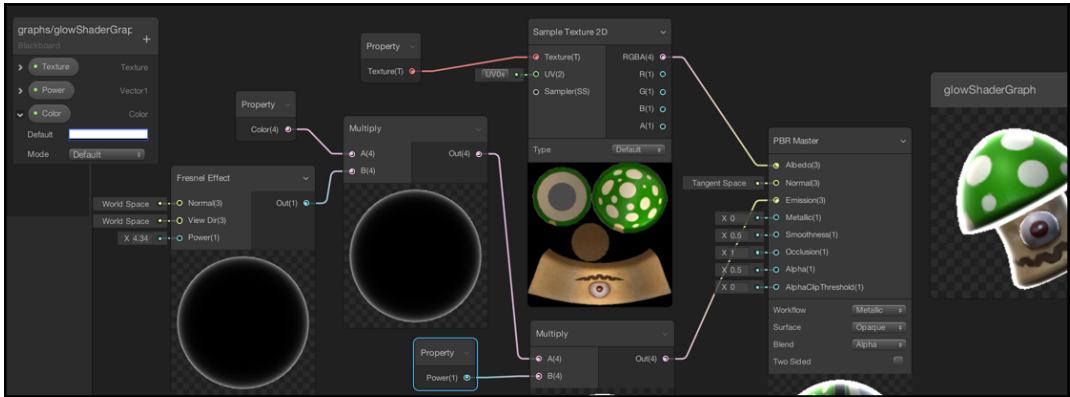


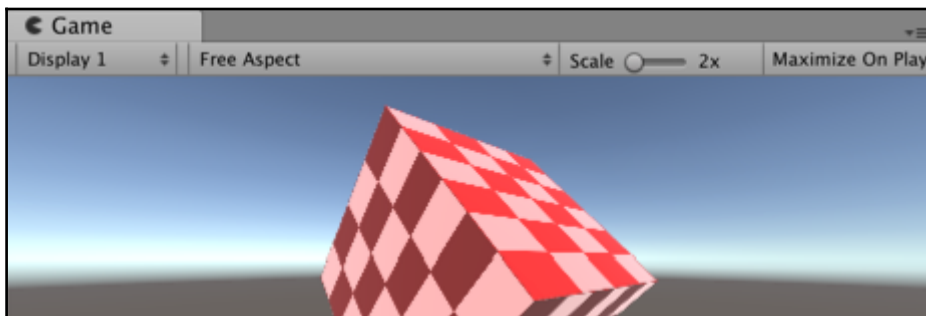
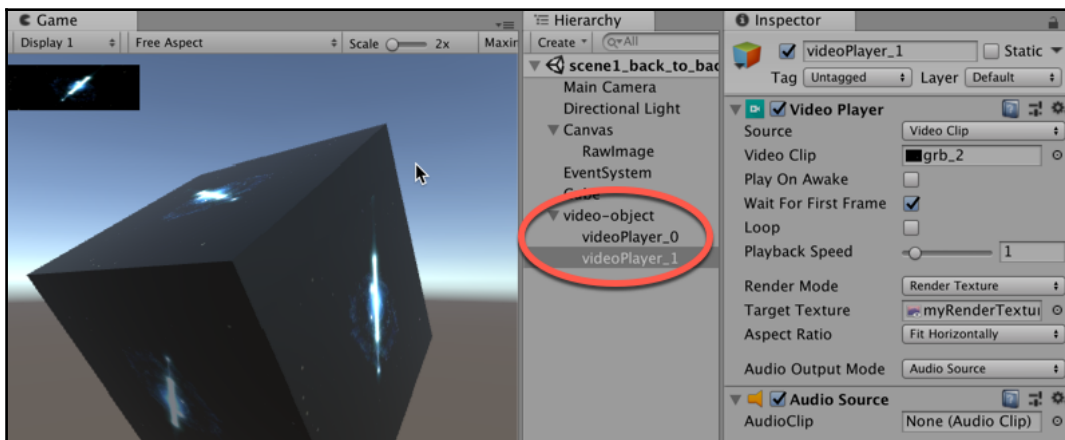
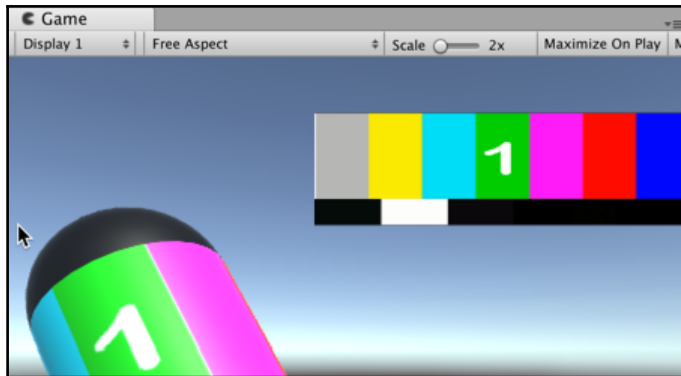


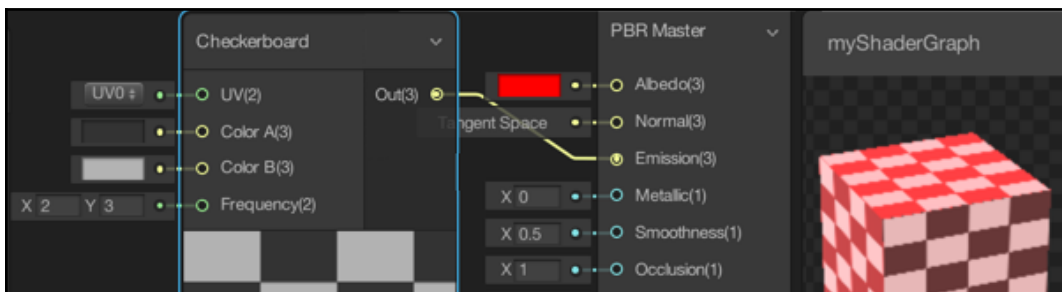
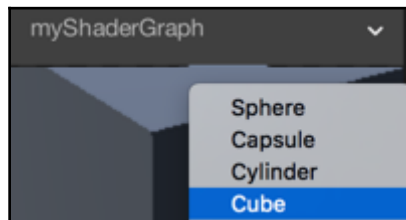
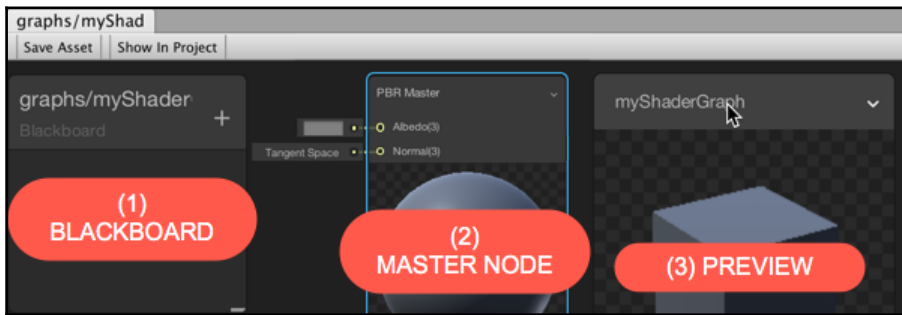
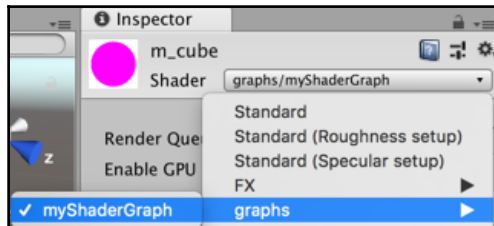
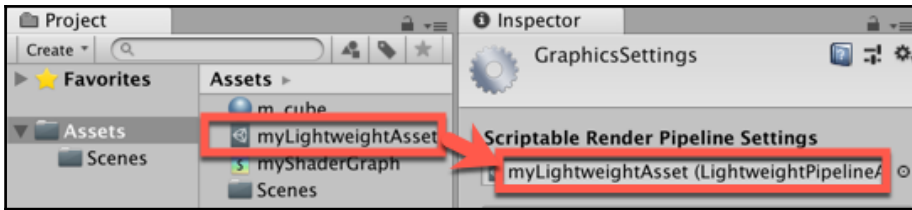




Chapter 6: Shader Graphs and Video Players









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Popular Tags

graphs/glowShaderGrap +

Blackboard

Texture Texture

Property Texture(T)

Default MushroomGr

Property Texture(T) UV0

Sample Texture 2D Texture(T) UV(2) Sampler(SS) Type Default

RGBA(4) R(1) G(1)

PBR Master Albedo(3) Normal(3) Emission(3) Tangent Space X 0 Metallic(1) X 0.5 Smoothness(1) X 1 Occlusion(1)

glowShaderGraph

Property Texture(T) UV0

Property Color(4)

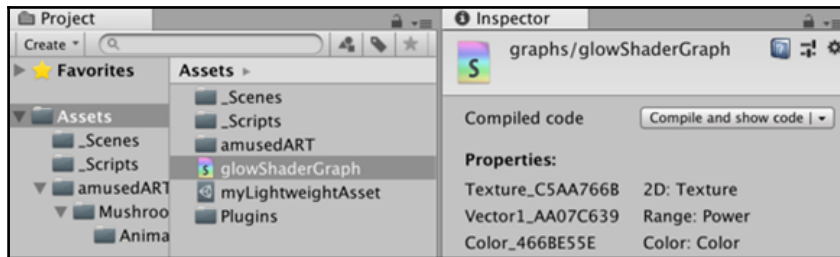
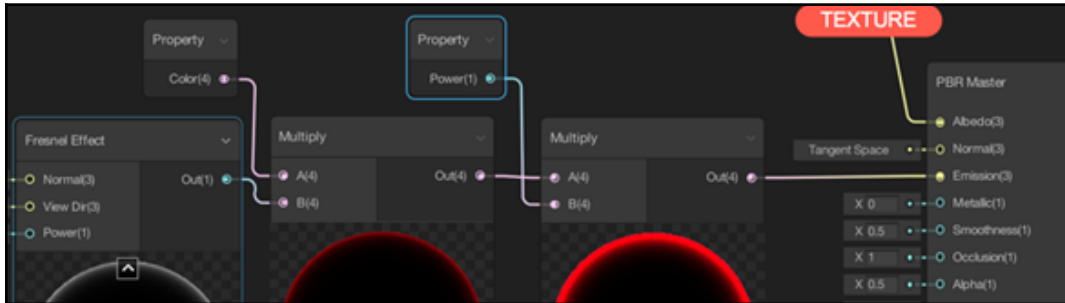
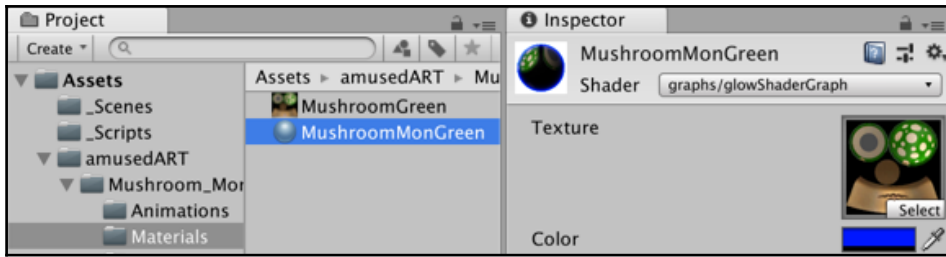
Fresnel Effect World Space Normal(3) View Dir(3) X 4.34 Power(1) Out(1)

Sample Texture 2D Texture(T) UV(2) Sampler(SS) Type Default

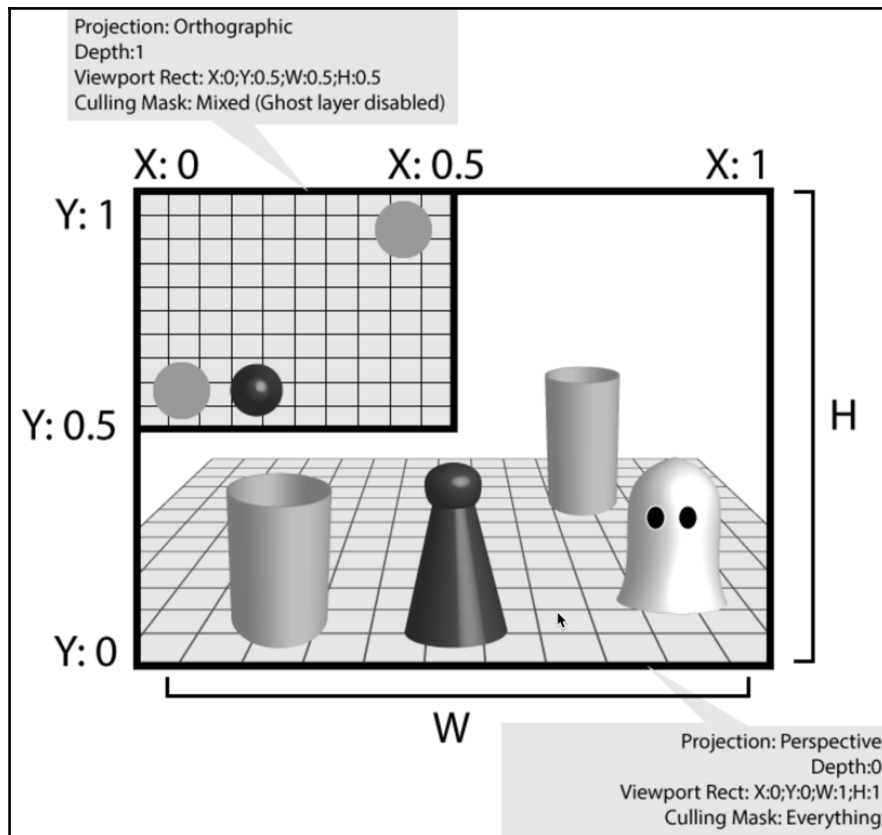
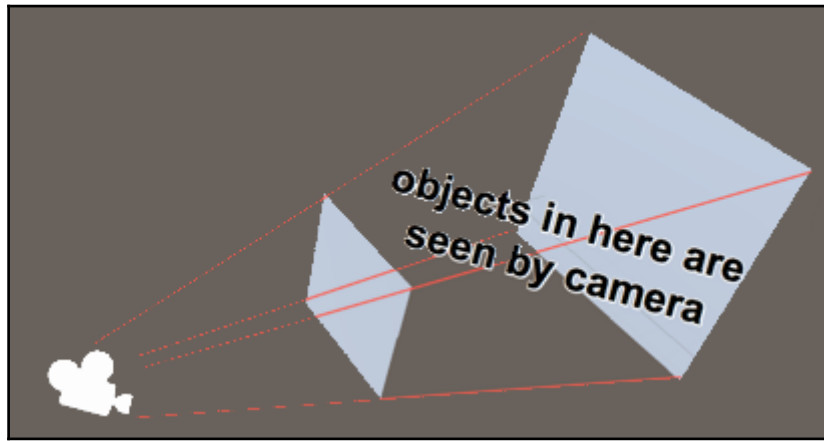
RGBA(4) R(1) G(1)

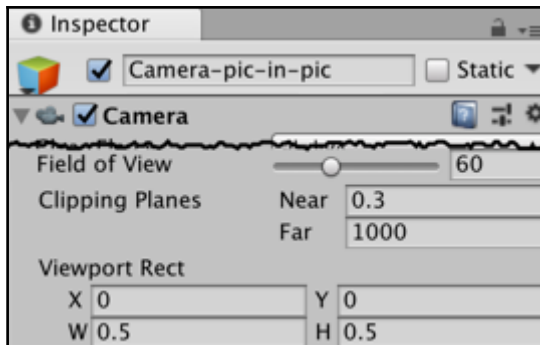
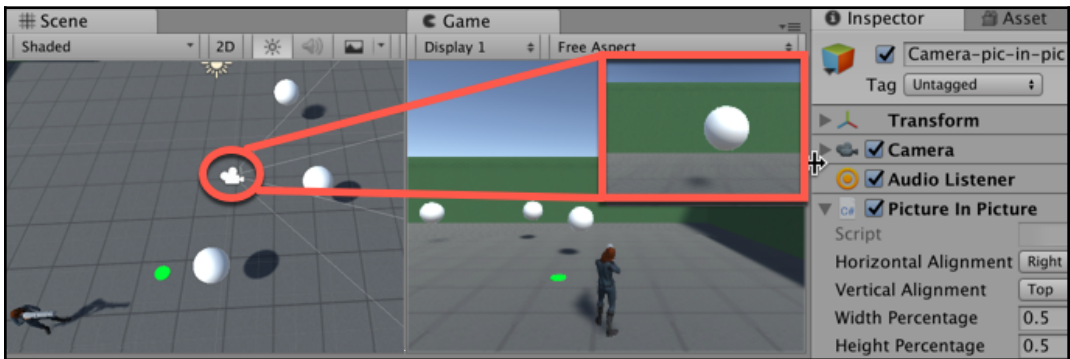
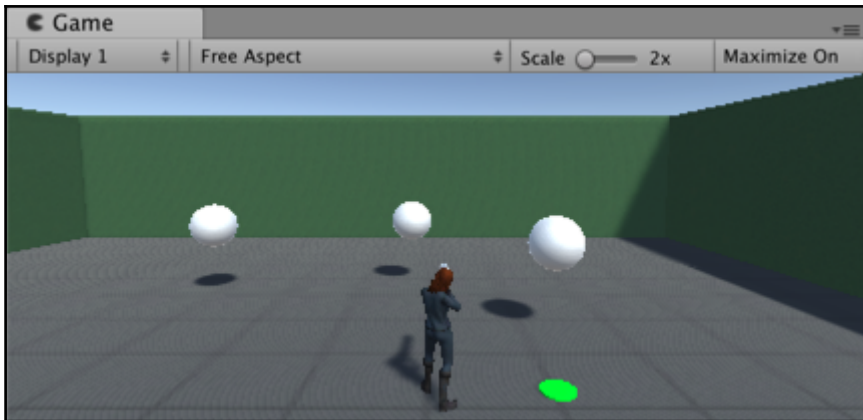
Multiply A(4) B(4) Out(4)

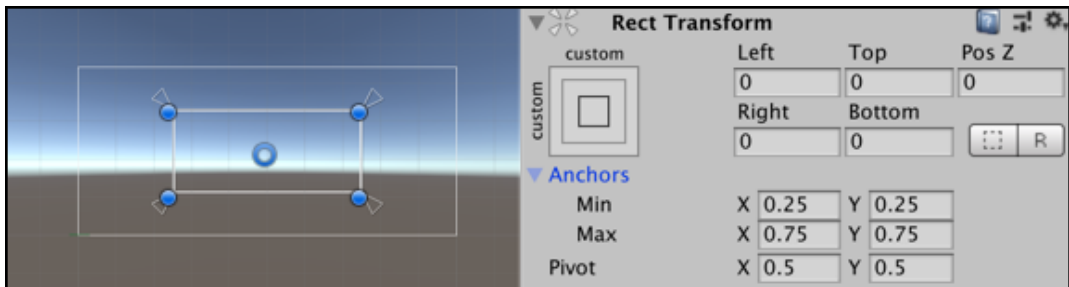
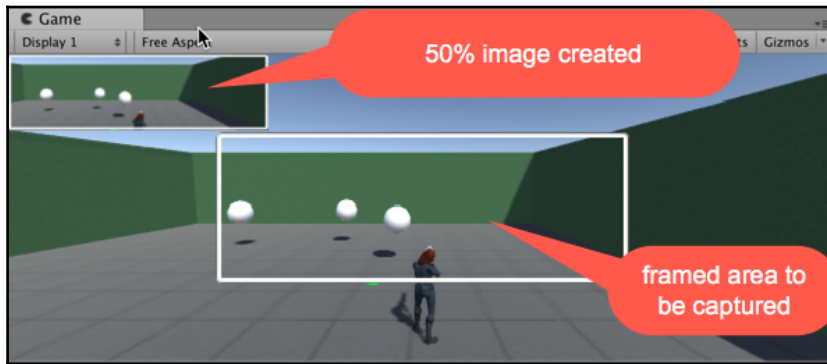
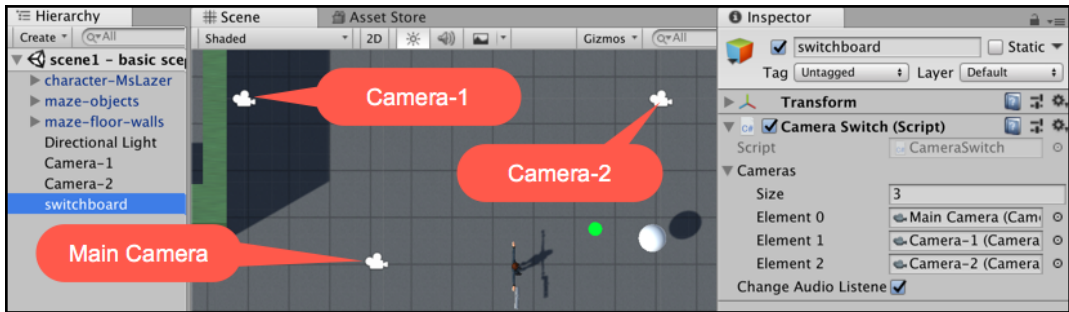
PBR Master Albedo(3) Normal(3) Emission(3) Tangent Space X 0 Metallic(1) X 0.5 Smoothness(1) X 1 Occlusion(1) X 0.5 Alpha(1) X 0 AlphaClipThreshold(1) Workflow Metallic

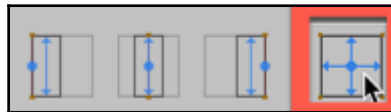
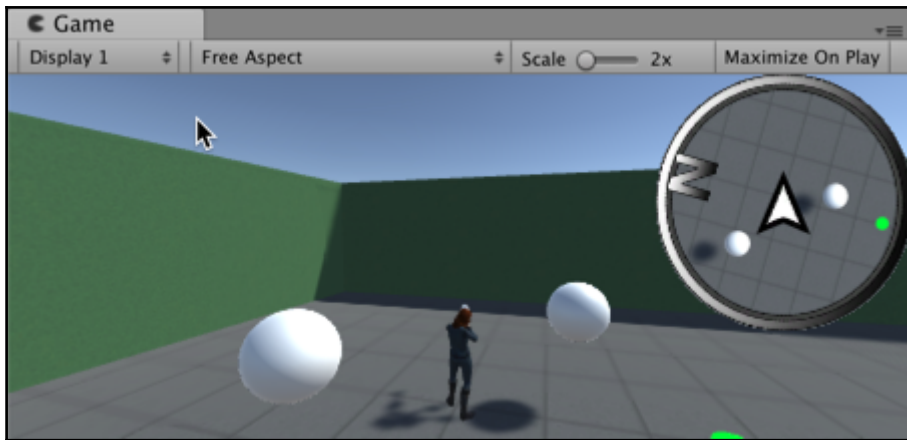
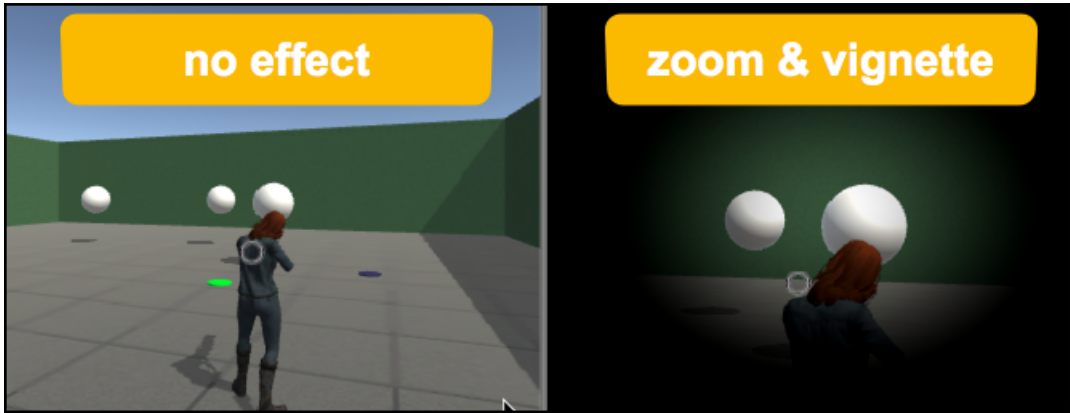


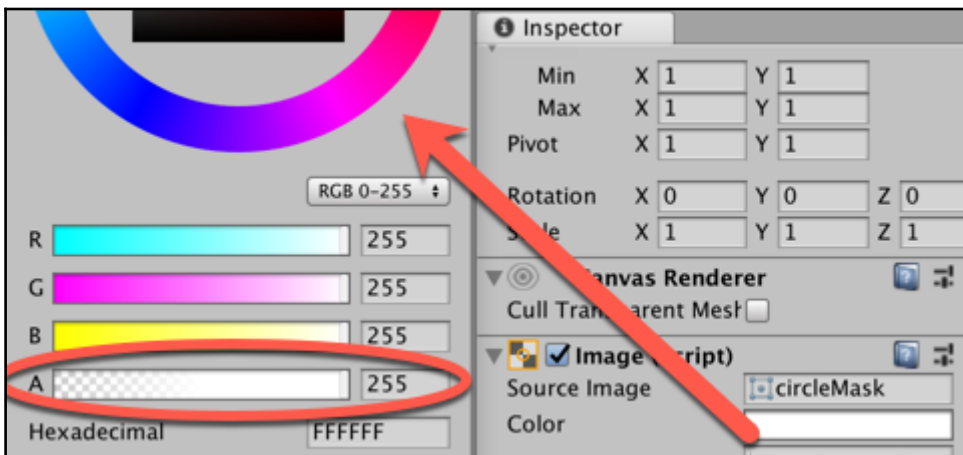
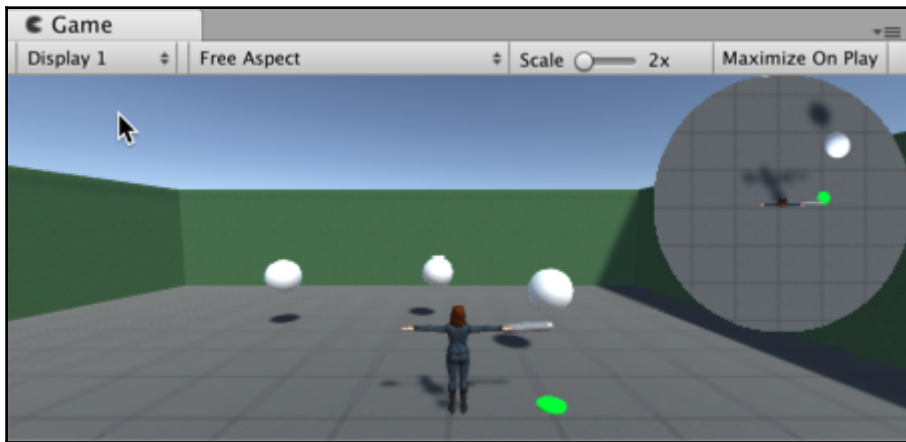
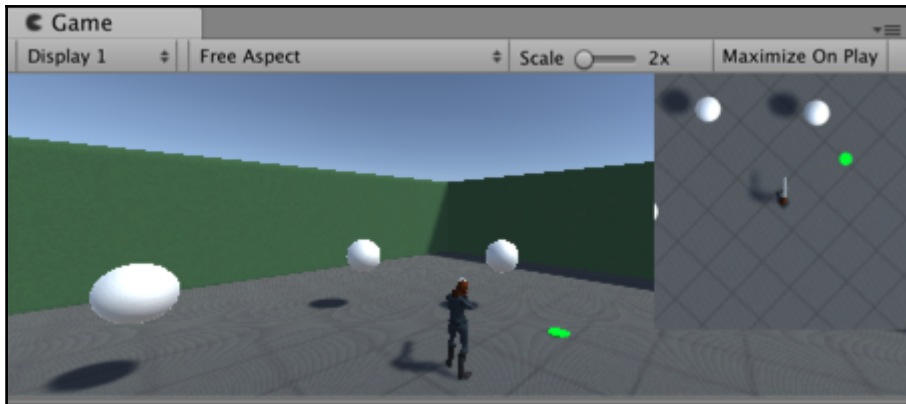
Chapter 7: Using Cameras

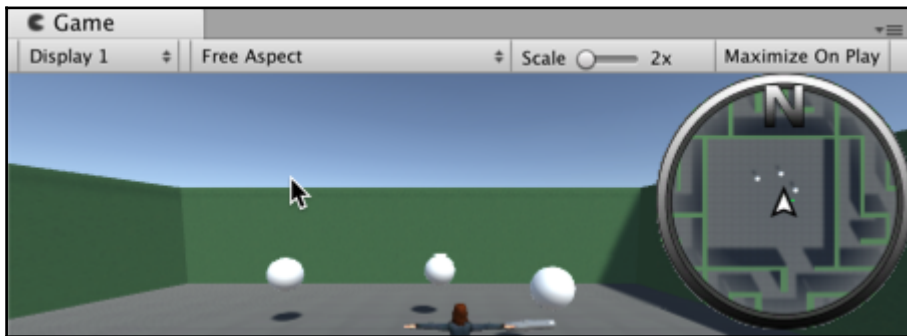
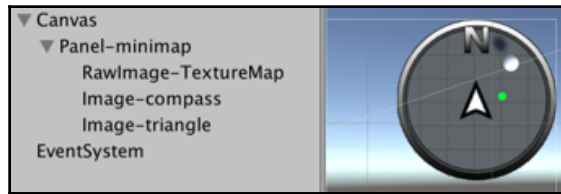
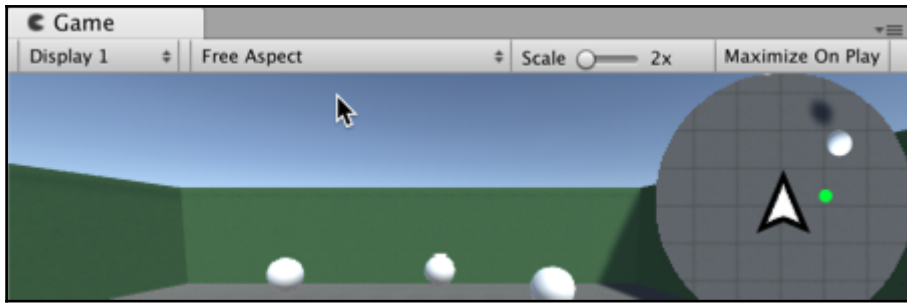


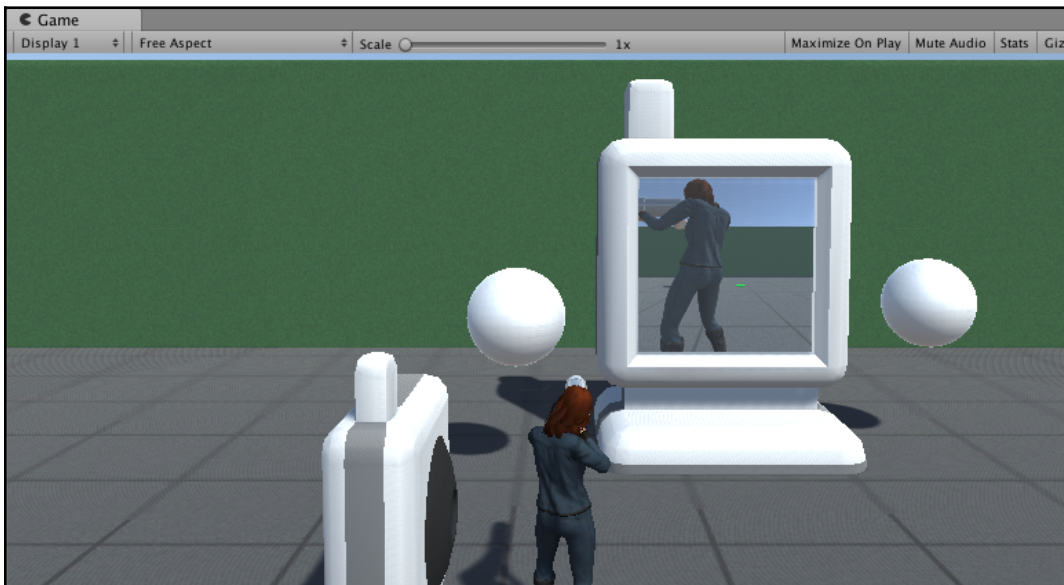


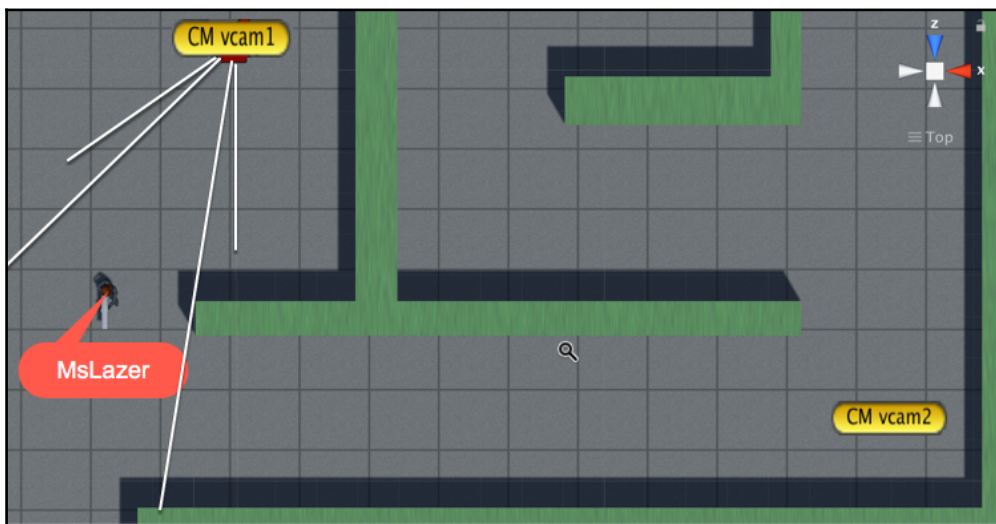
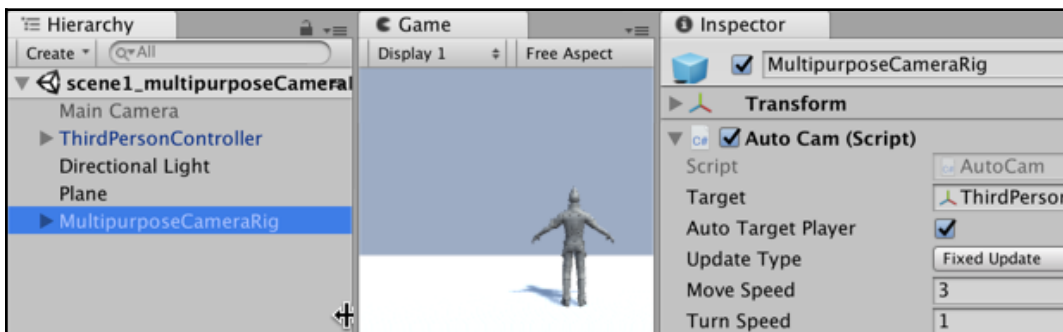
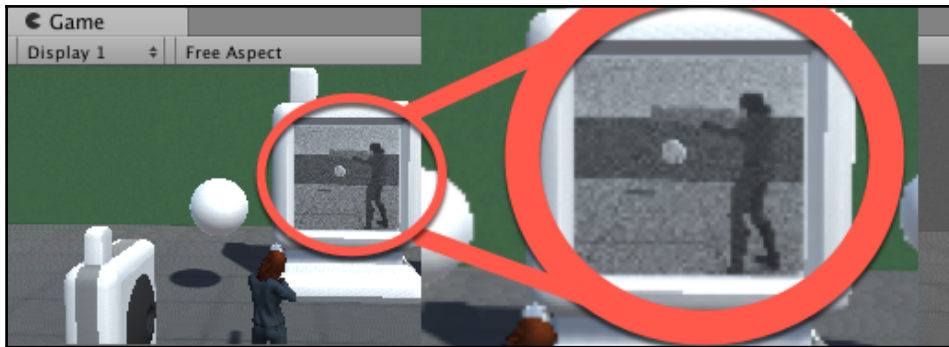


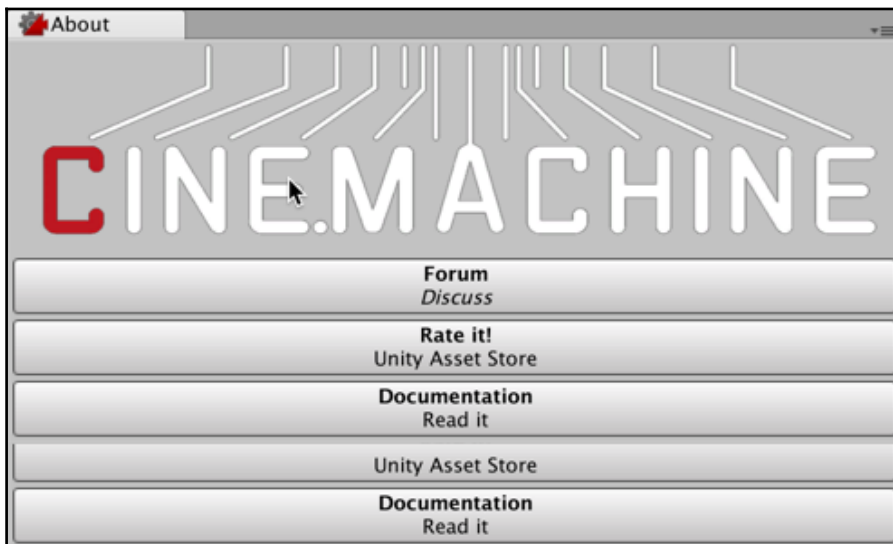
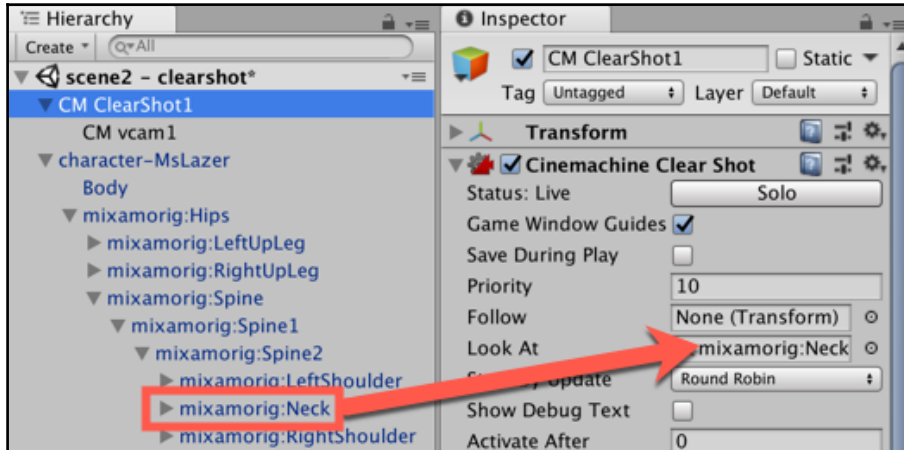
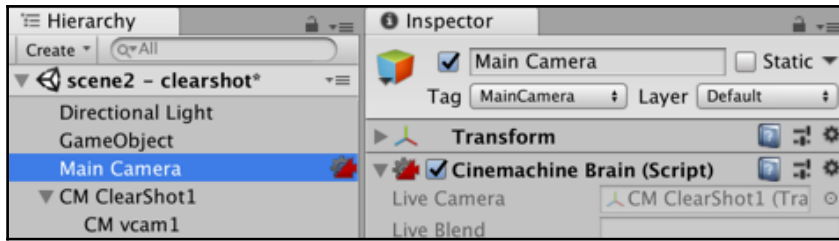




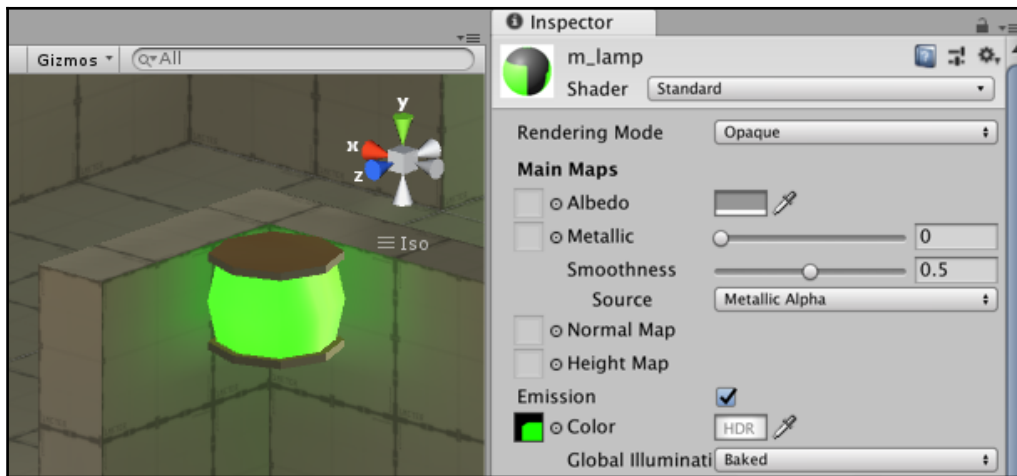
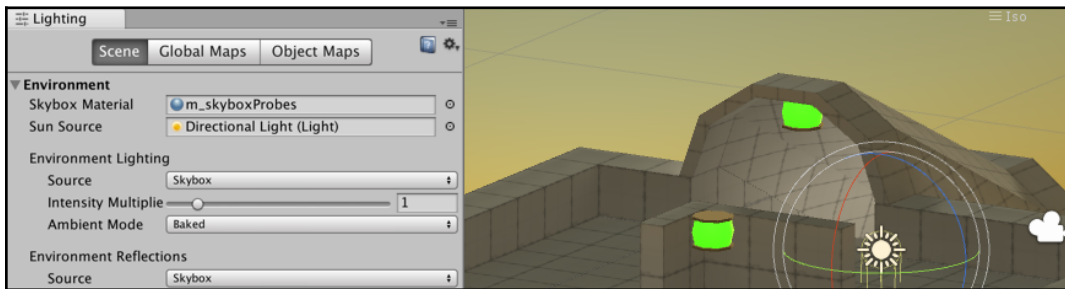
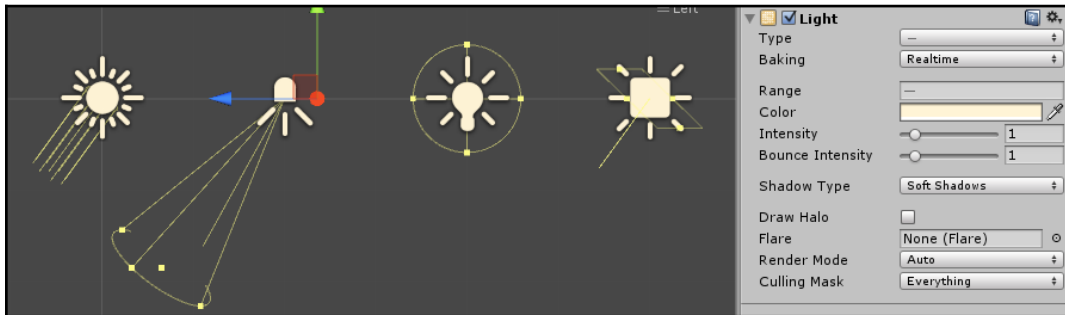


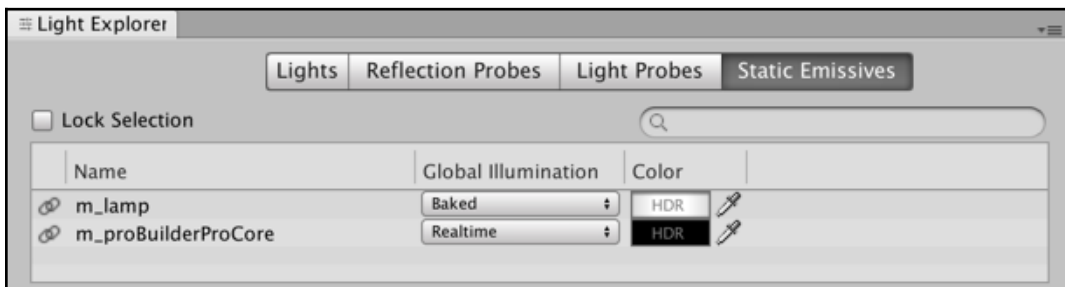
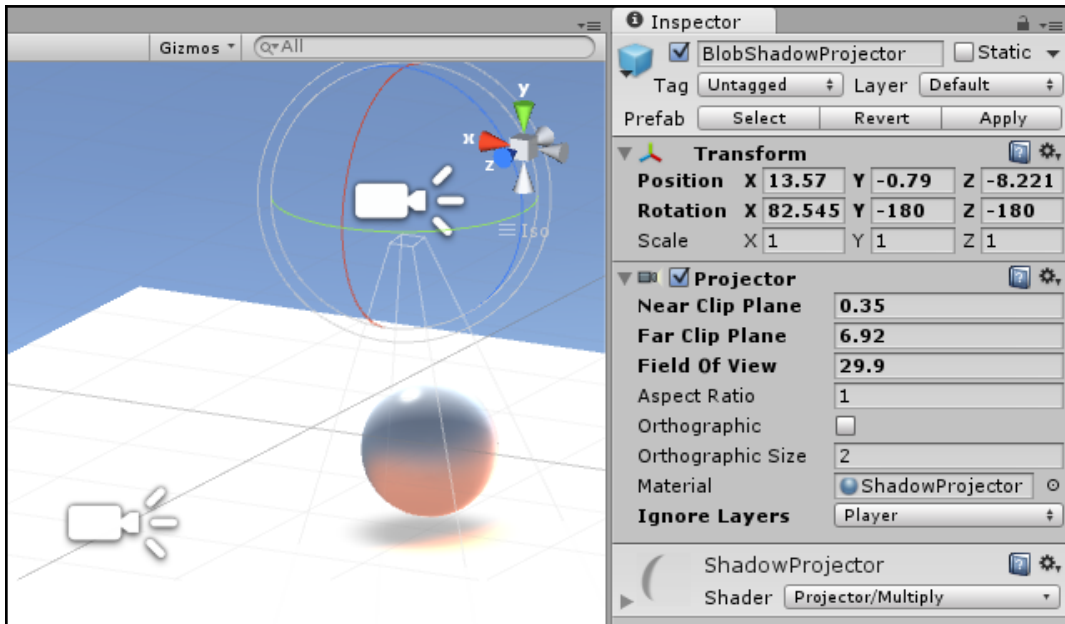


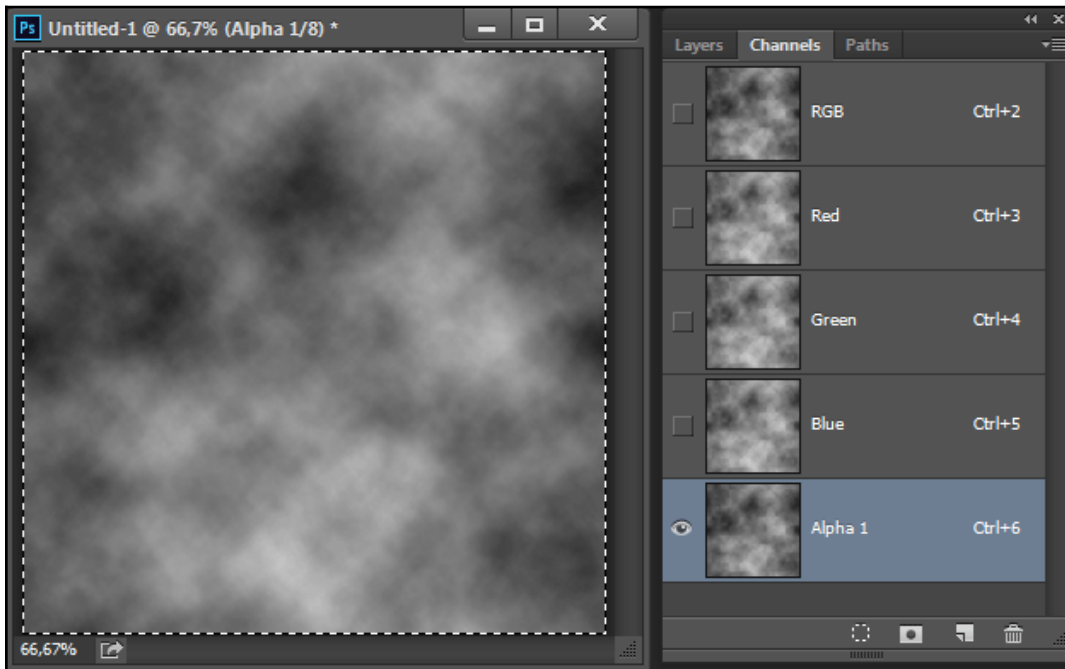
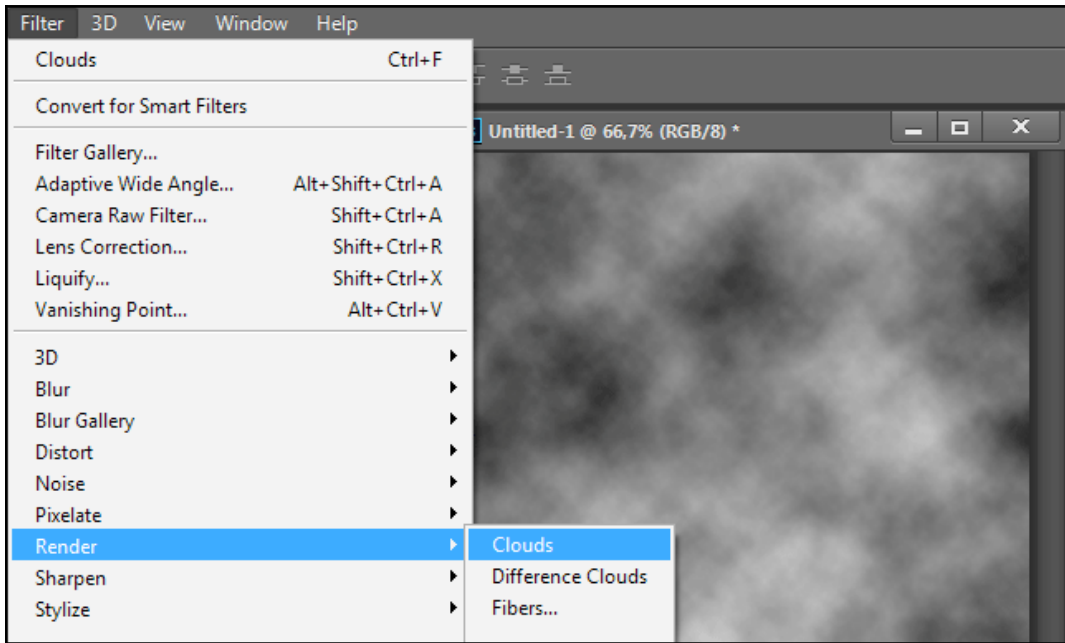


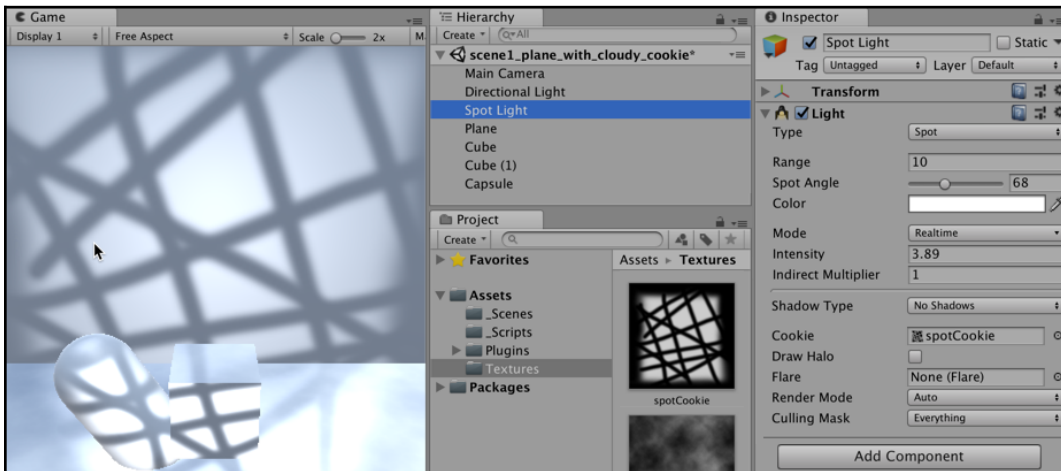
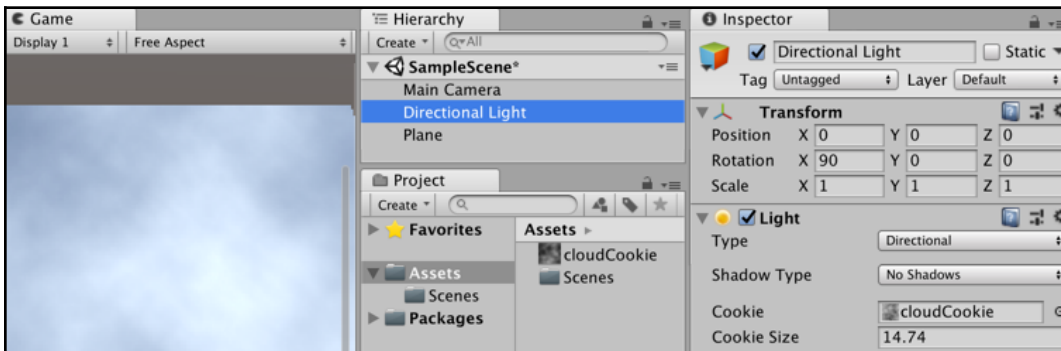
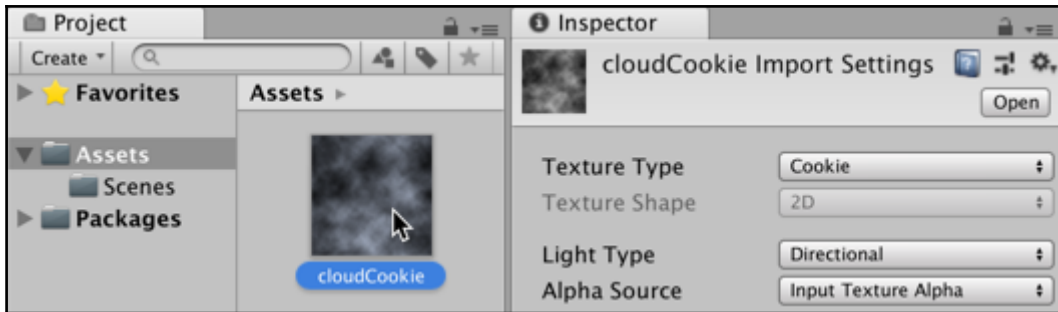


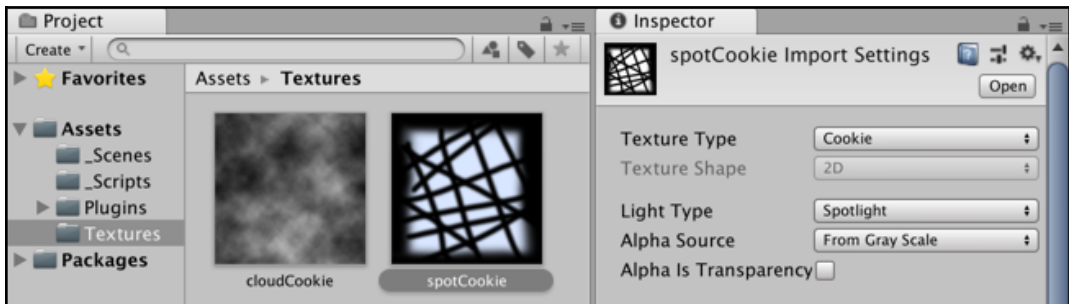
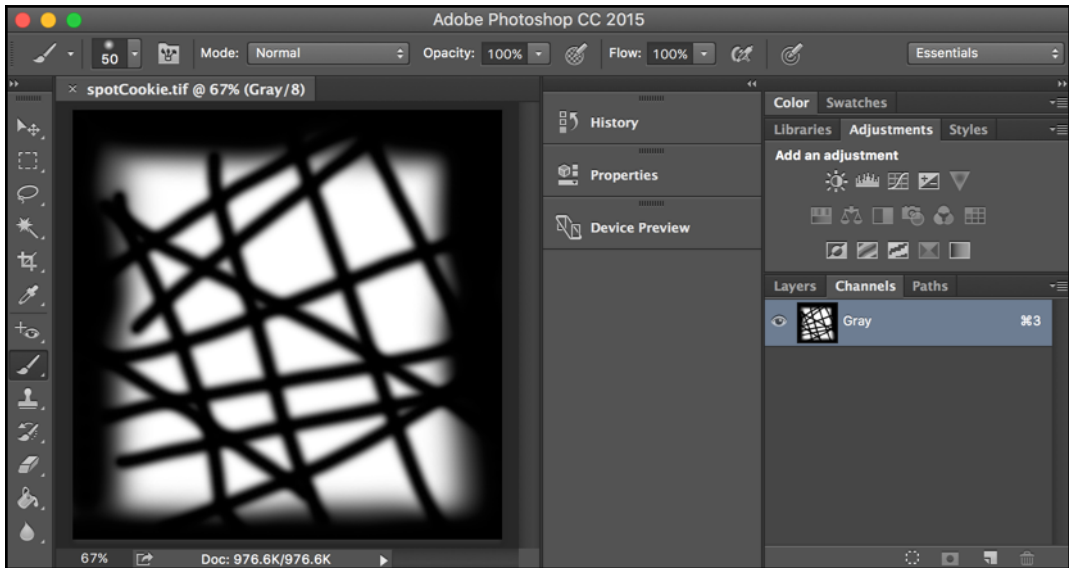
Chapter 8: Lights and Effects

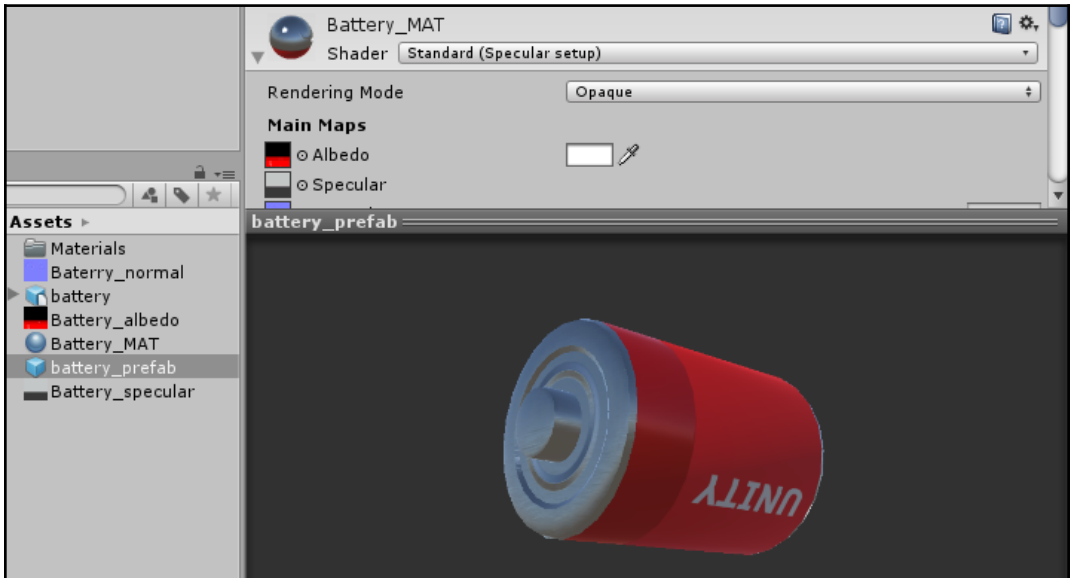
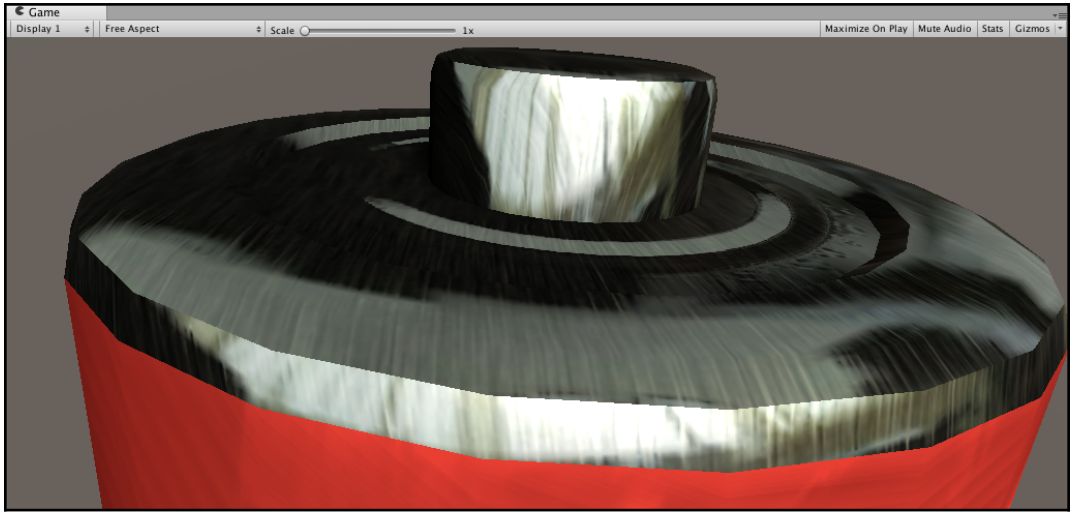




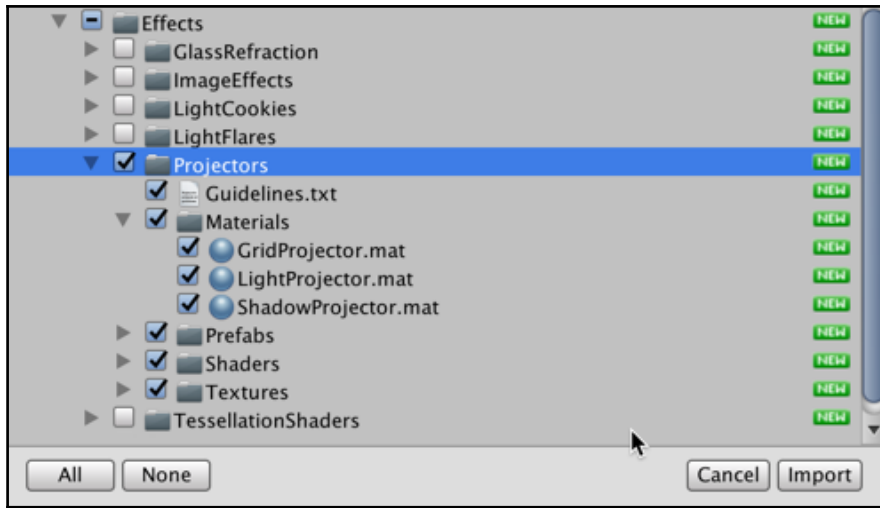




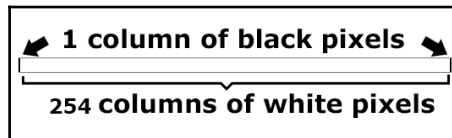


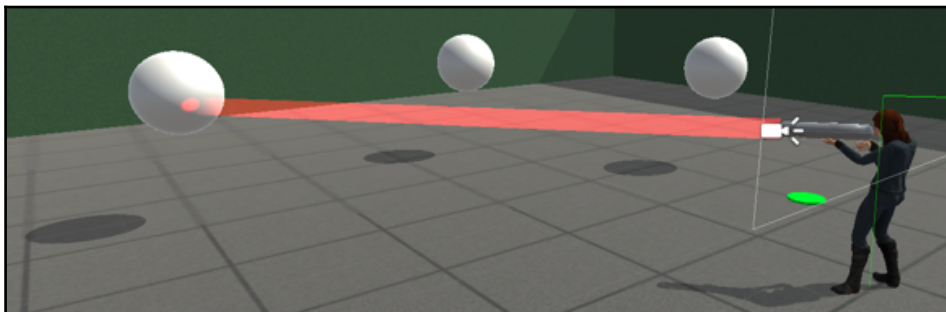
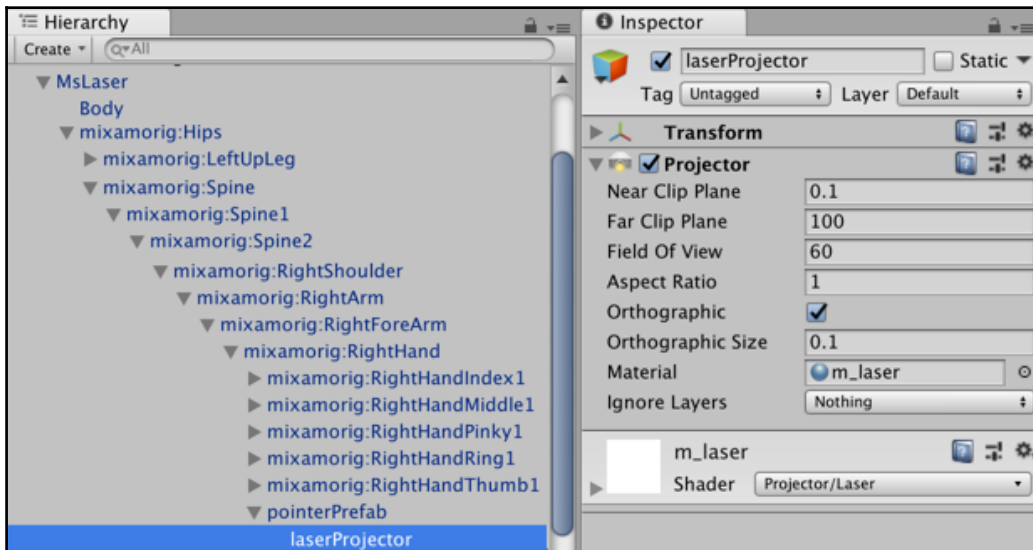
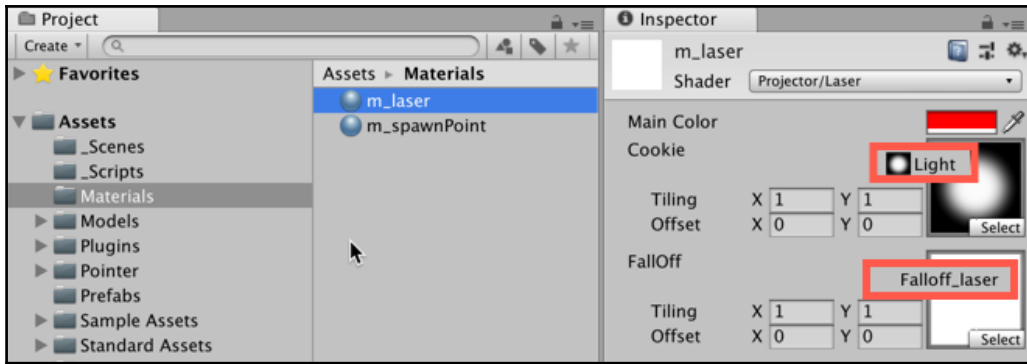


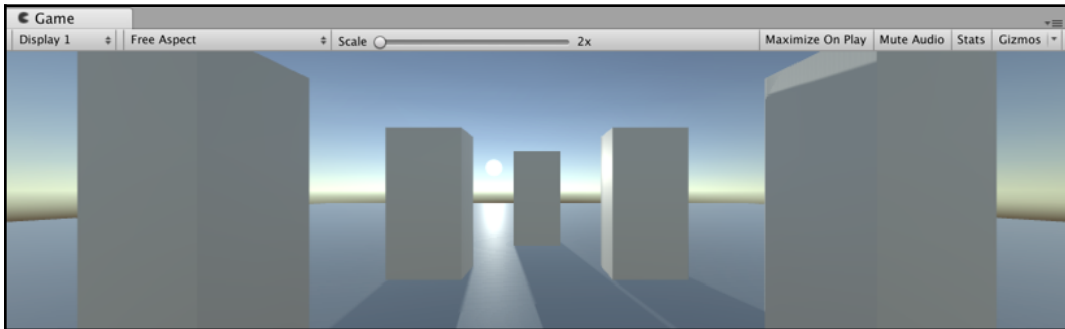
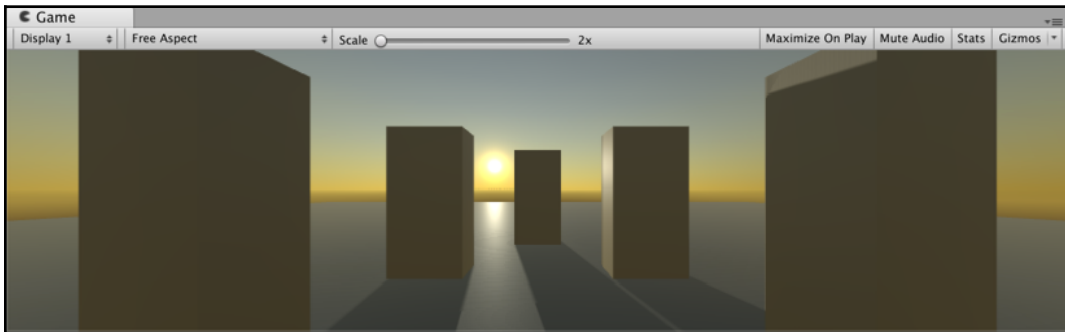
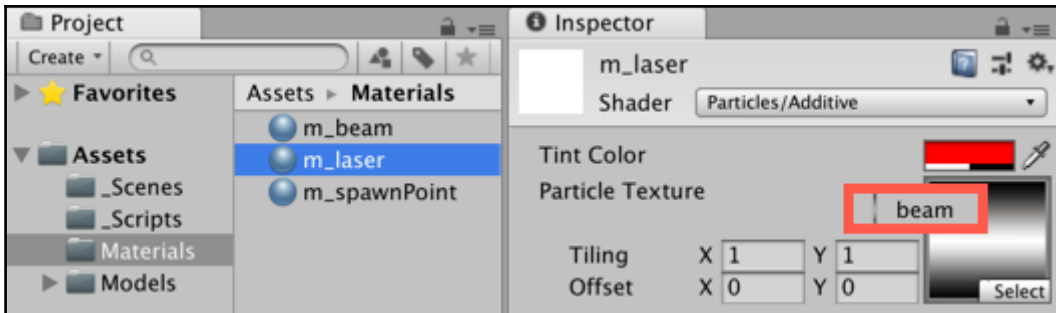


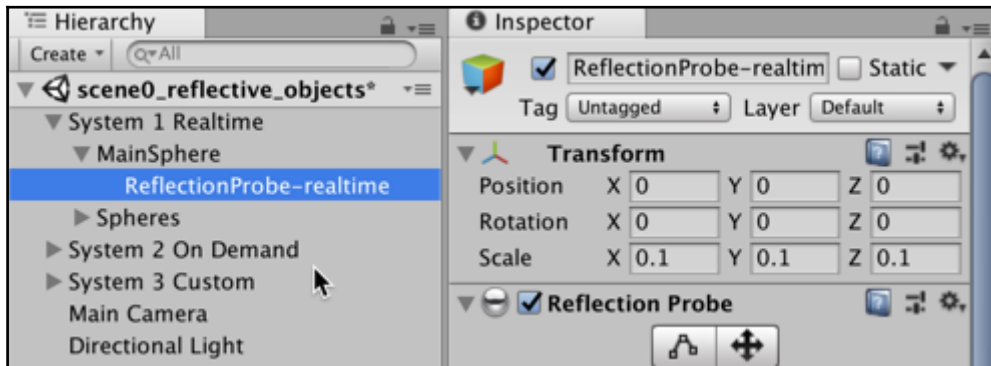
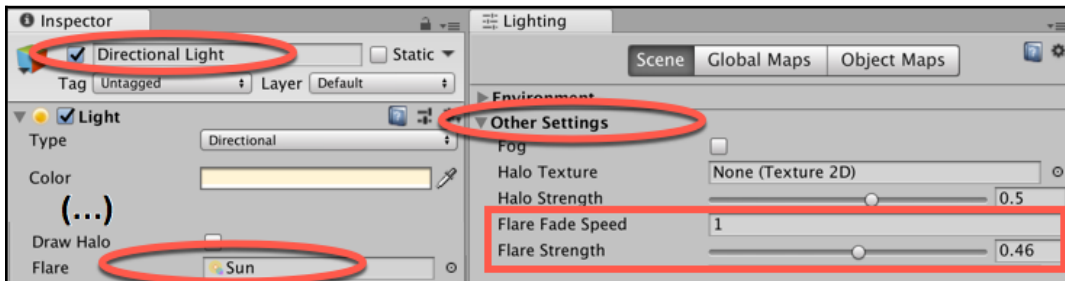
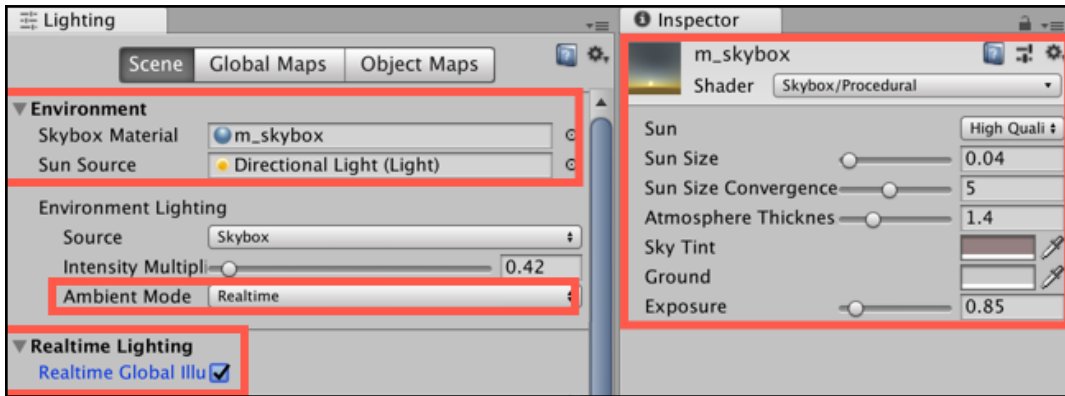


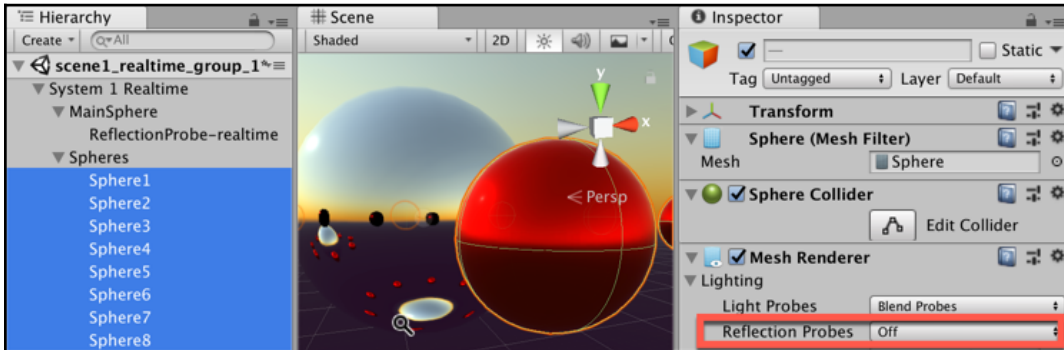
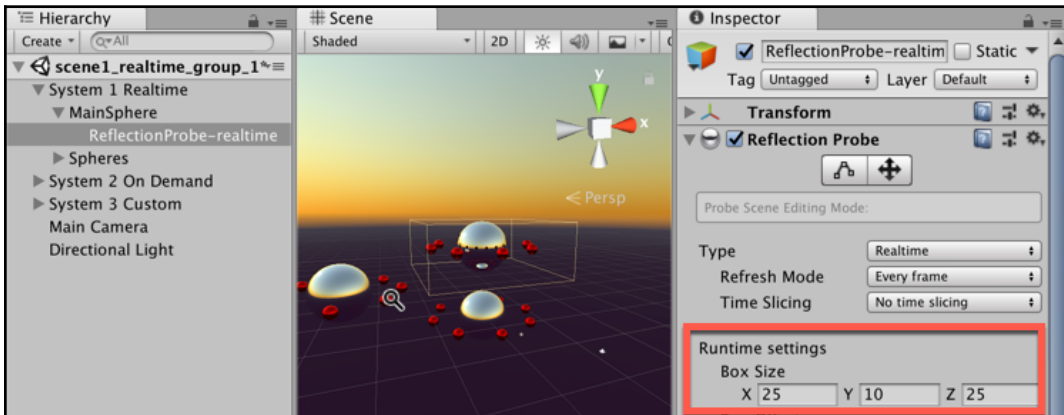
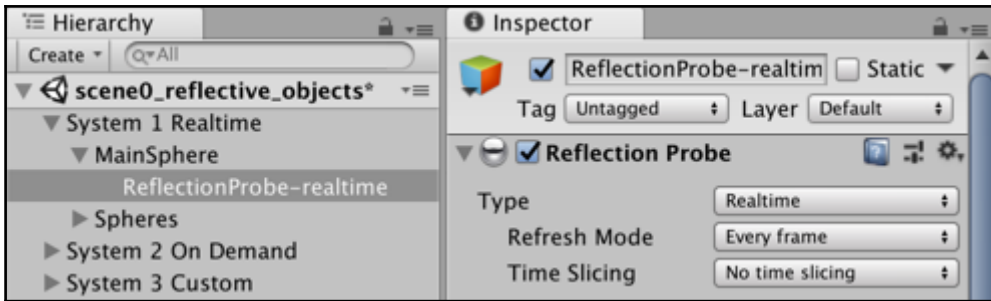
```
Shader "Projector/Laser" {  
  properties {  
    _Color ("Main Color", Color) = (1,1,1,1)  
    _ShadowTex ("Cookie", 2D) = "" {}  
    _FalloffTex ("FallOff", 2D) = "" {}  
  }  
  
  Subshader {  
    Tags {"Queue"="Transparent"}  
    Pass {  
      ZWrite Off  
      ColorMask RGB  
      Blend One One  
      Offset -1, -1  
    }  
  }  
}
```

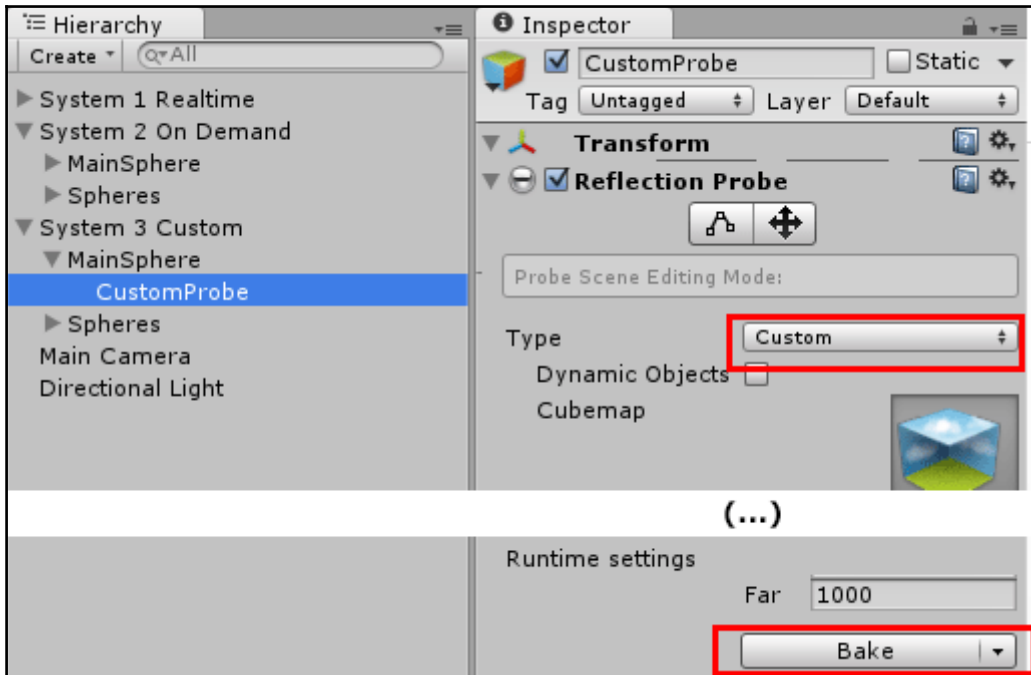
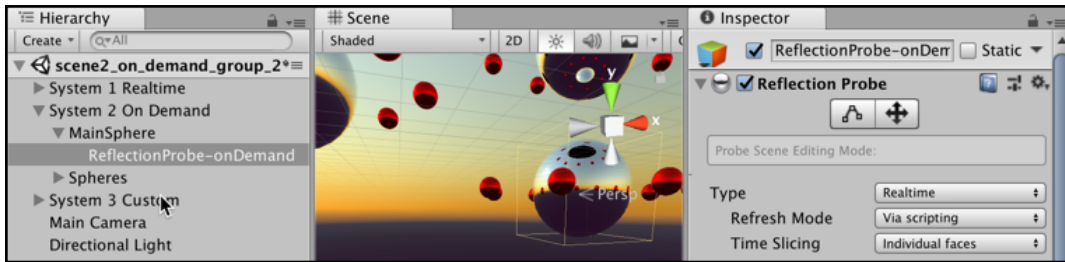


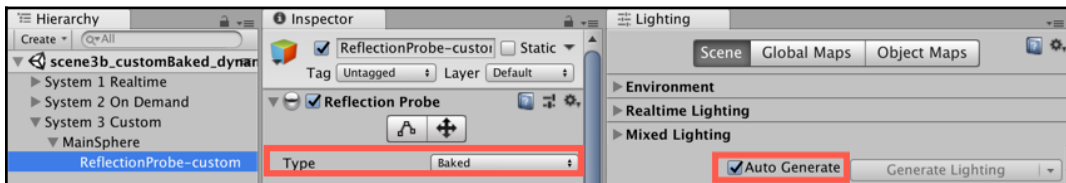
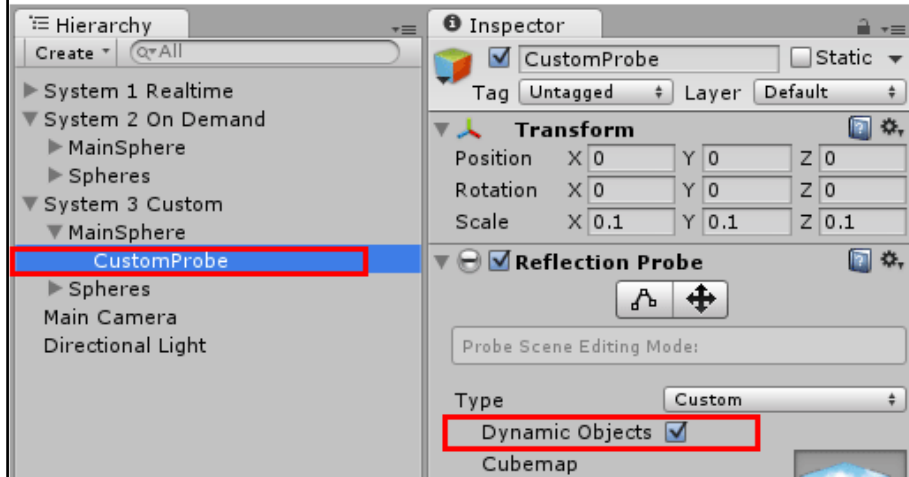
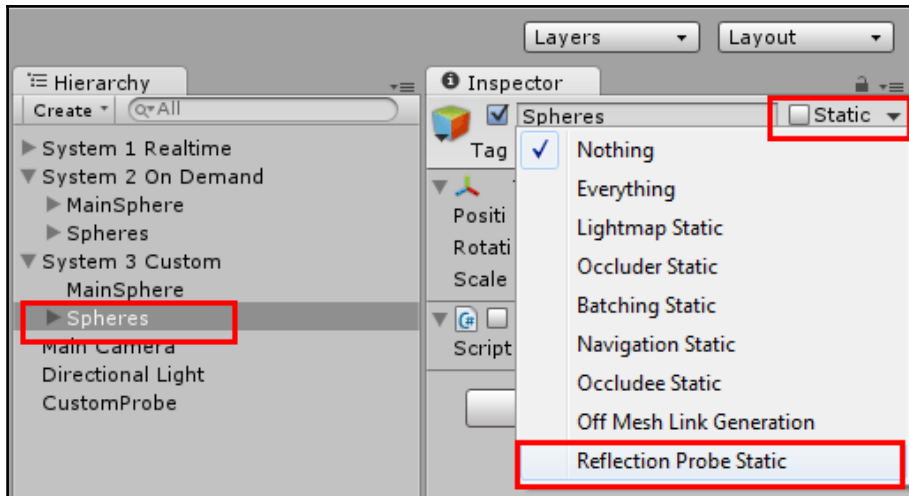


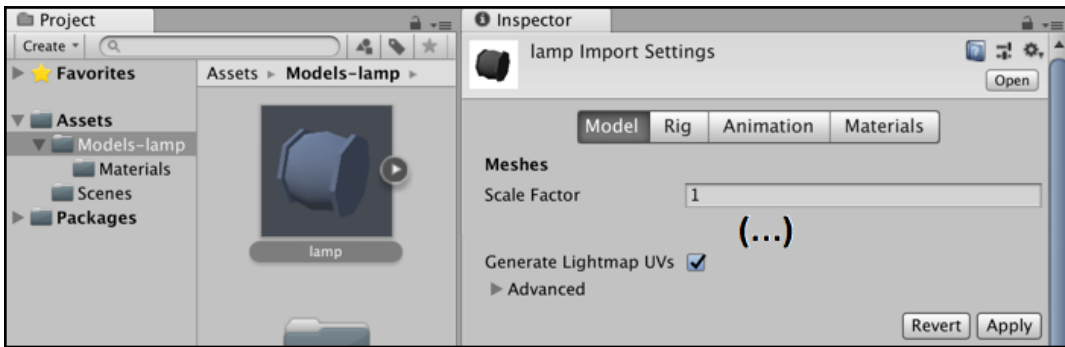
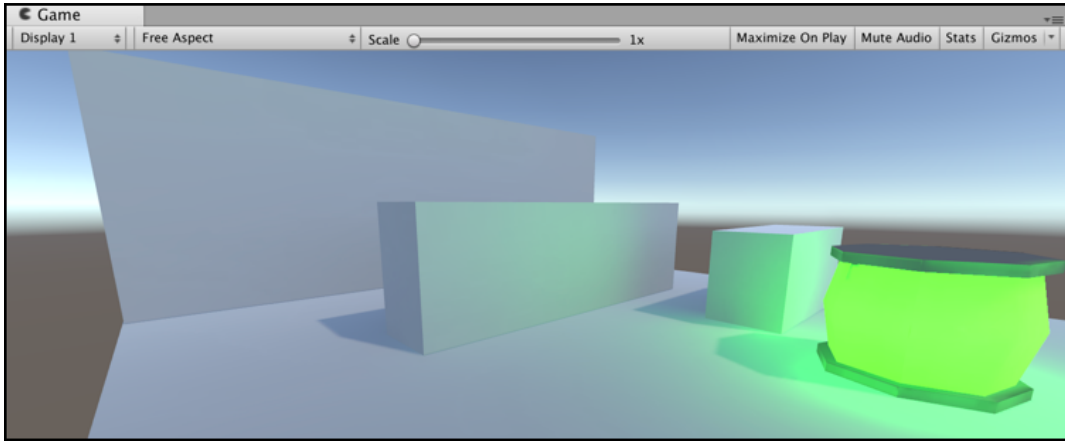


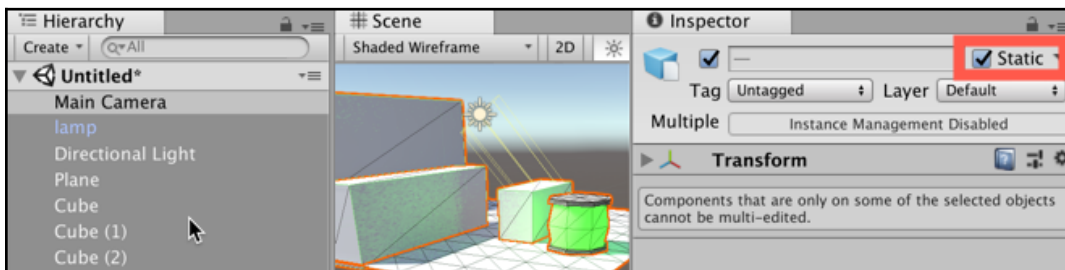
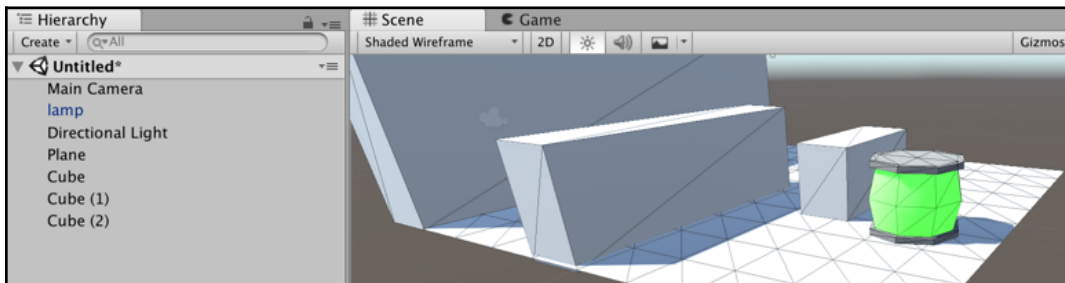


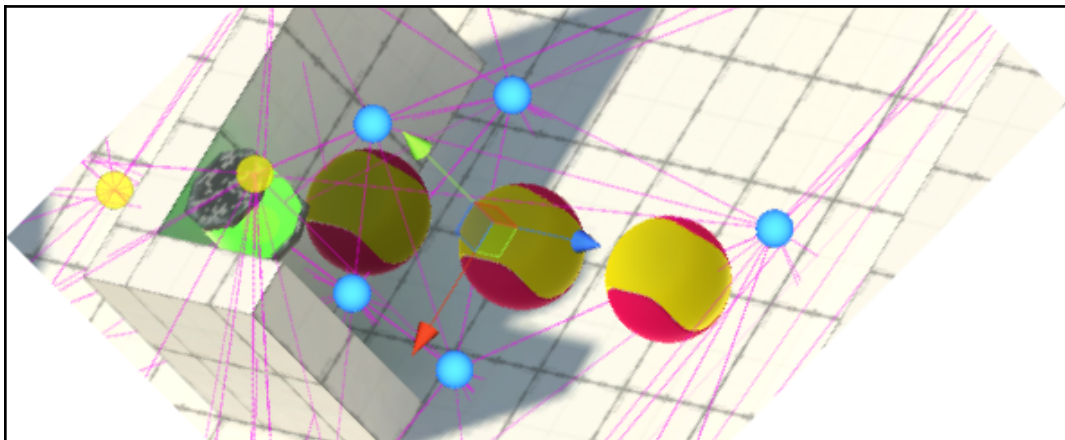
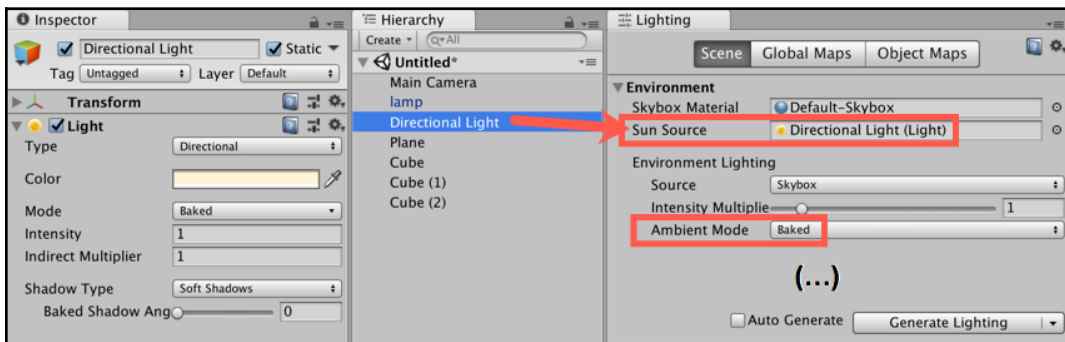
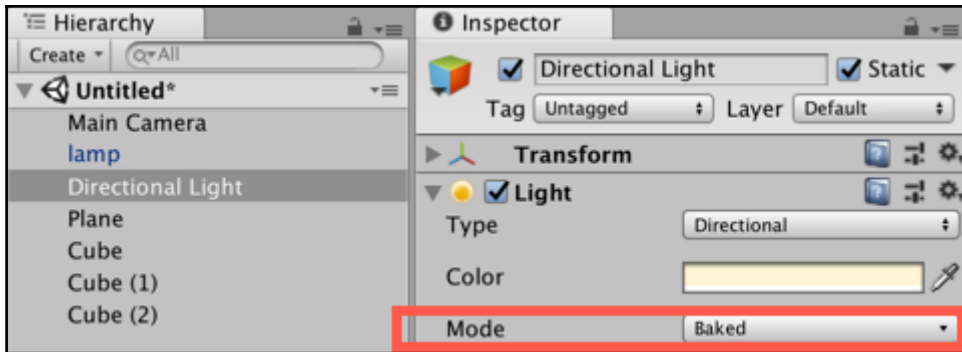


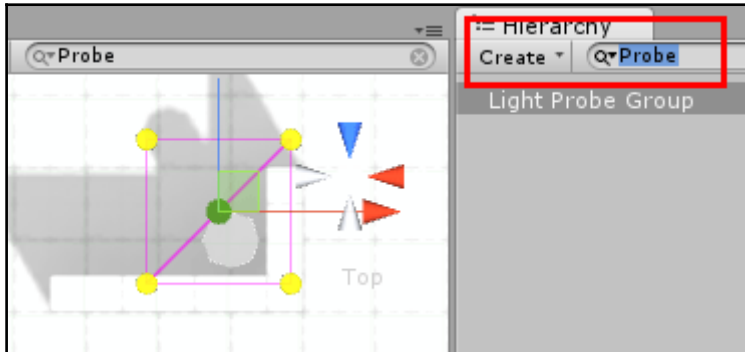
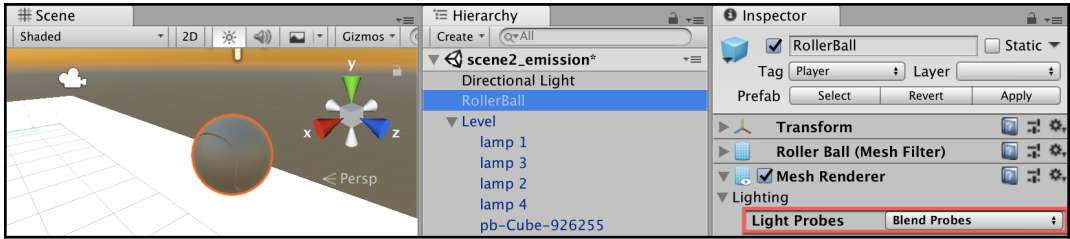


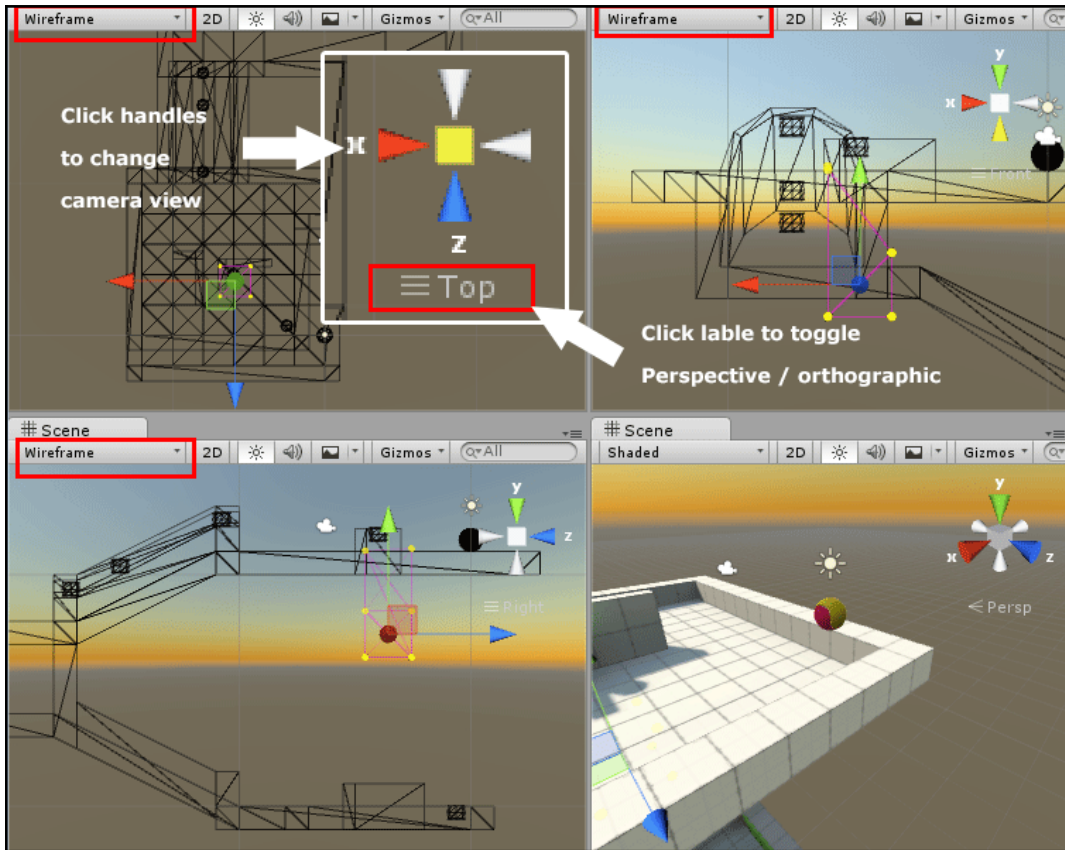


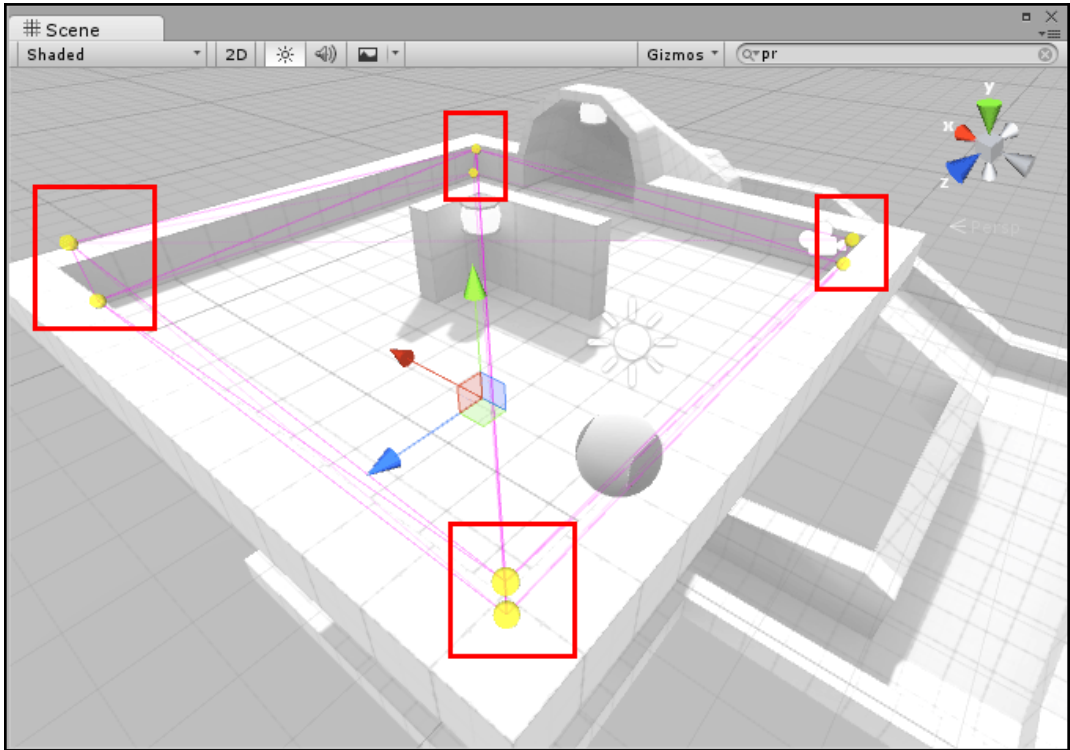


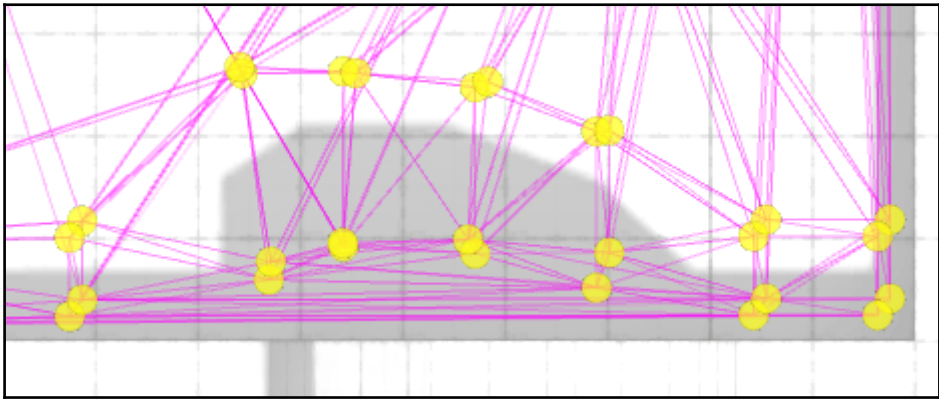
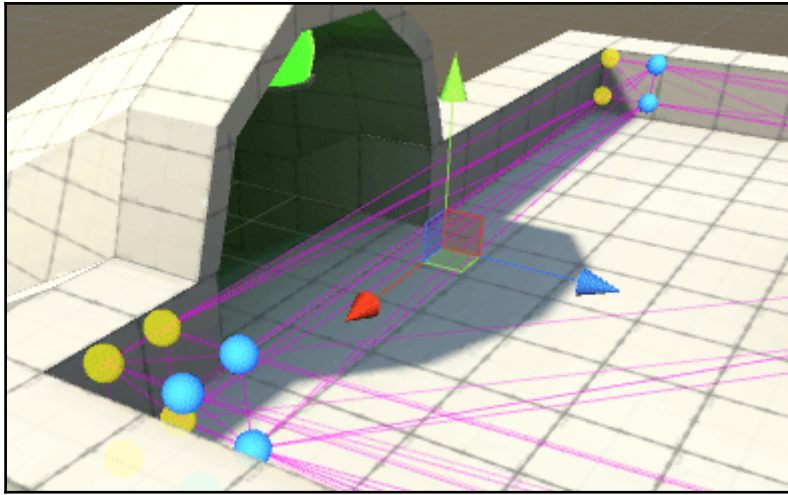


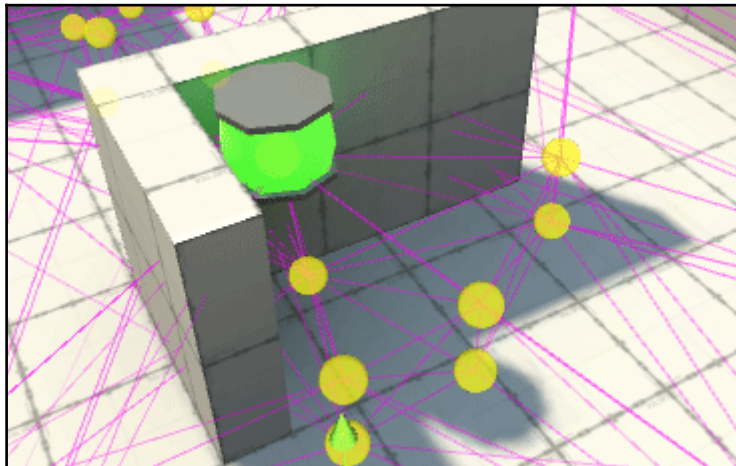


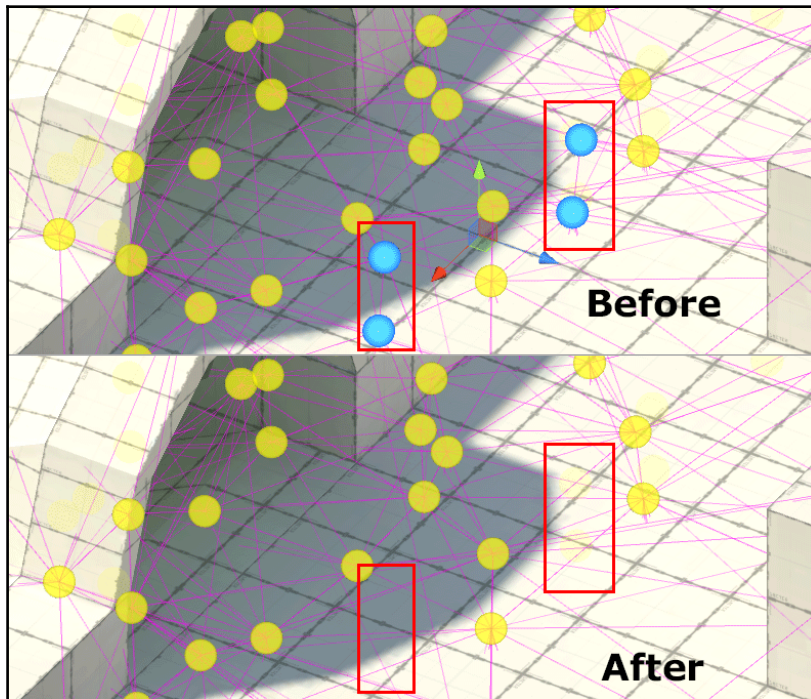
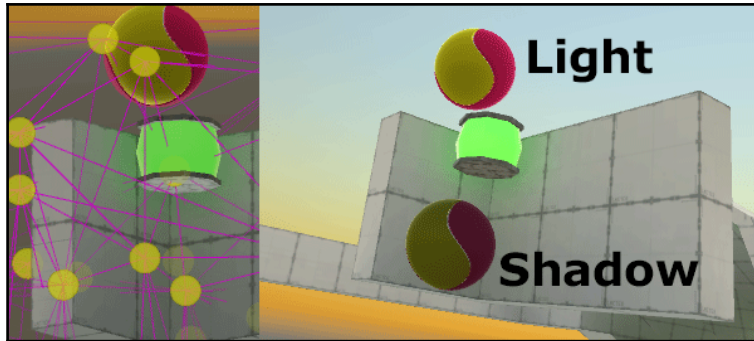


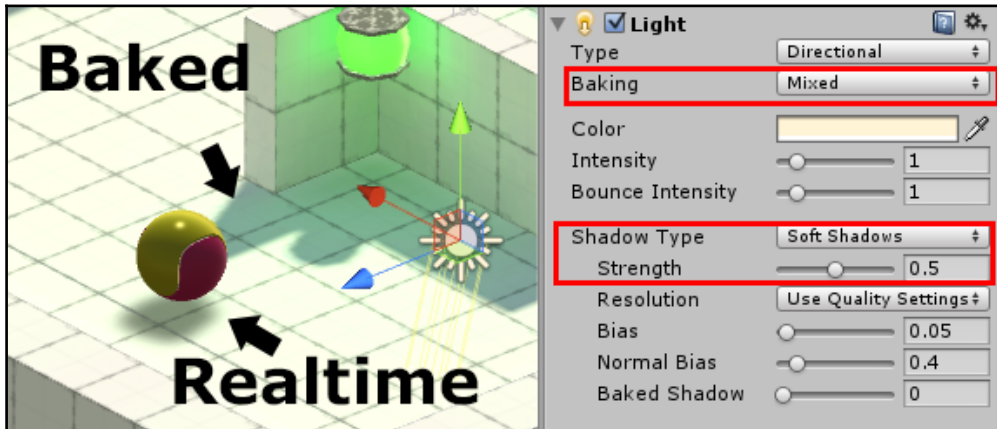
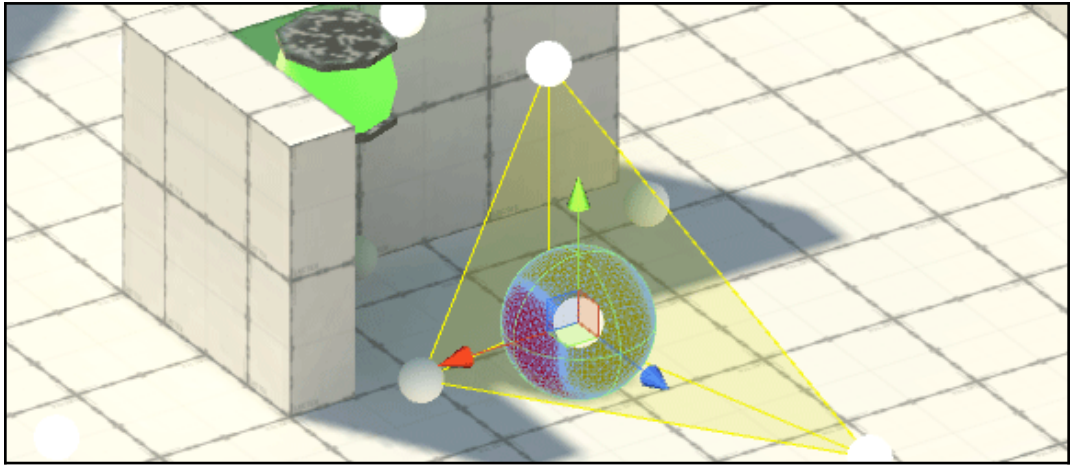




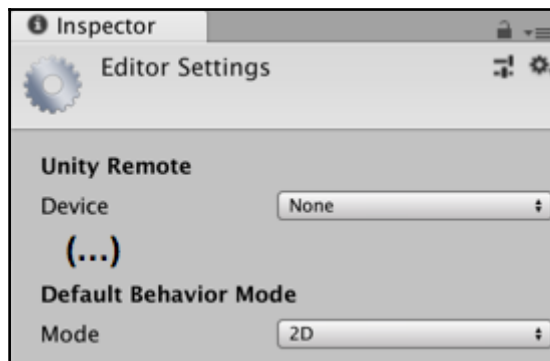
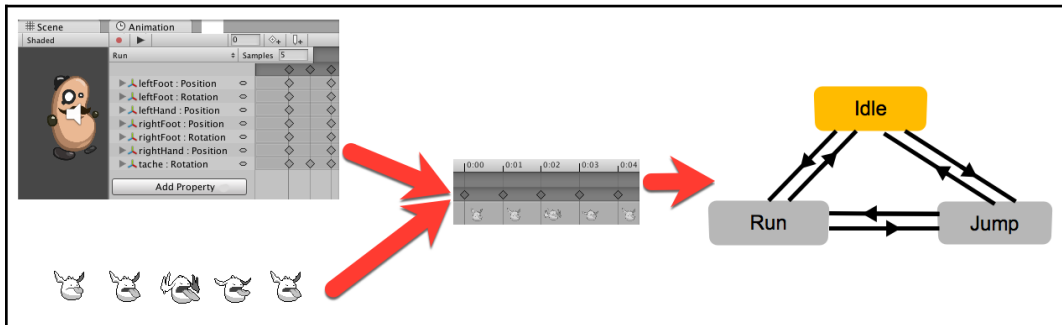


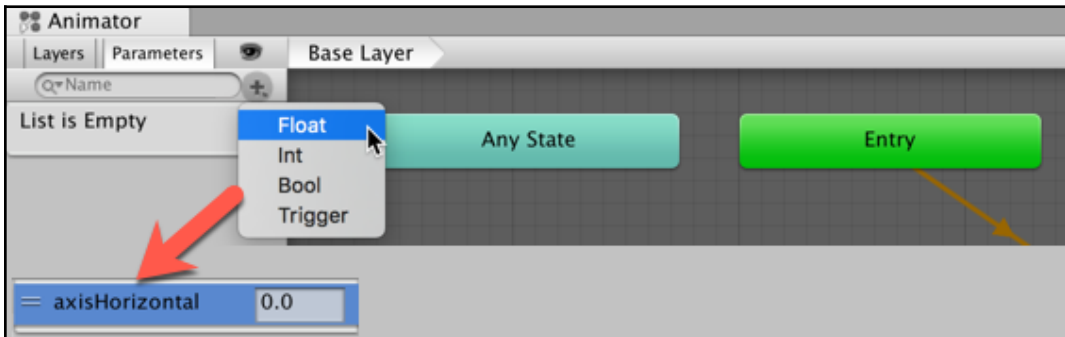
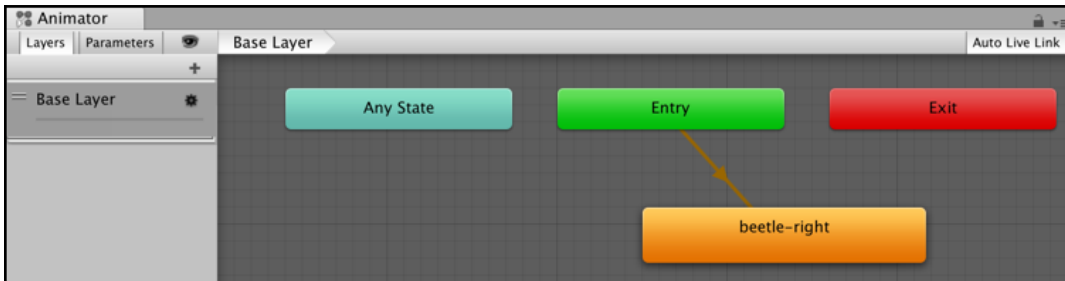
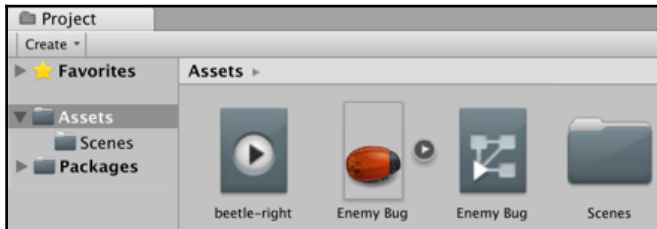
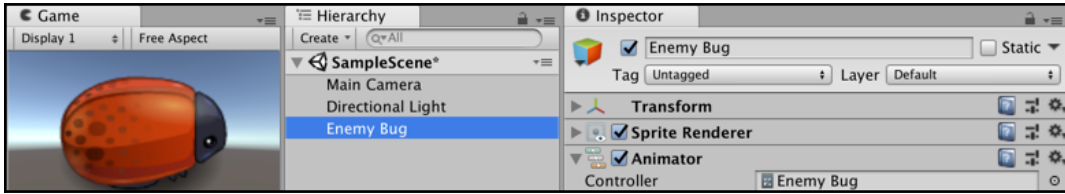


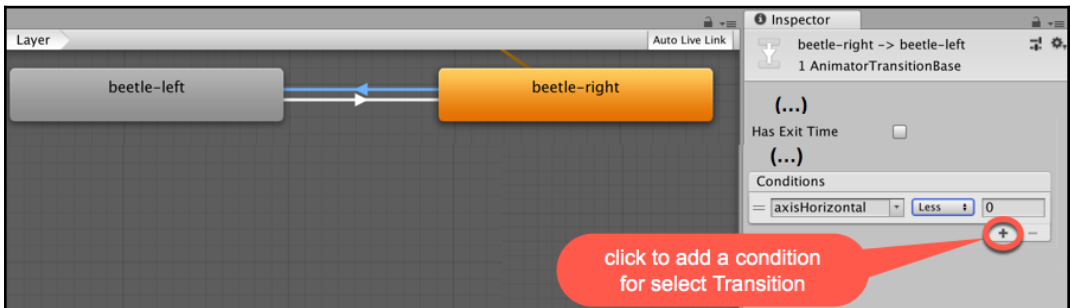
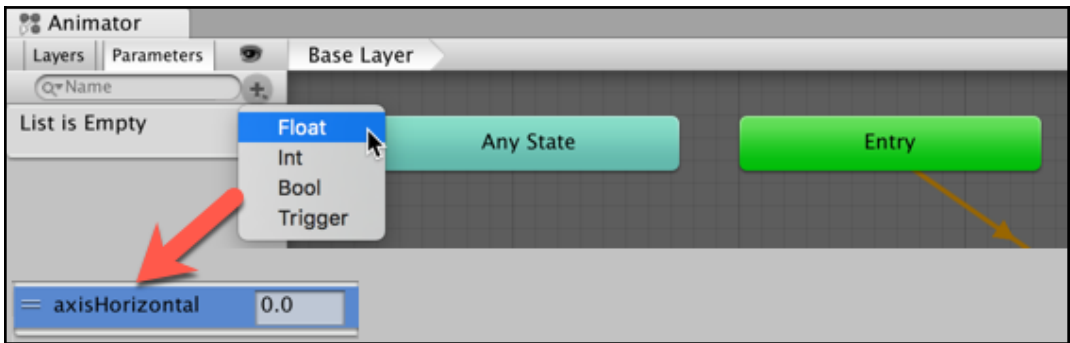
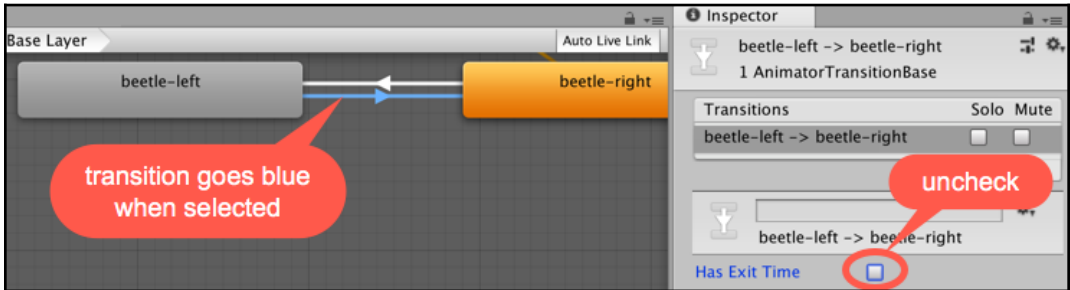
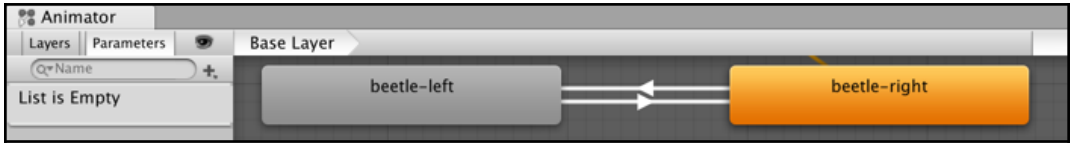


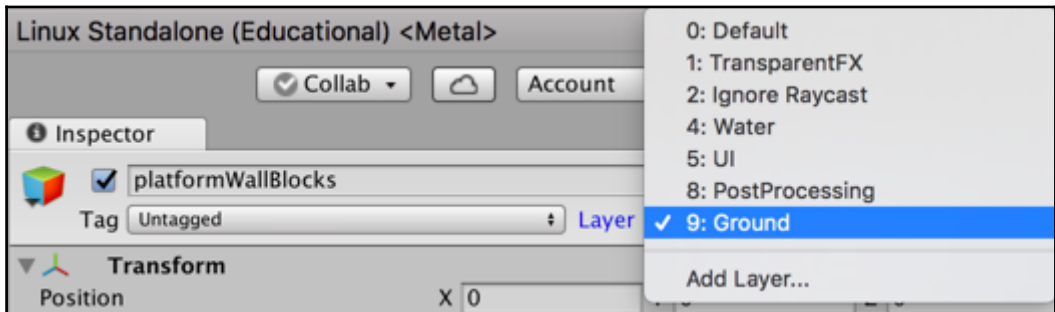
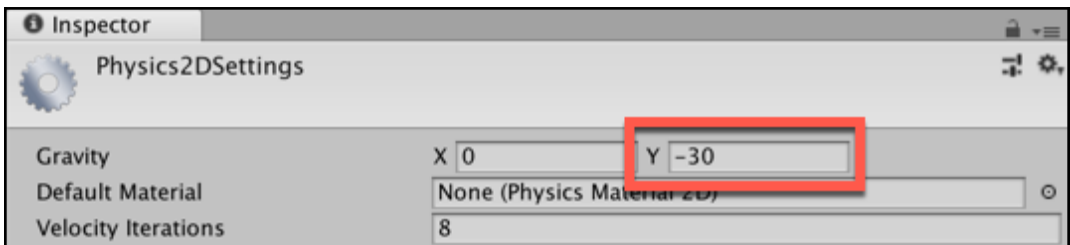
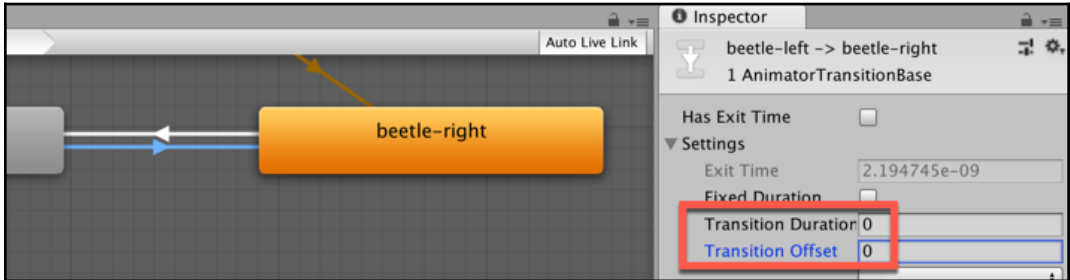
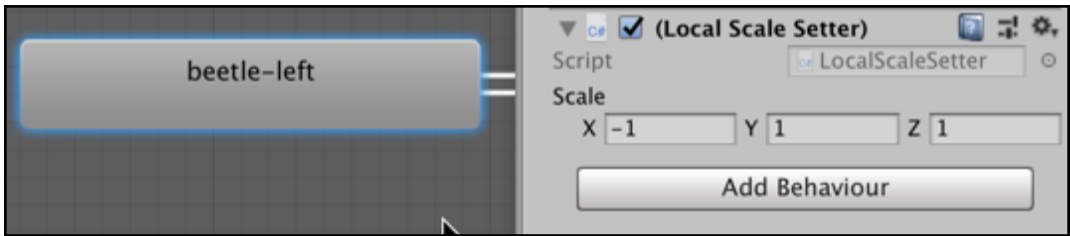


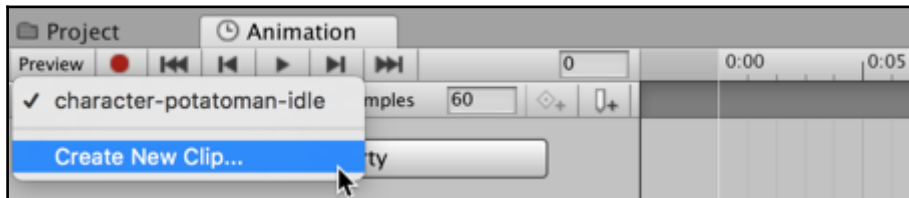
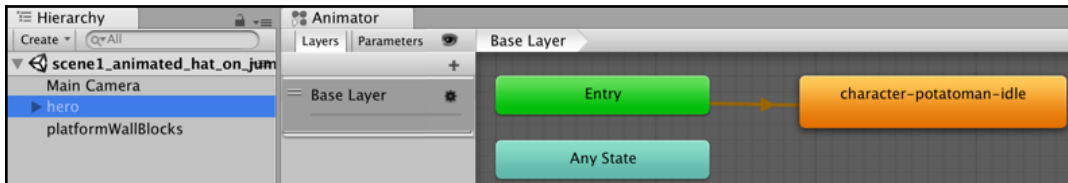
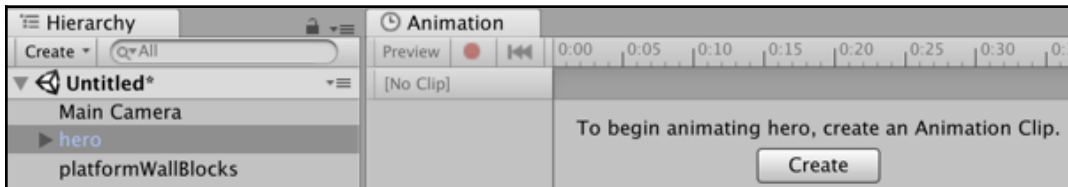
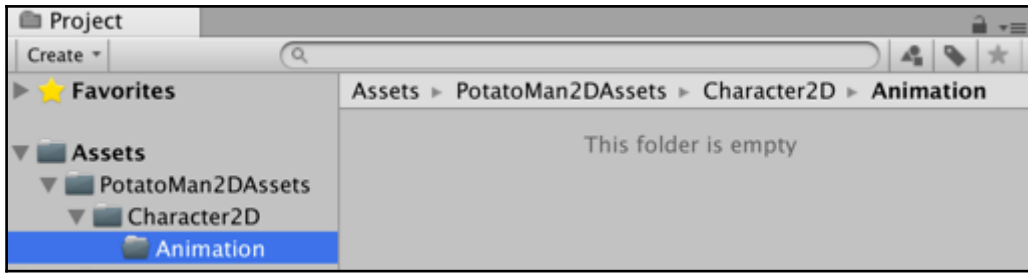
Chapter 9: 2D Animation

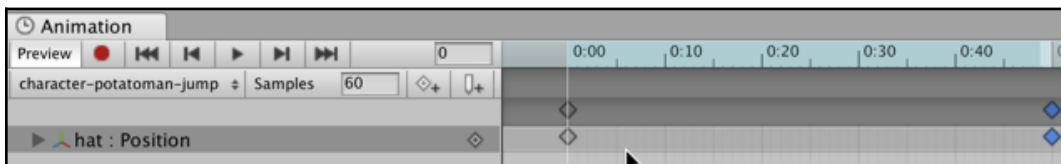
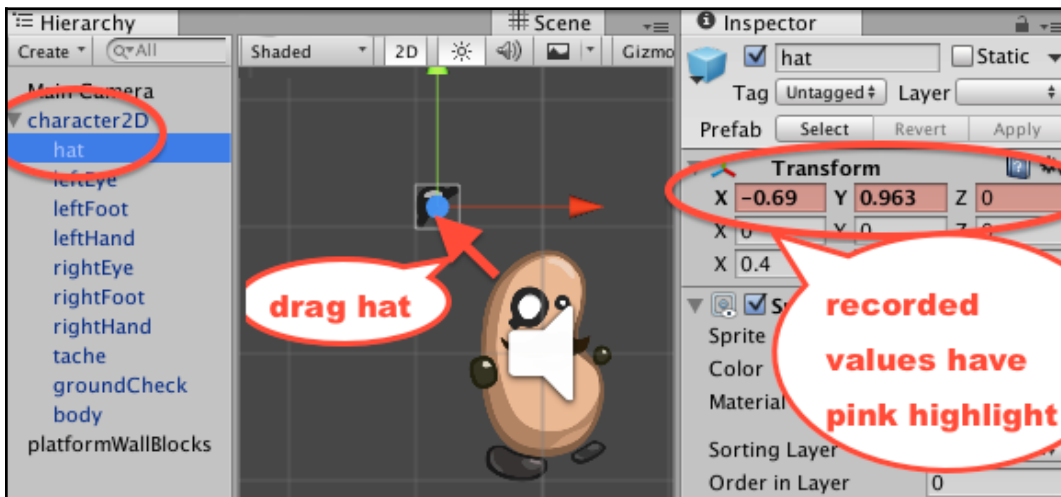
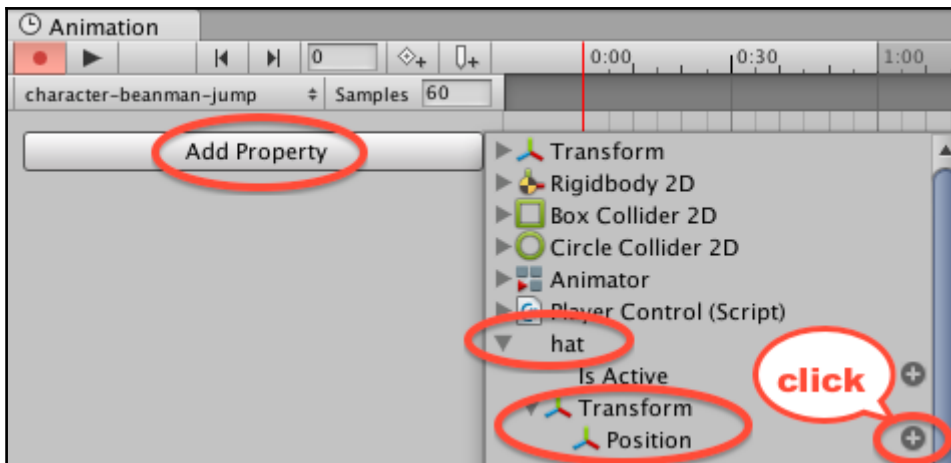


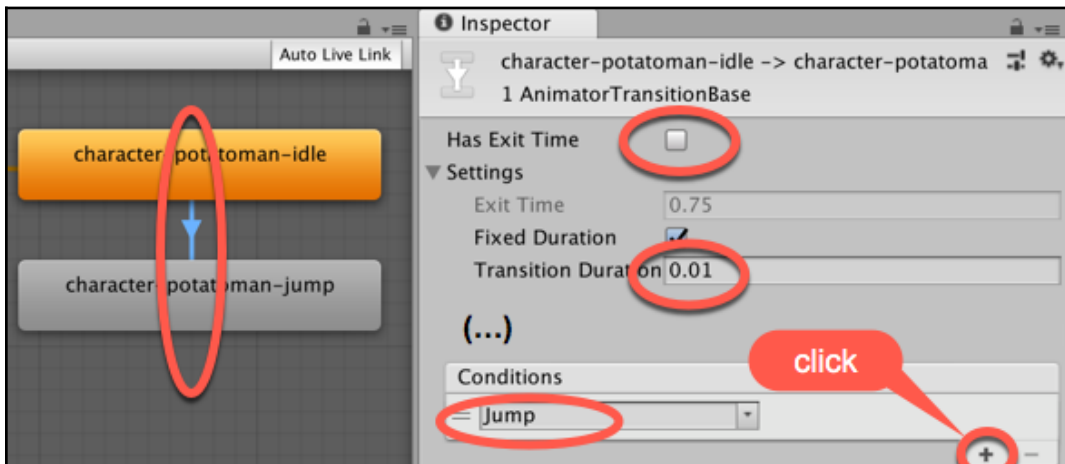
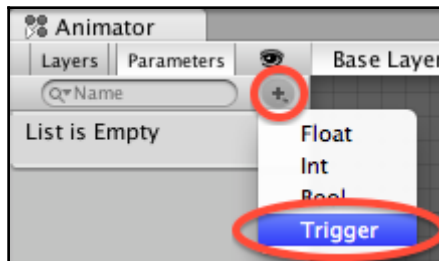
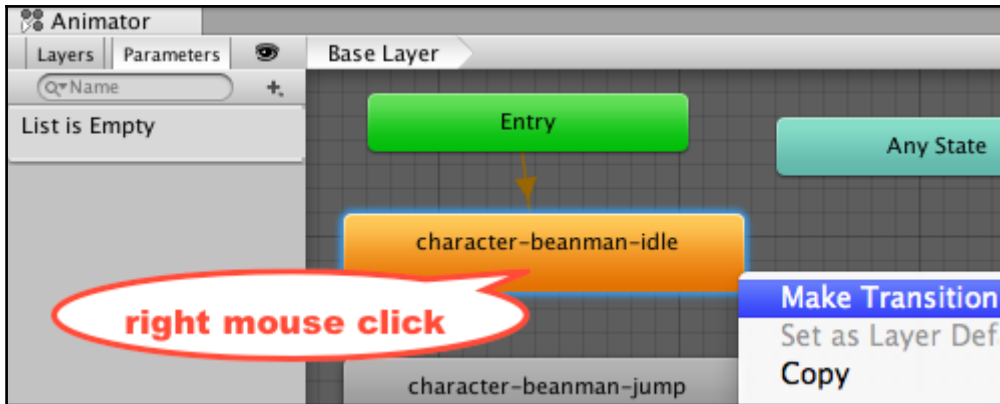


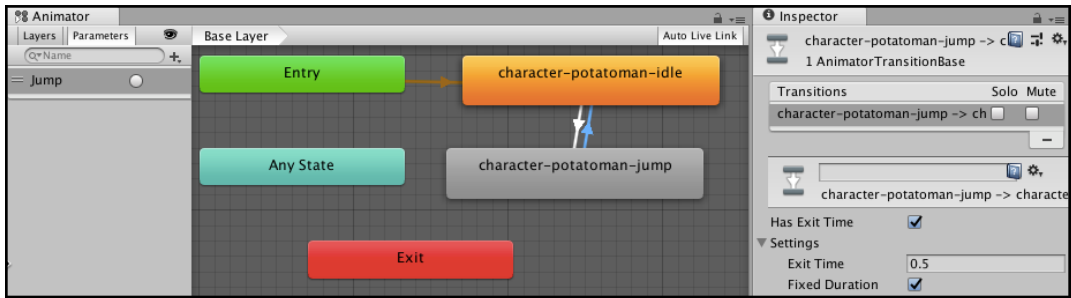




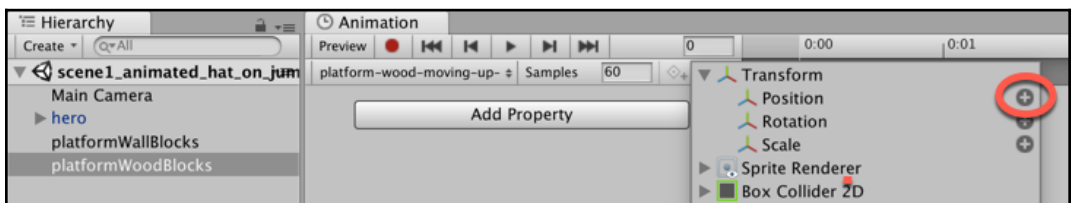
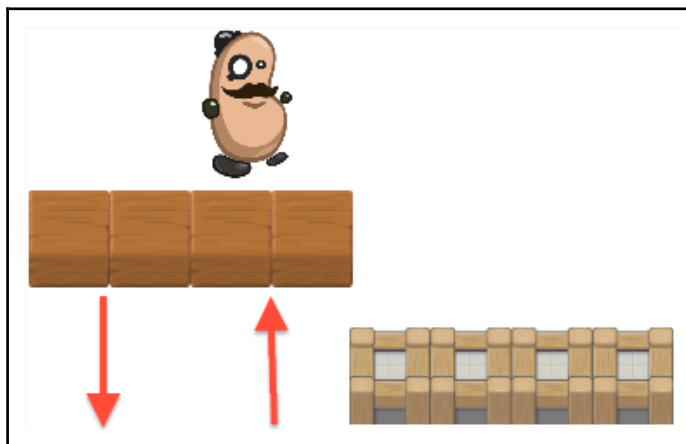


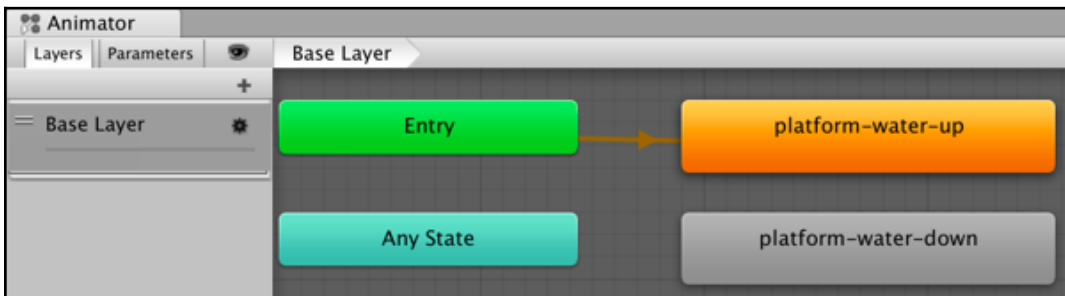
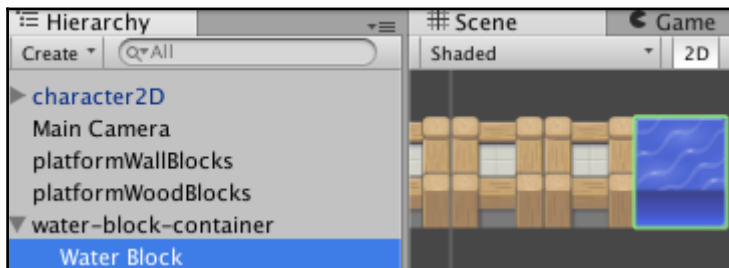
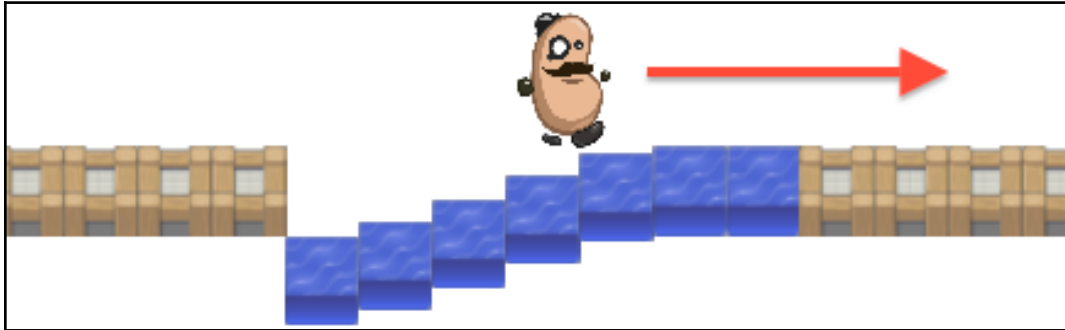
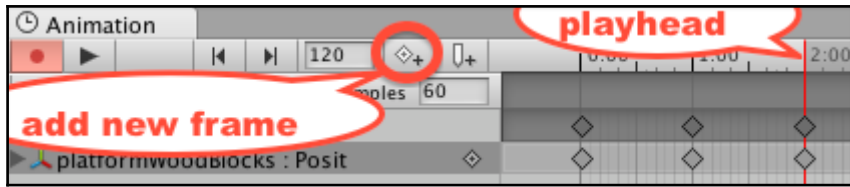


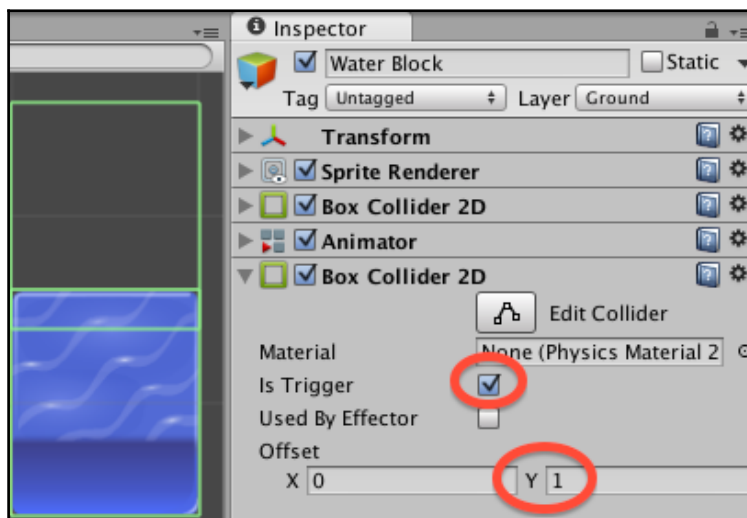
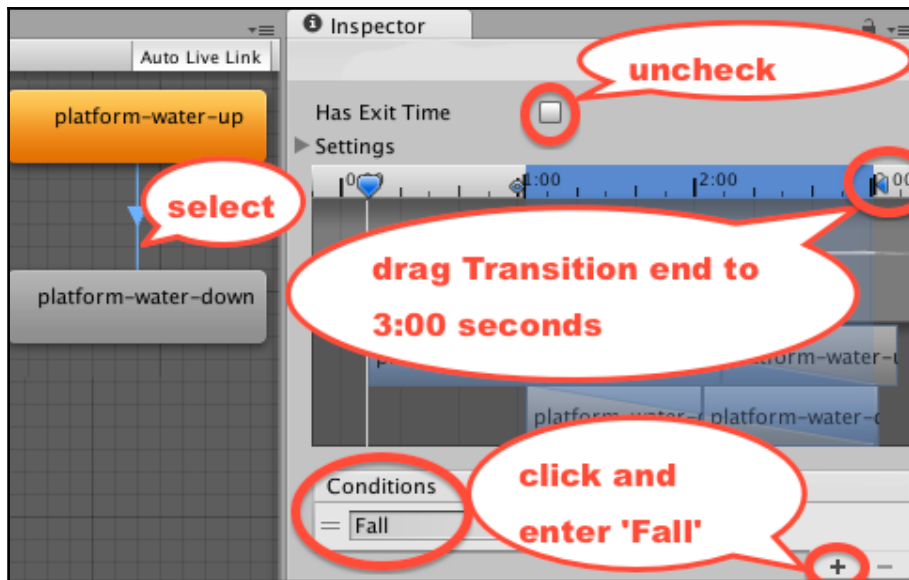


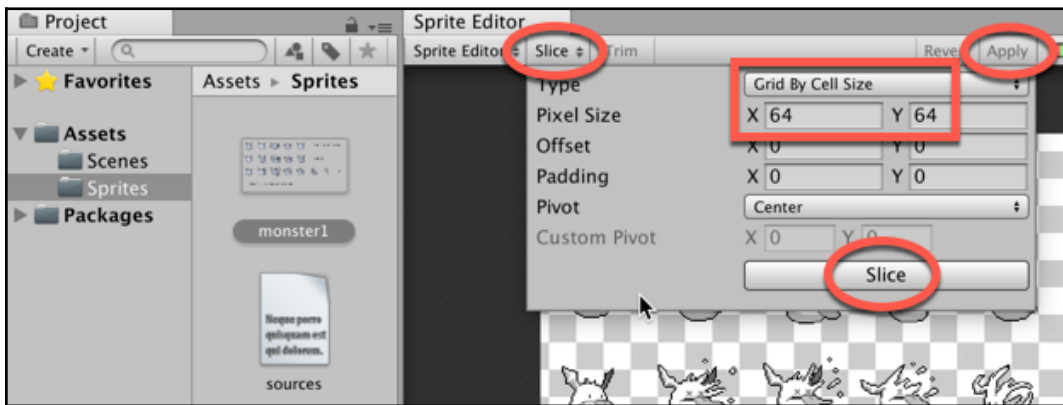
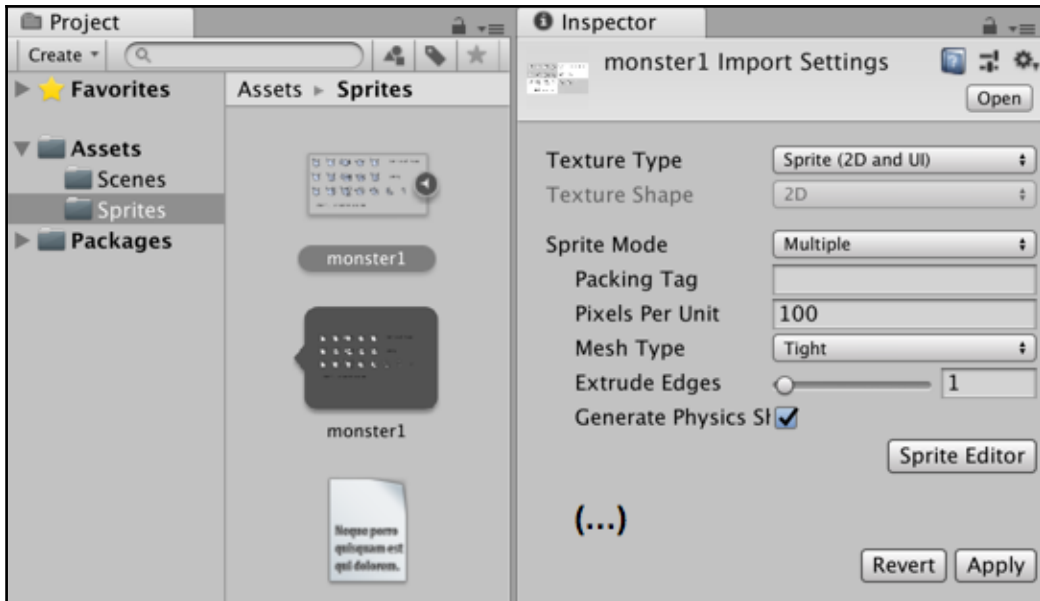


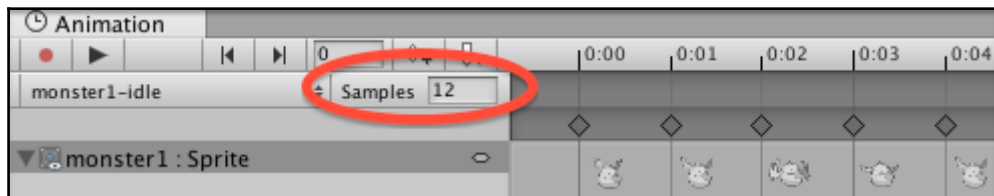
```
PlayerControl.cs
No selection
69 // If the player should jump...
70 if(jump)
71 {
72     // Set the Jump animator trigger parameter.
73     anim.SetTrigger("Jump");
74
75     // Add a vertical force to the player.
```

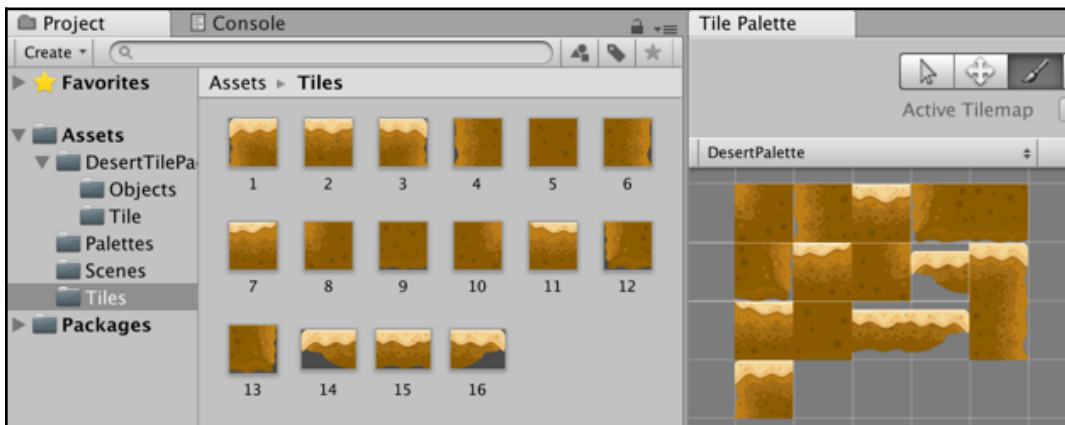
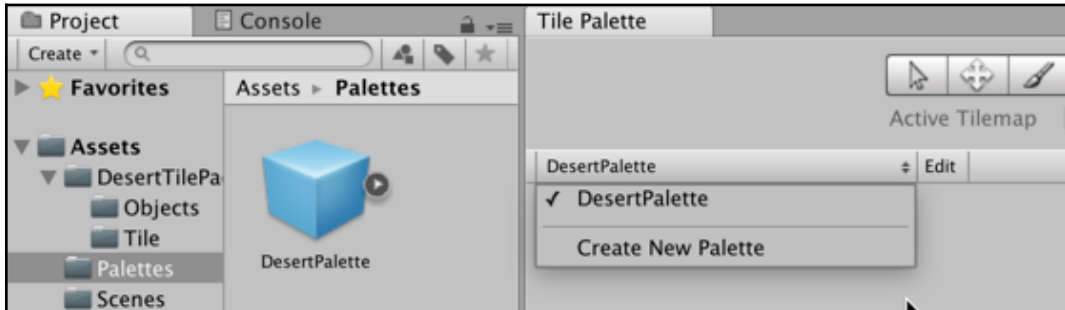
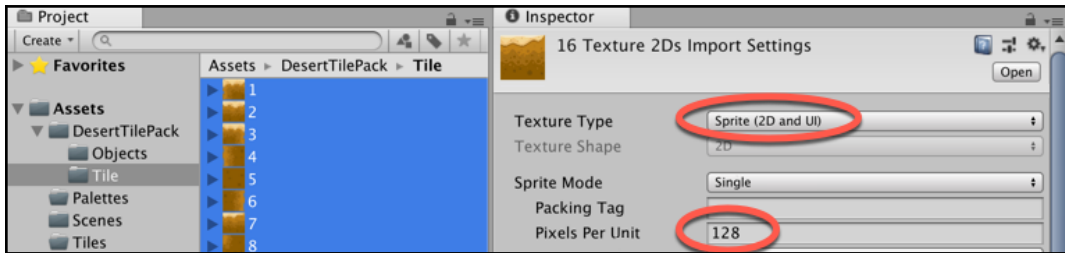


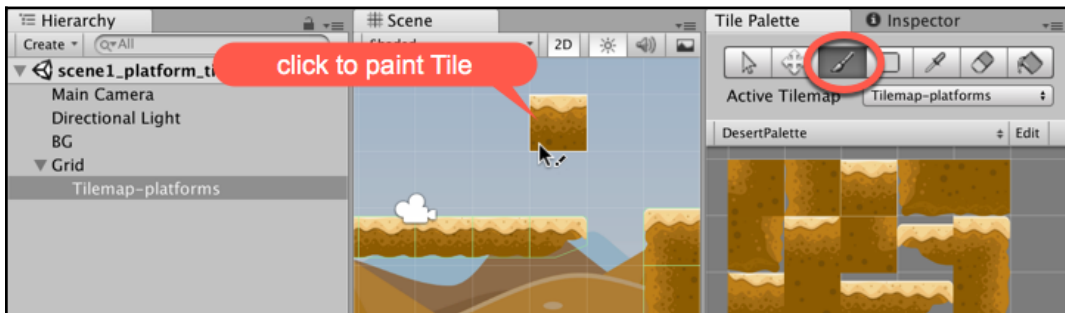
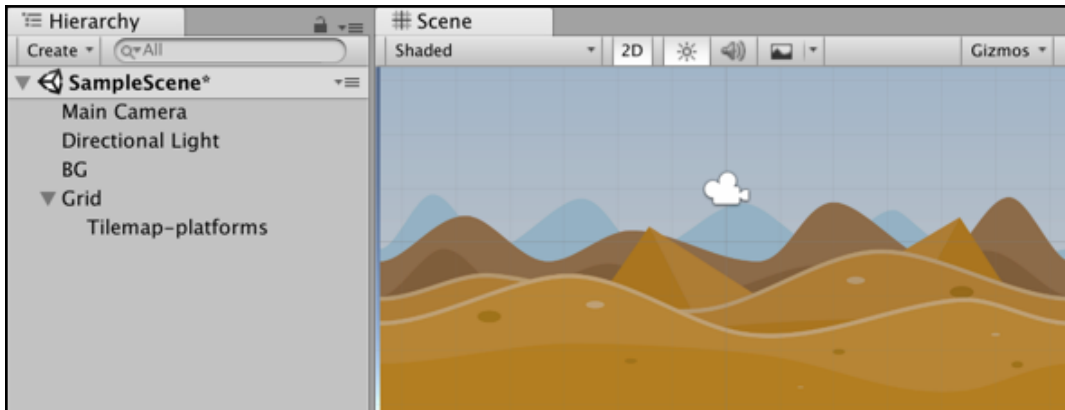


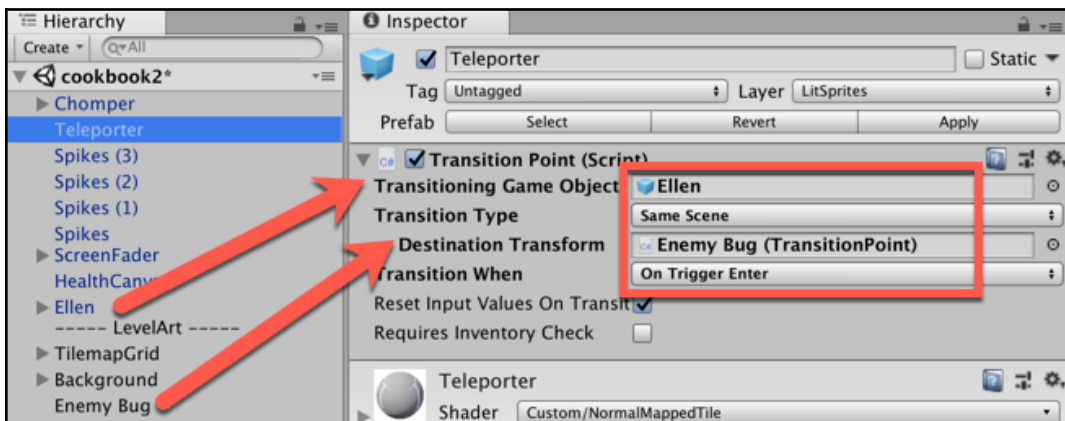
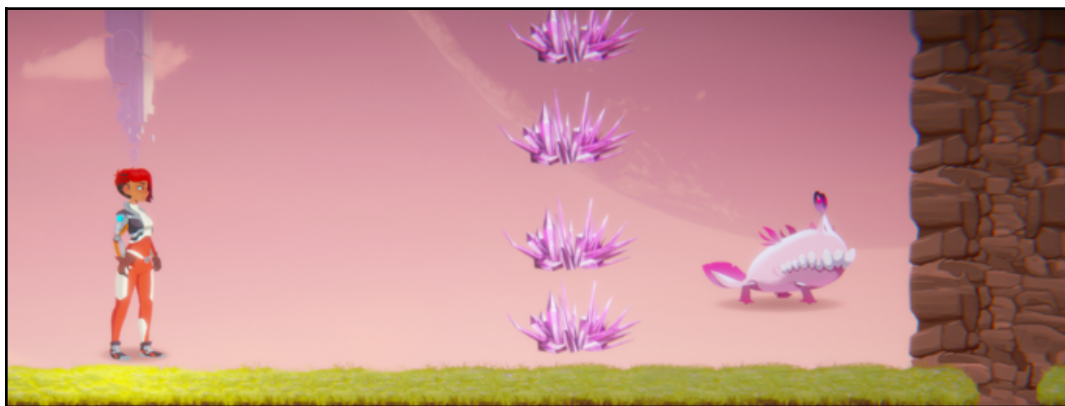
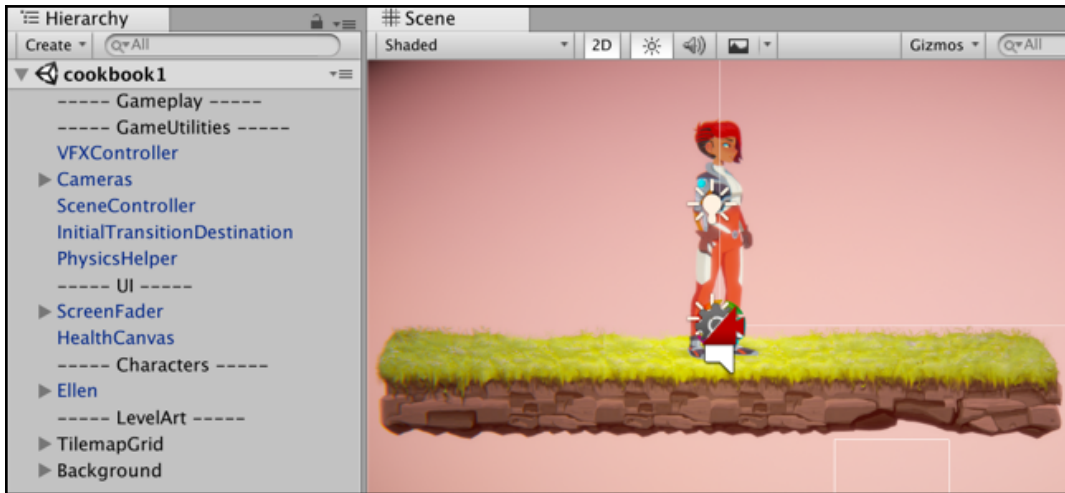




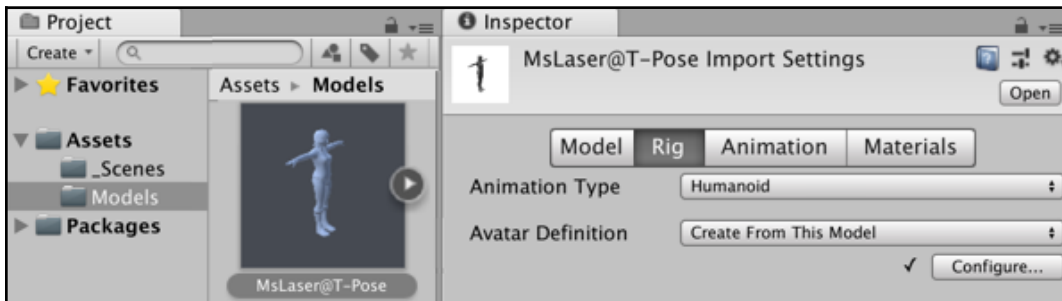
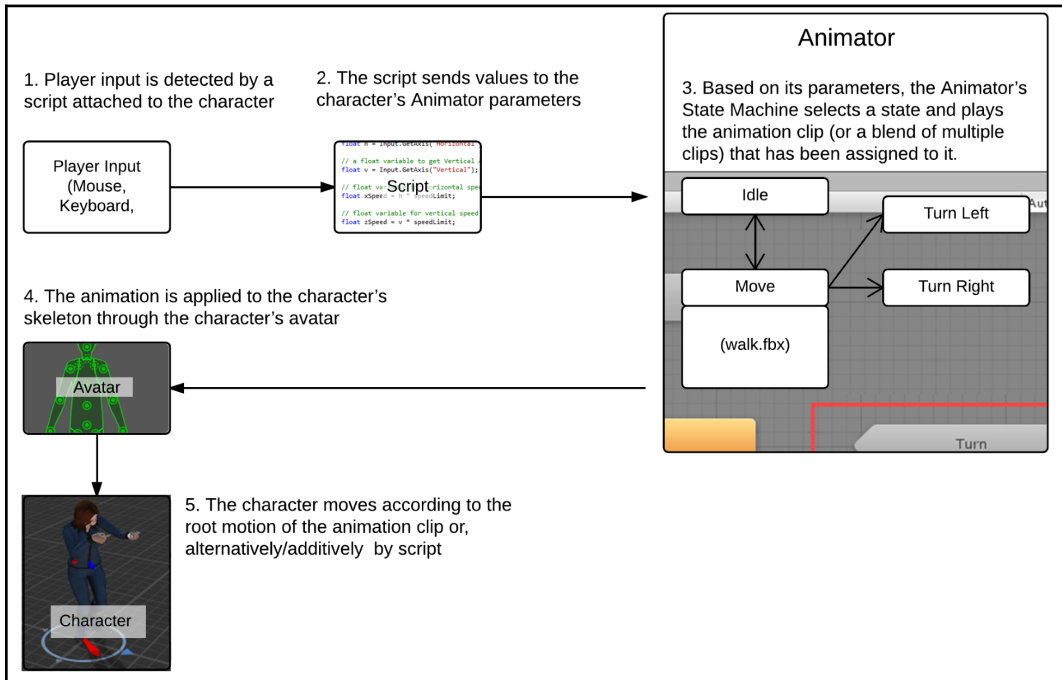


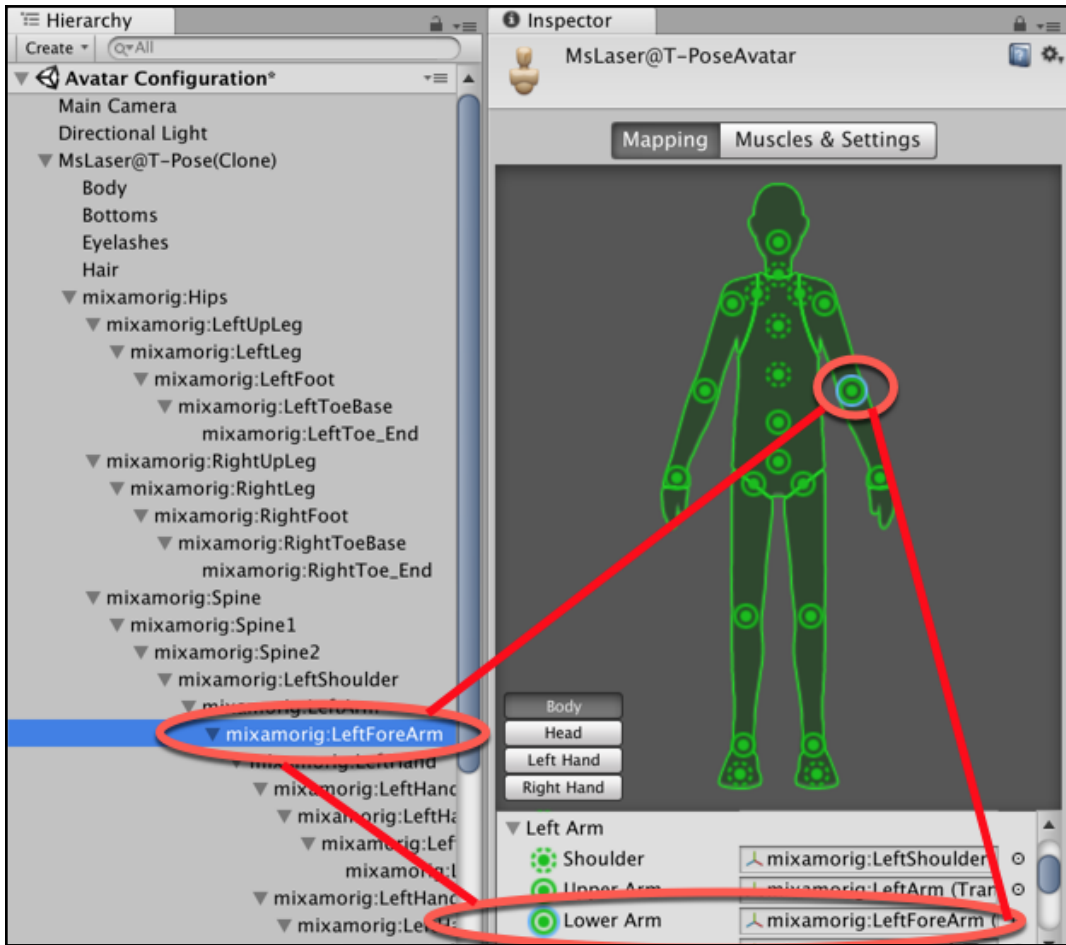


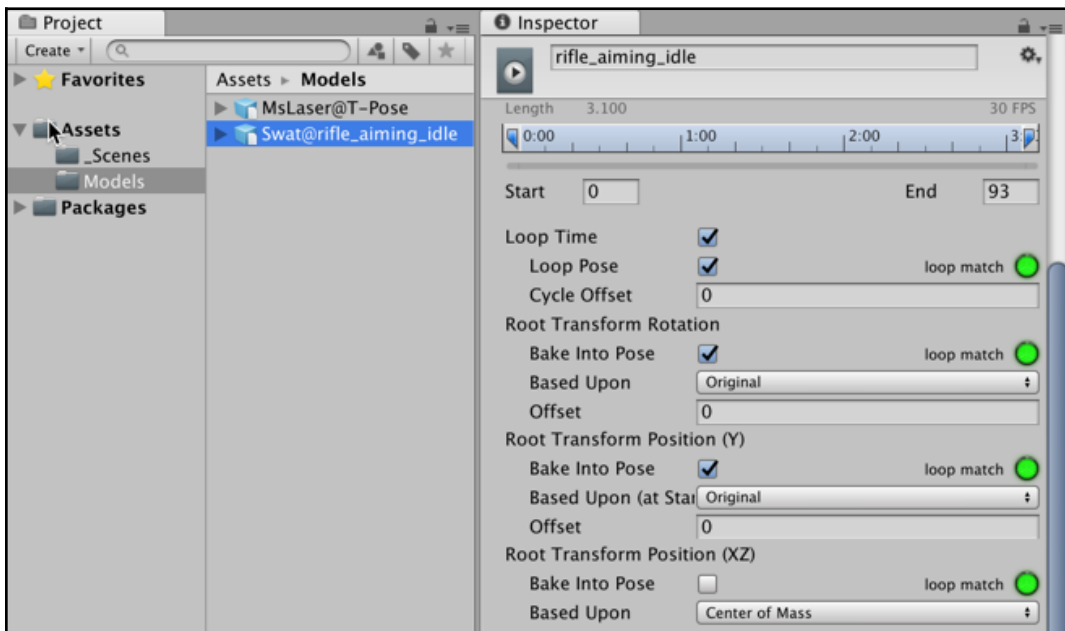
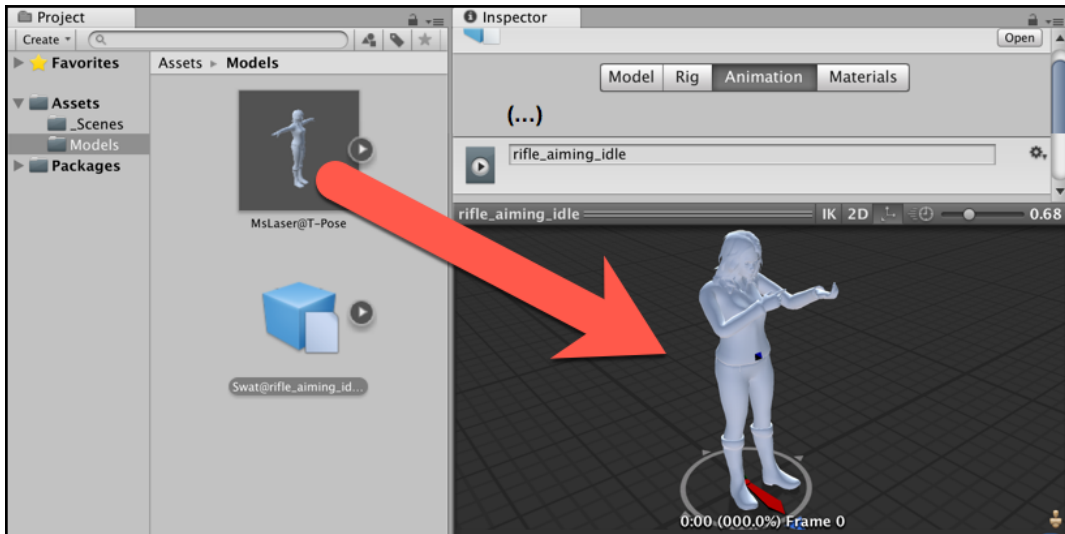


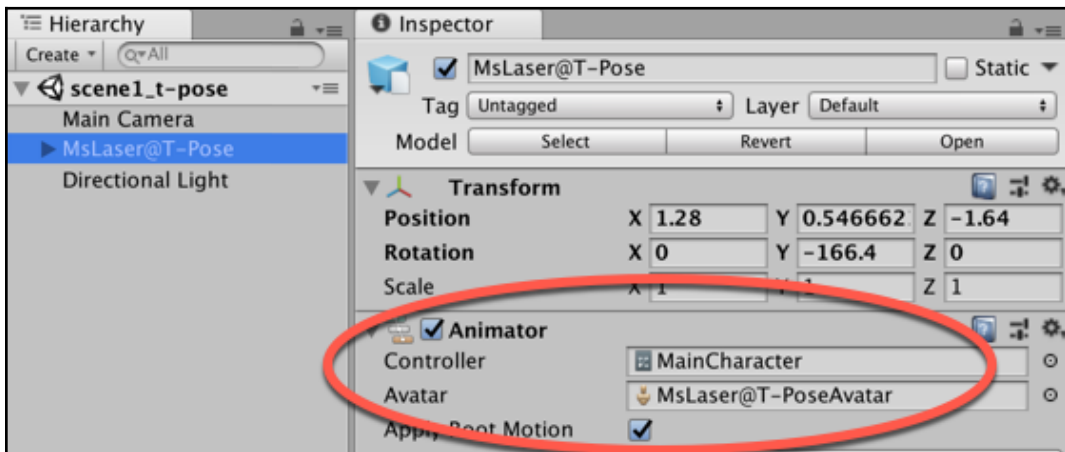
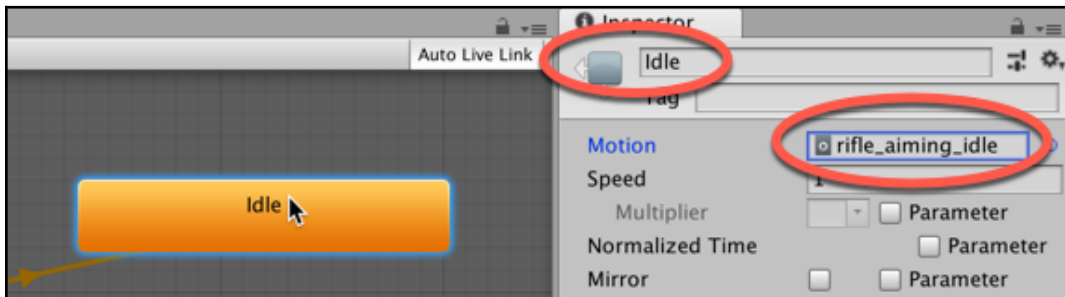
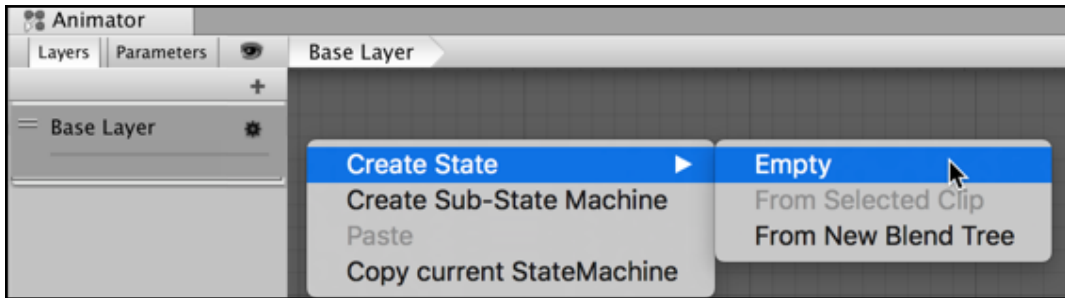


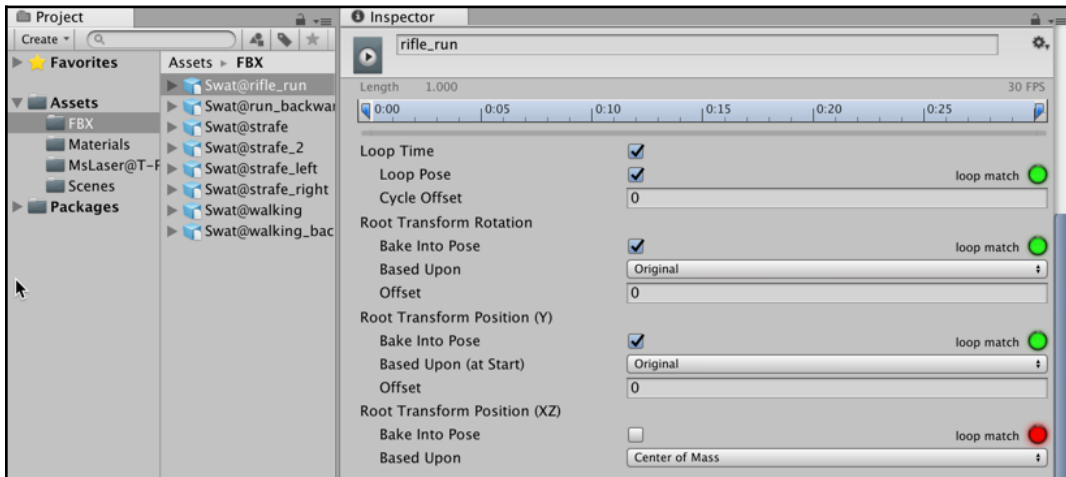
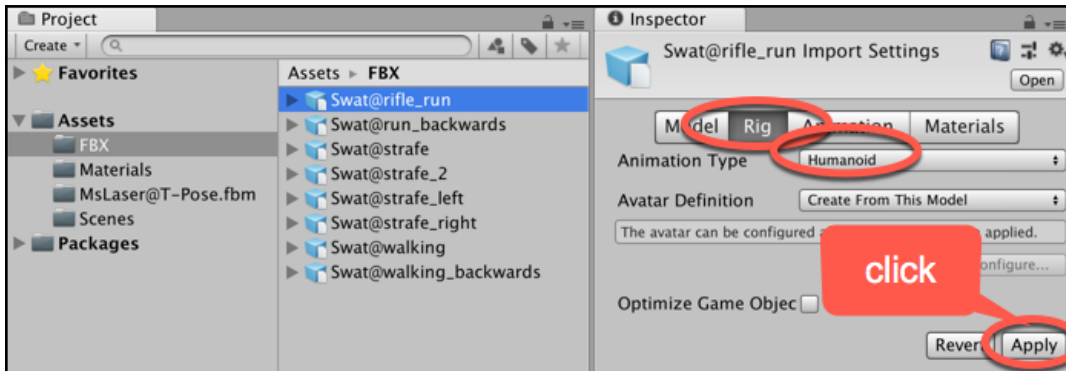
Chapter 10: 3D Animation

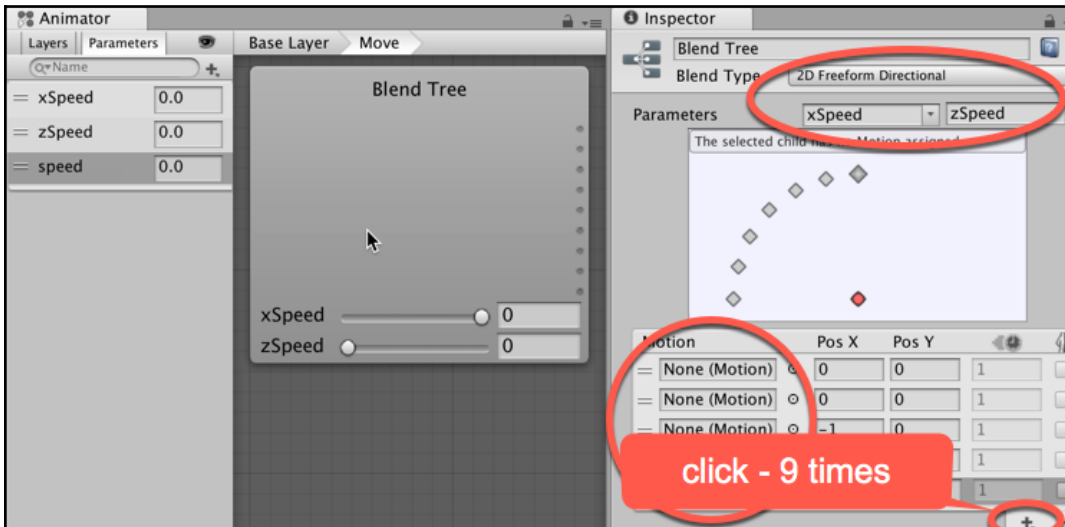
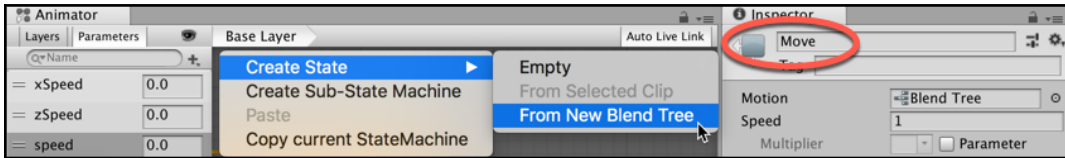
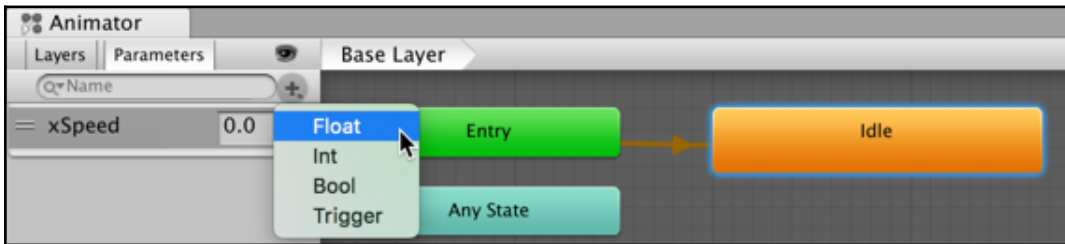
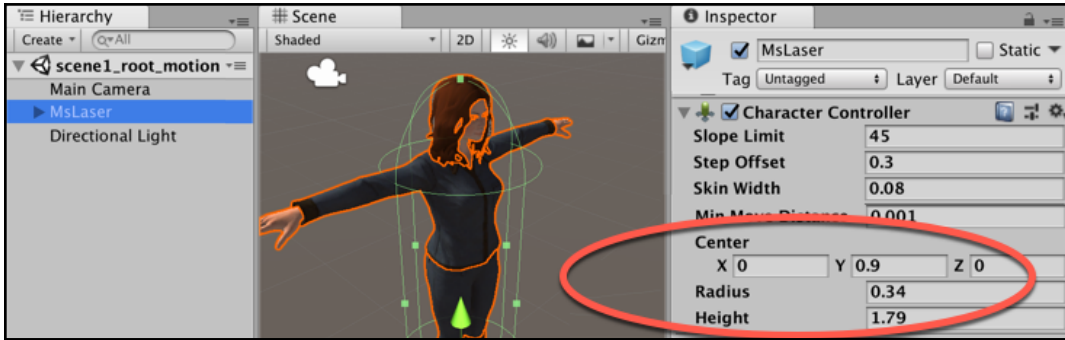


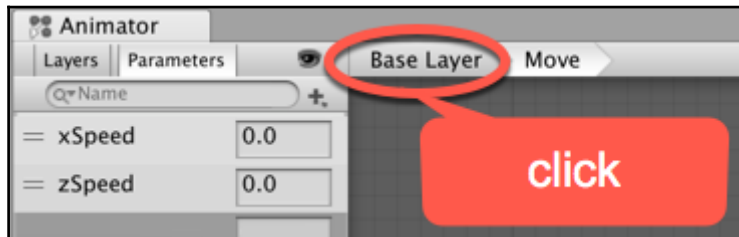
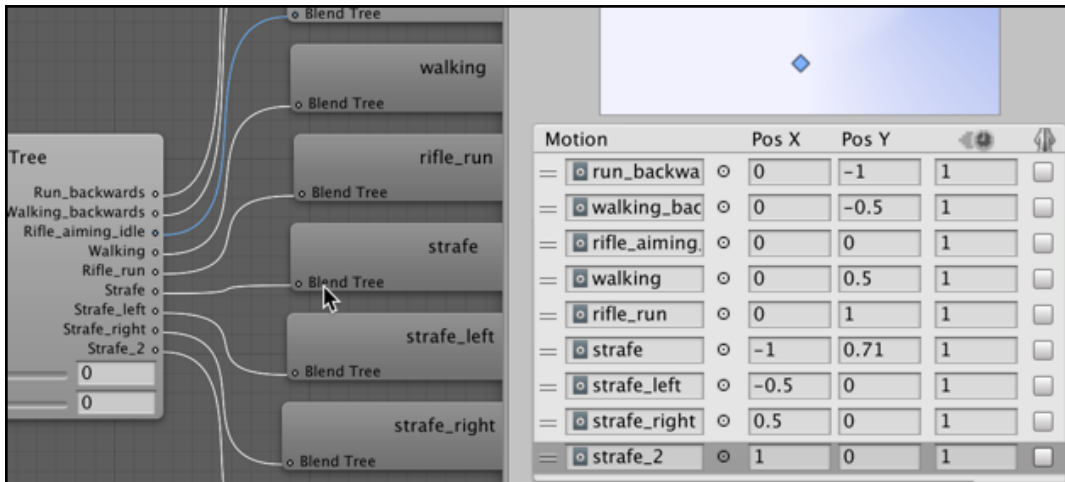


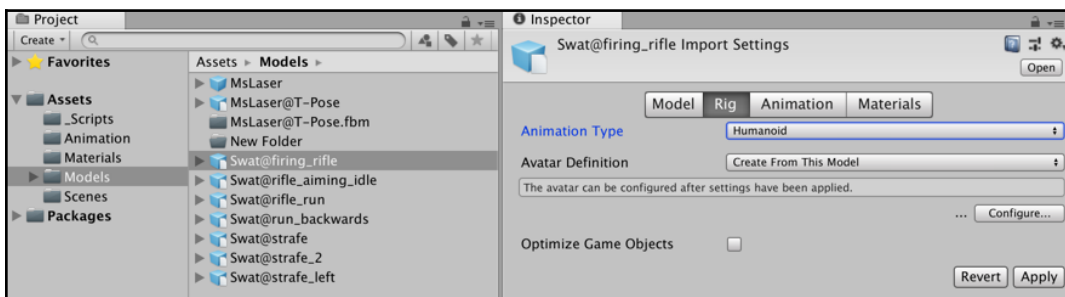
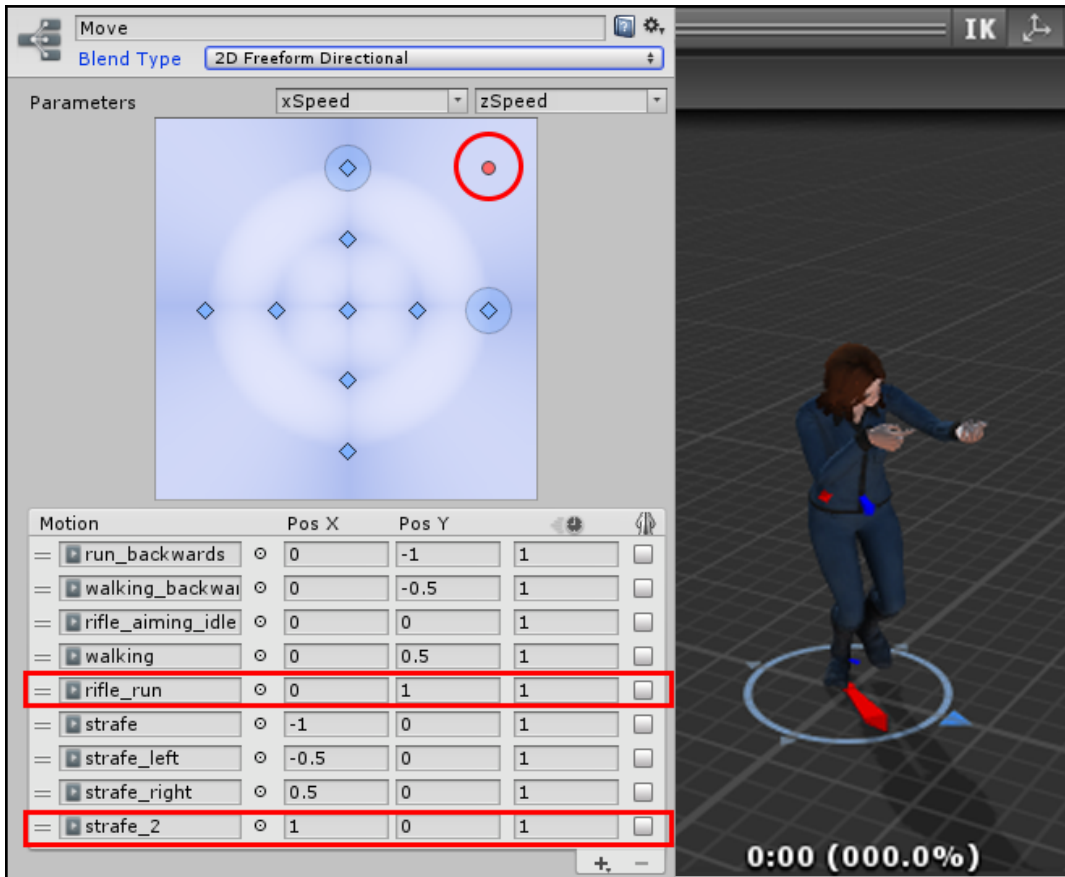


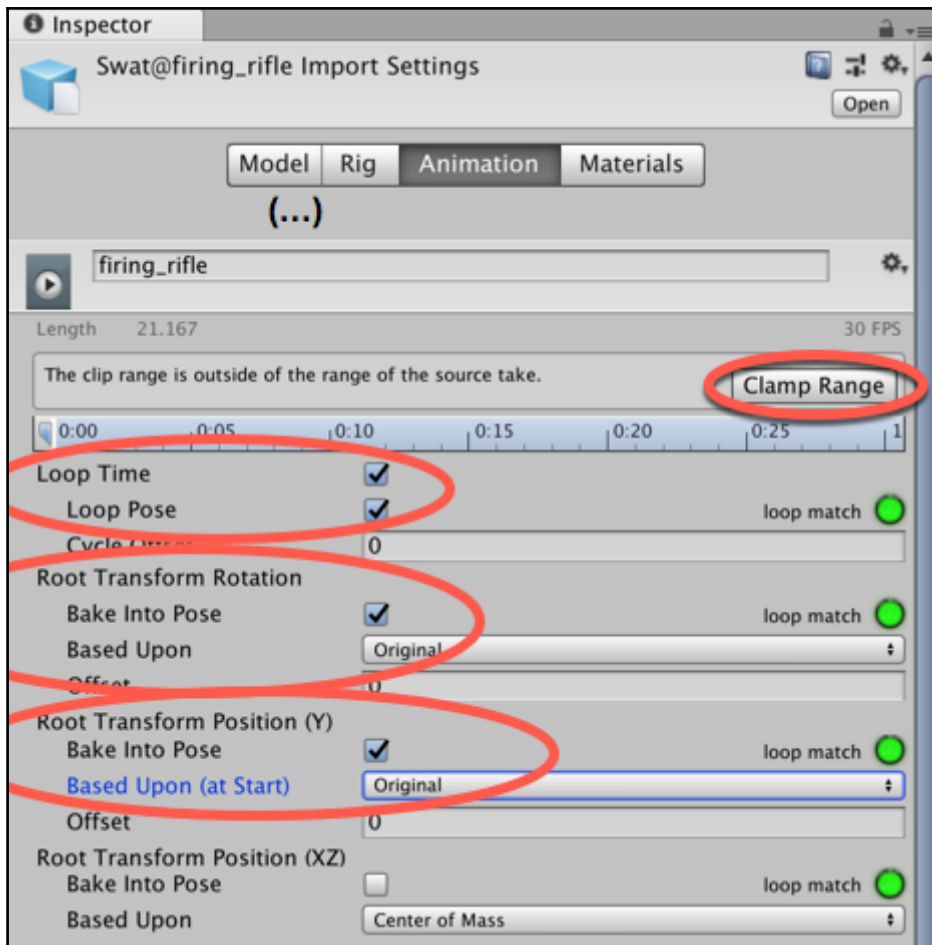


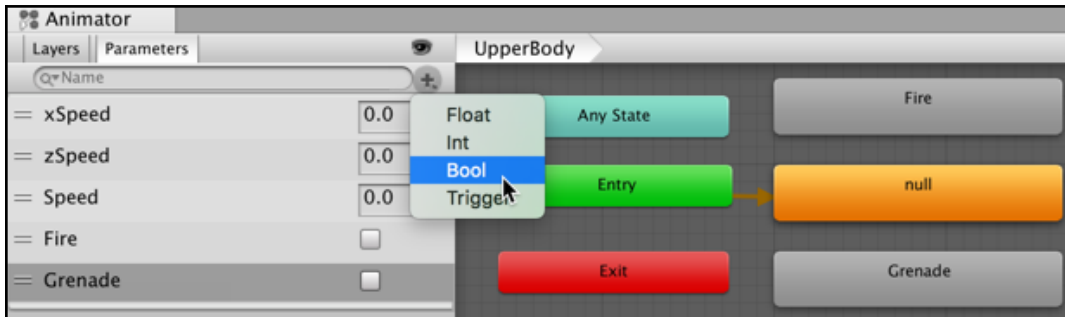
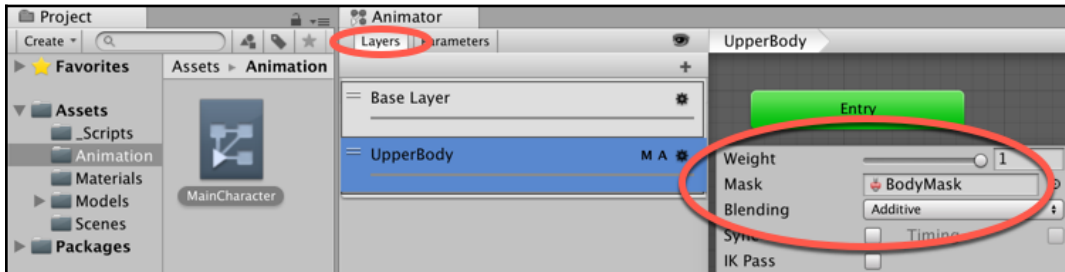
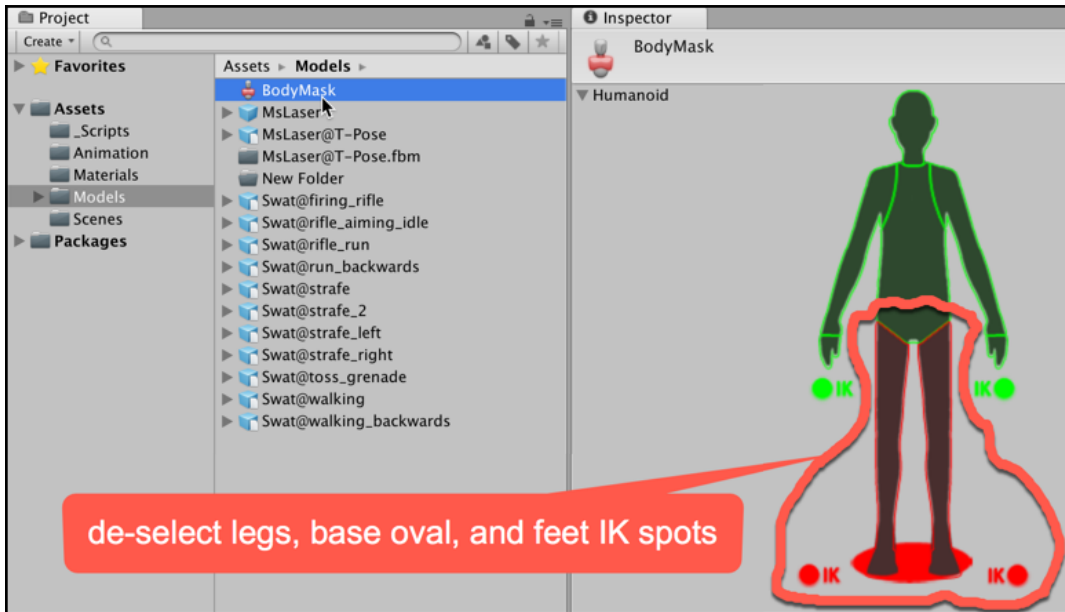


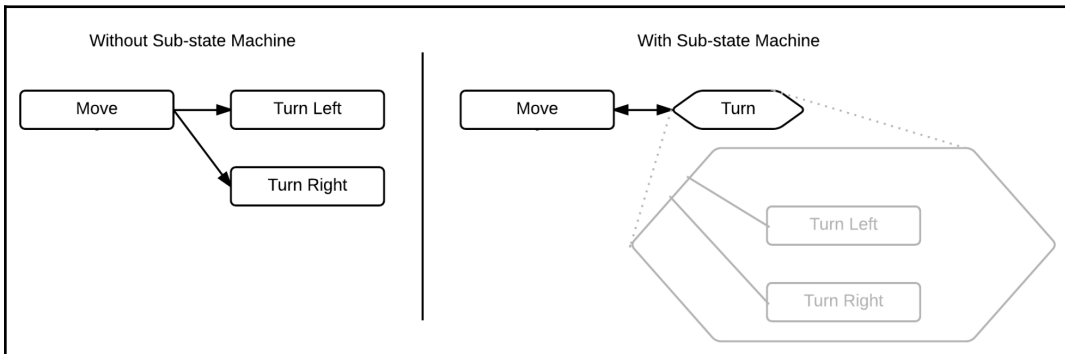
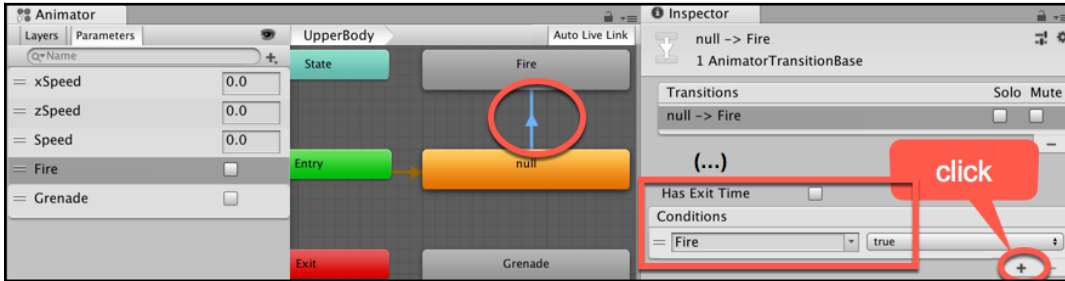
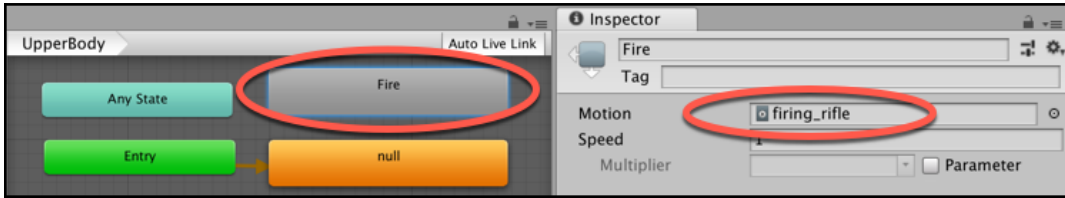


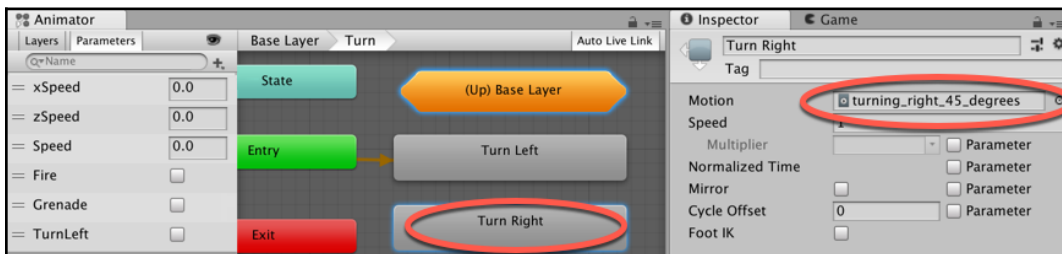
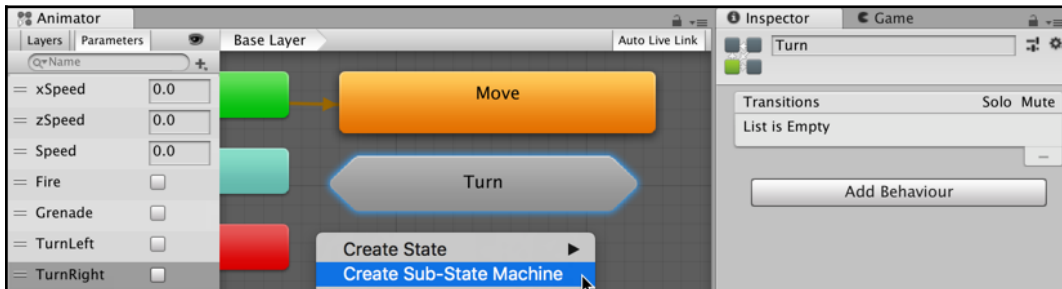
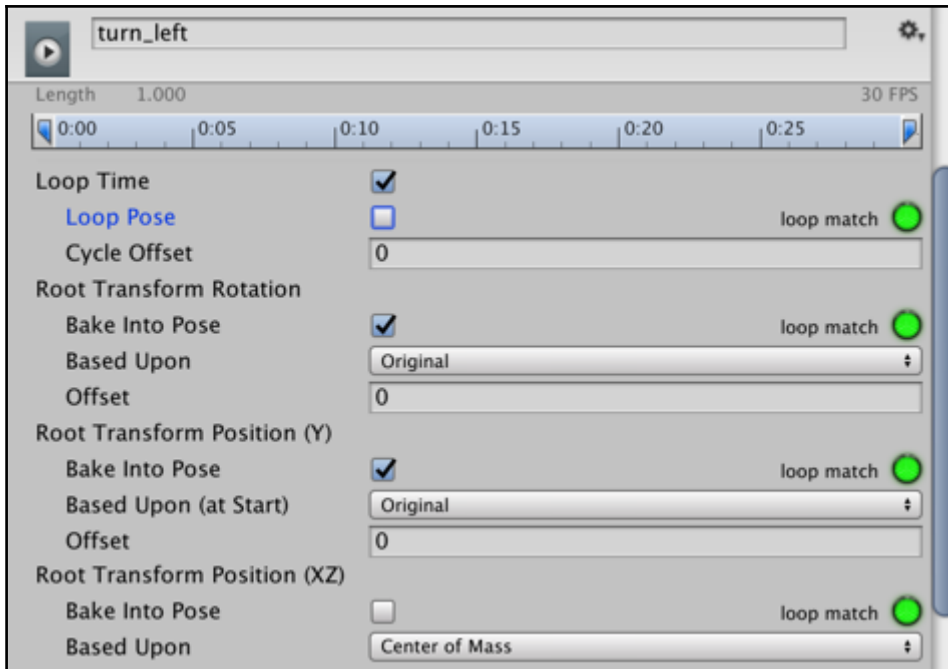


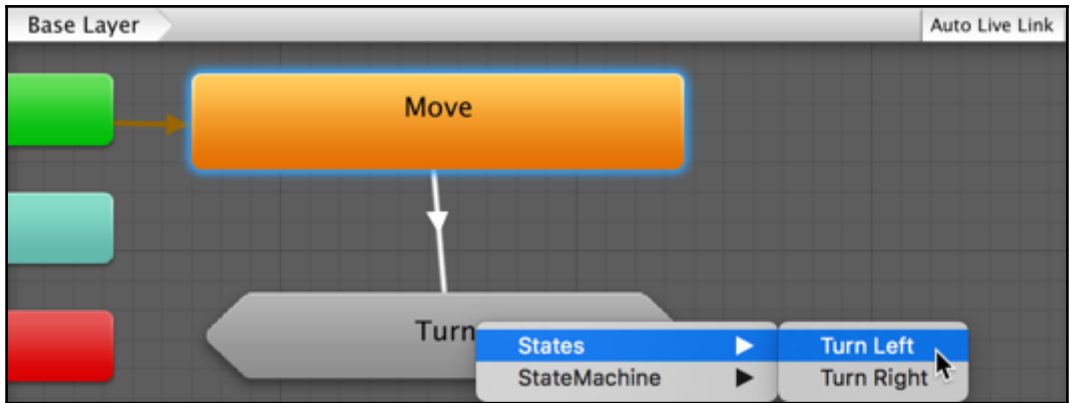




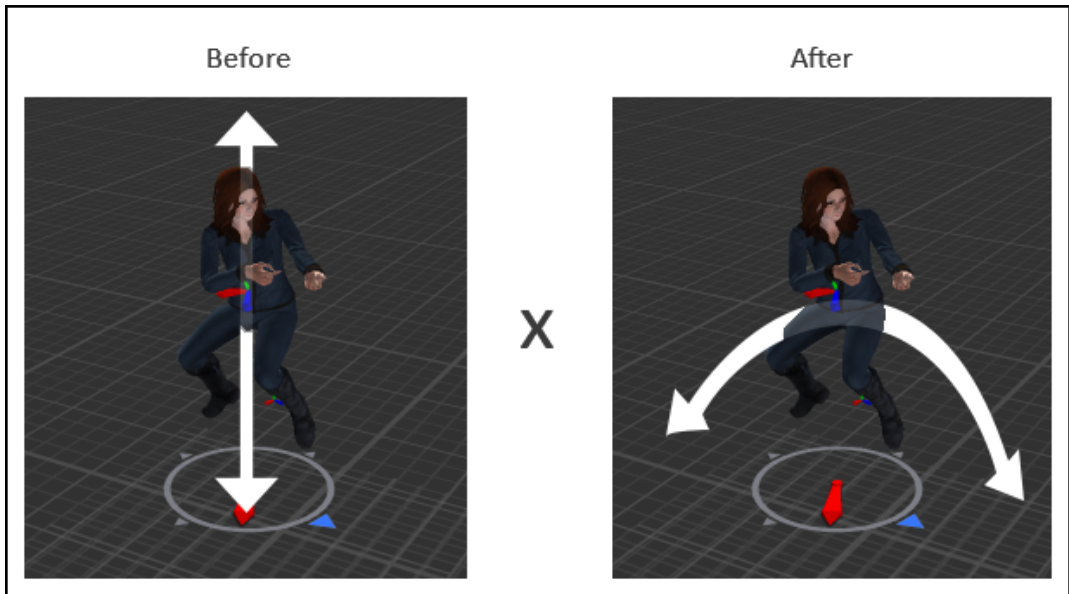








This screenshot shows the Unity Hierarchy and Inspector windows. The Hierarchy window shows a state machine component with a state named "(Up) Base Layer" (highlighted in orange) and two transitions: "Turn Left" and "Turn Right". A red oval highlights the "Turn Right" transition. The Inspector window shows the configuration for the "Turn Right -> Move" transition. The "Has Exit Time" checkbox is checked (circled in red). The "Conditions" section shows a condition named "TurnRight" with a value of "false" (circled in red). The "Settings" section shows a timeline with a blue bar indicating the duration of the transition.



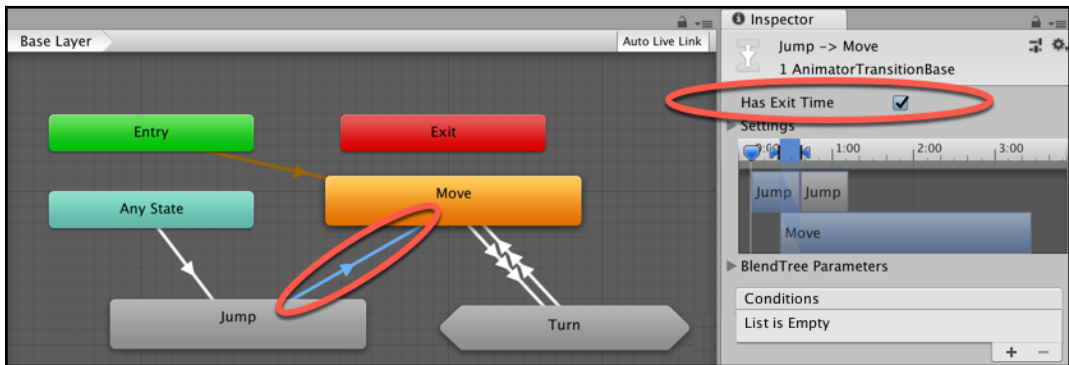
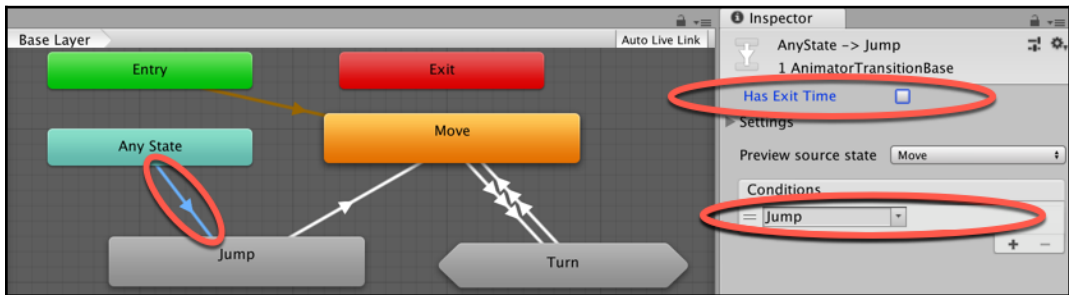
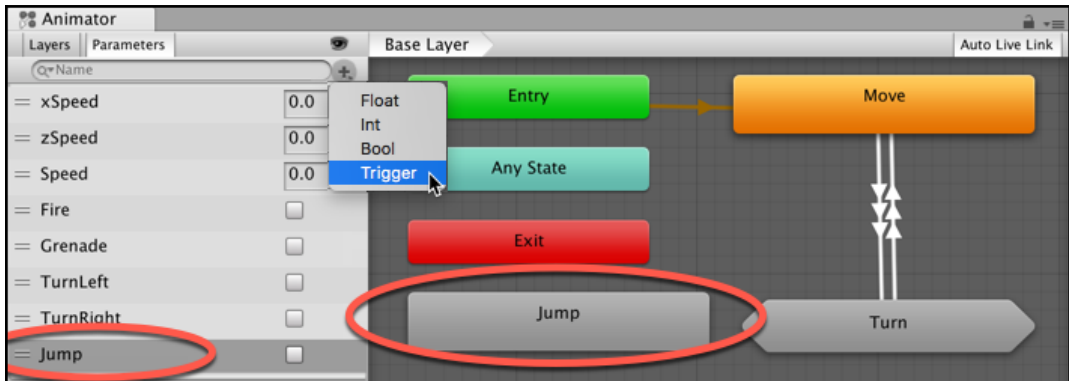
Inspector

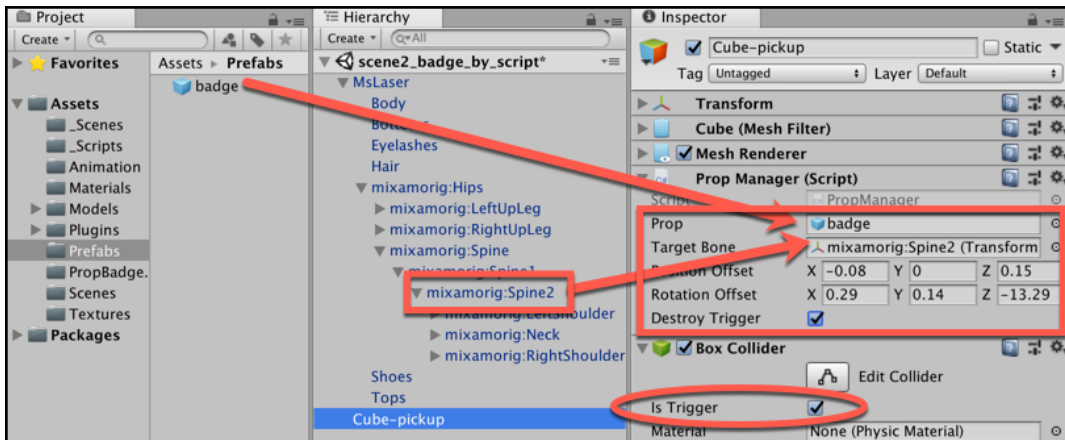
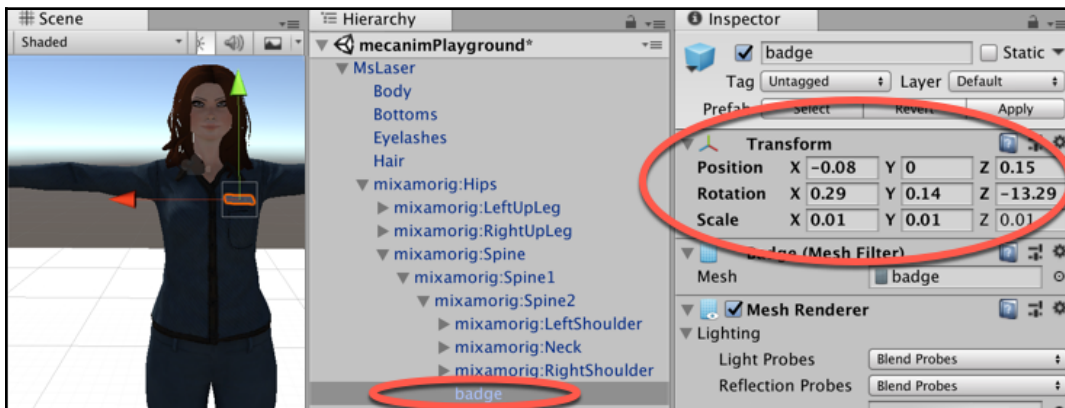
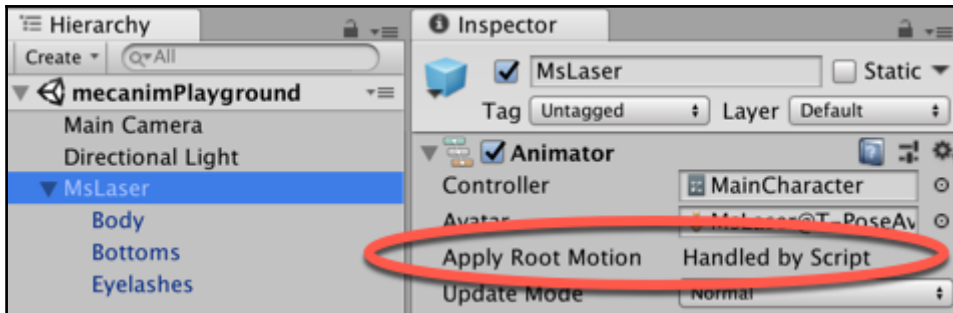
rifle_jump

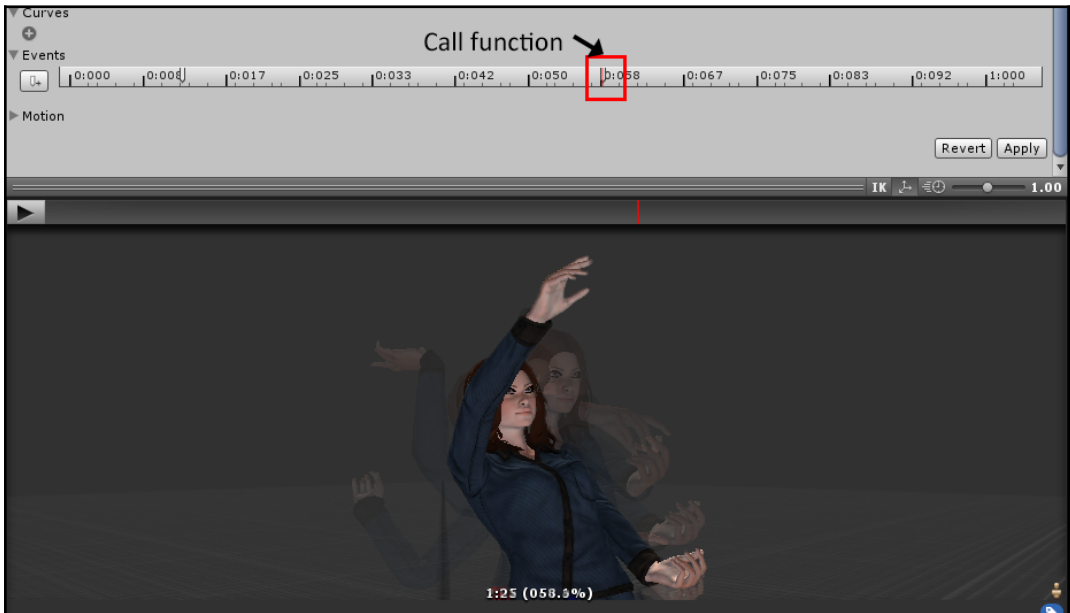
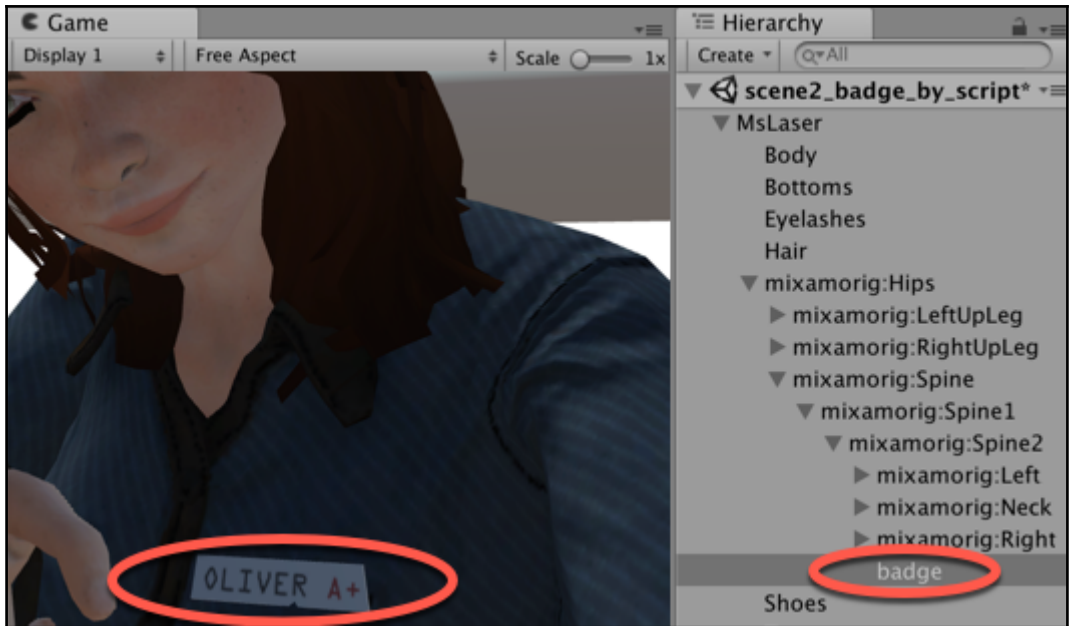
Length 1.000 30 FPS

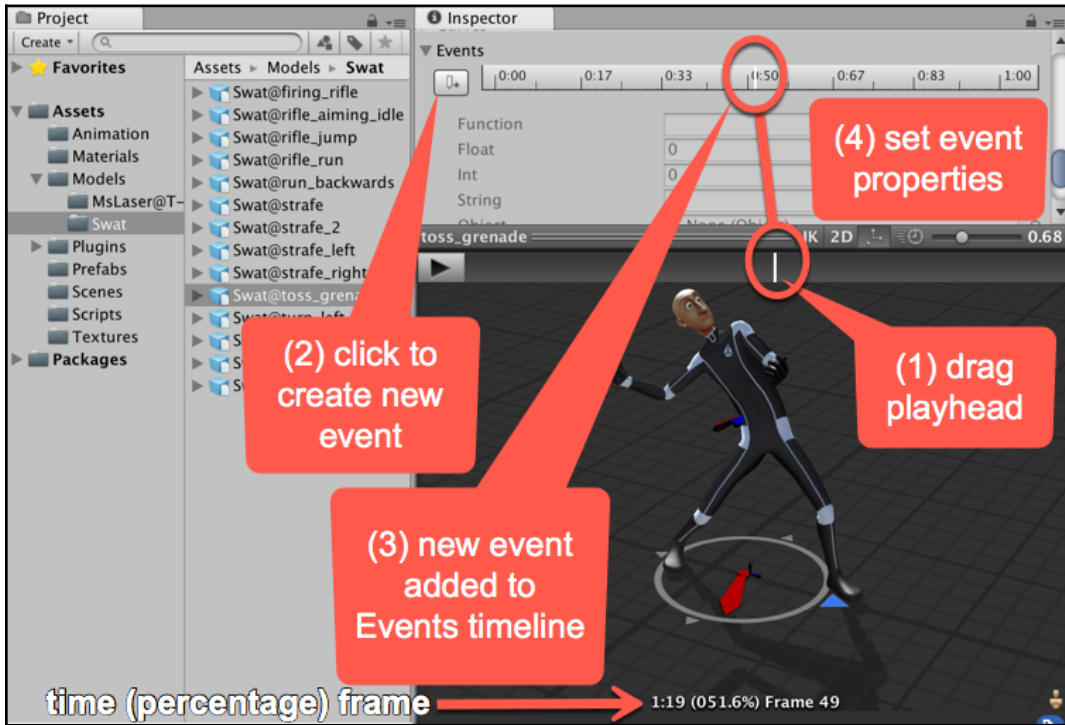
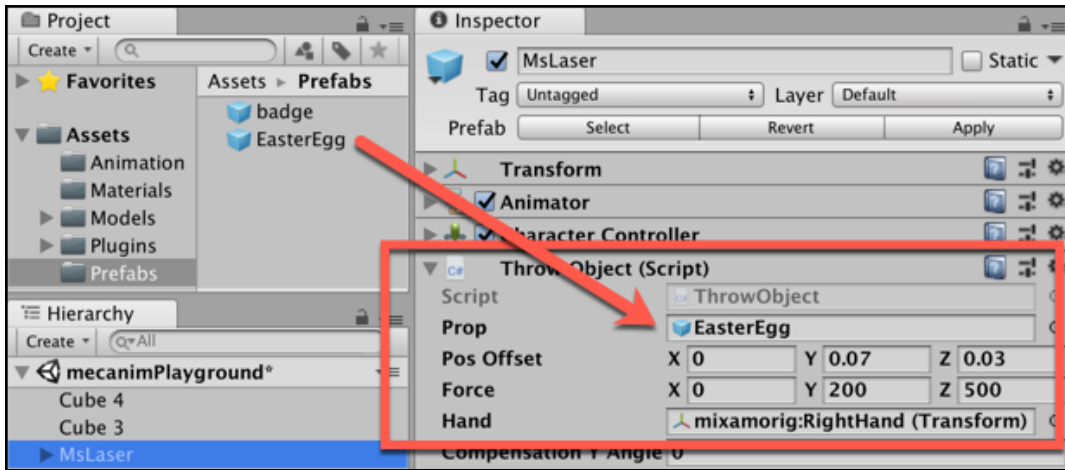
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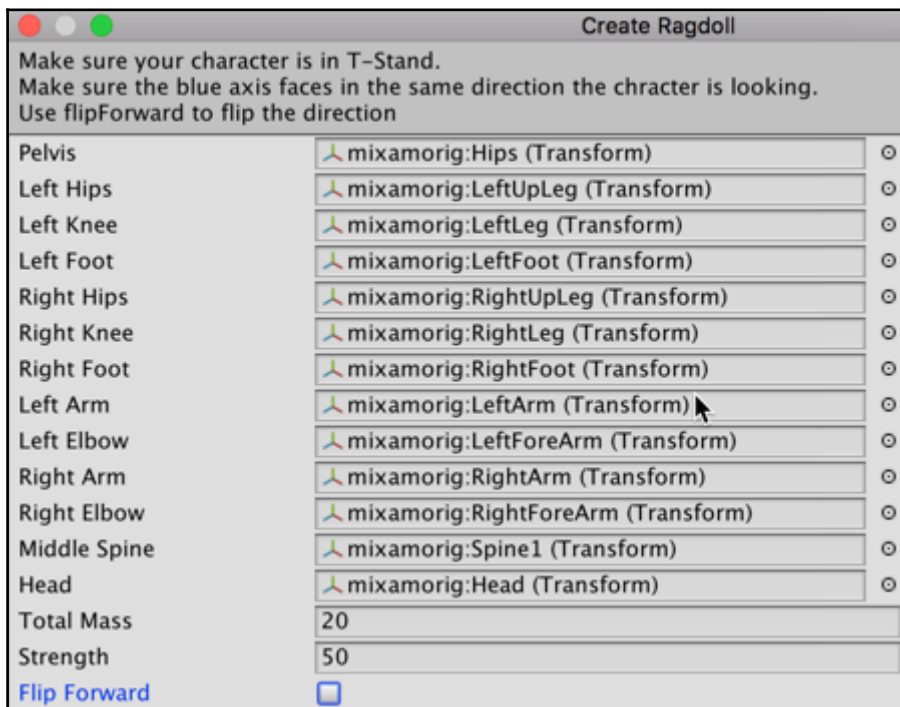
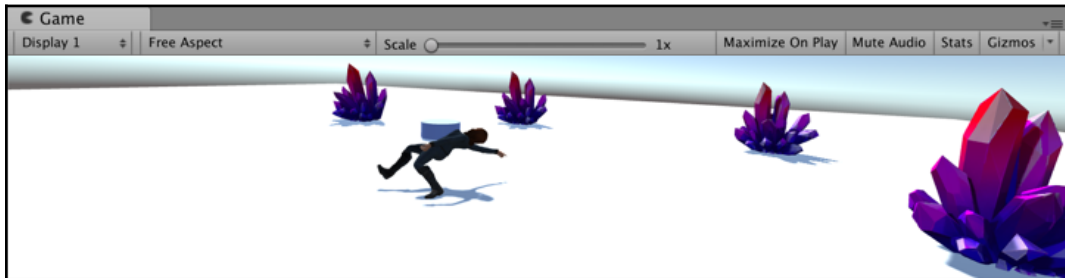
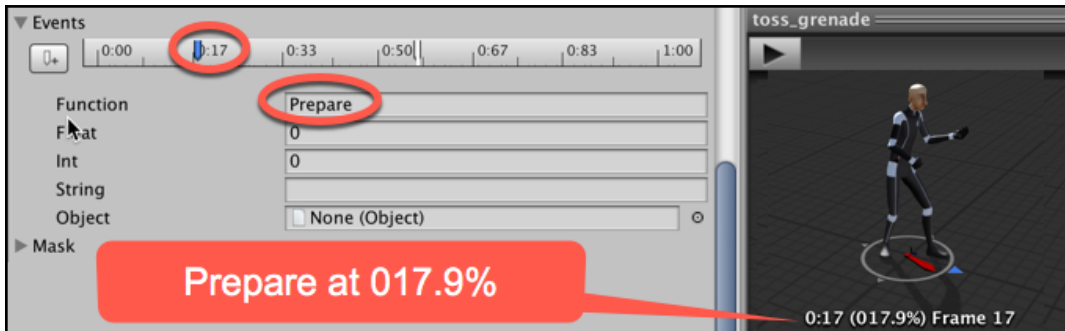
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Loop Pose	<input checked="" type="checkbox"/>	loop match ●
Cycle Offset	<input type="text" value="0"/>	
Root Transform Rotation		
Bake Into Pose	<input checked="" type="checkbox"/>	loop match ●
Based Upon	<input type="text" value="Original"/>	
Offset	<input type="text" value="0"/>	
Root Transform Position (Y)		
Bake Into Pose	<input type="checkbox"/>	loop match ●
Based Upon	<input type="text" value="Original"/>	
Offset	<input type="text" value="0"/>	
Root Transform Position (XZ)		
Bake Into Pose	<input type="checkbox"/>	loop match ●
Based Upon	<input type="text" value="Center of Mass"/>	

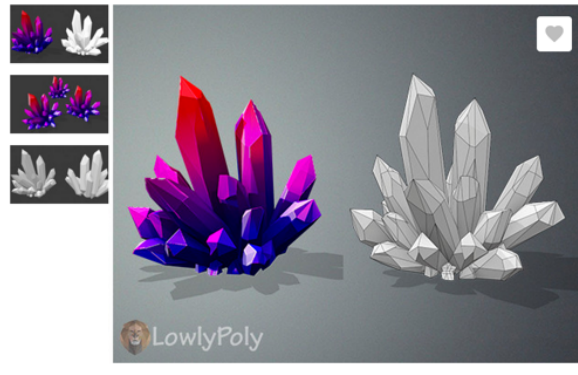












LOWLYPOLY

Stylized Crystal

FREE

★★★★★
5 user reviews

Download

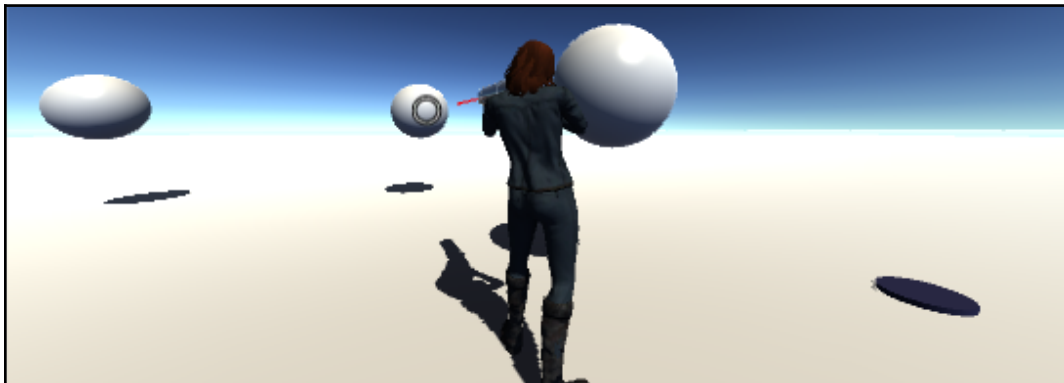
Stylized Hand Painted Crystal

Features:

- * Mesh 790 tris
- * Hand Paint Texturing
- * Prefab ready

Full collection of crystals
[STYLIZED CRYSTAL PACK](#)

LOWLYPOLY



Project

Create ▾

- ★ Favorites
- Assets
 - Assets
 - Scenes
 - Scripts
 - Animation
 - Materials
 - Models
 - Pointer
 - Prefabs
 - Sample Ass
 - Textures
 - Packages

Hierarchy

Create ▾

- scene1_pivot_and_aim
 - Sphere 2
 - Sphere 1
 - Directional Light
 - Mslaser
 - Cube
 - Spawnpoint
 - Sphere
 - Multipurpose Camera Rig
 - maze
 - Canvas
 - Image-crosshair
 - EventSystem

Inspector

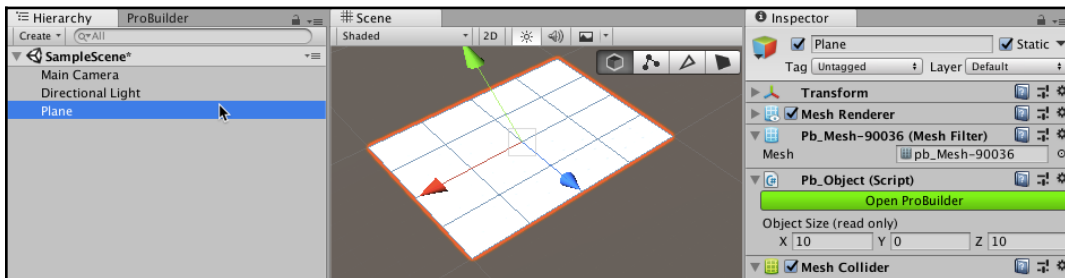
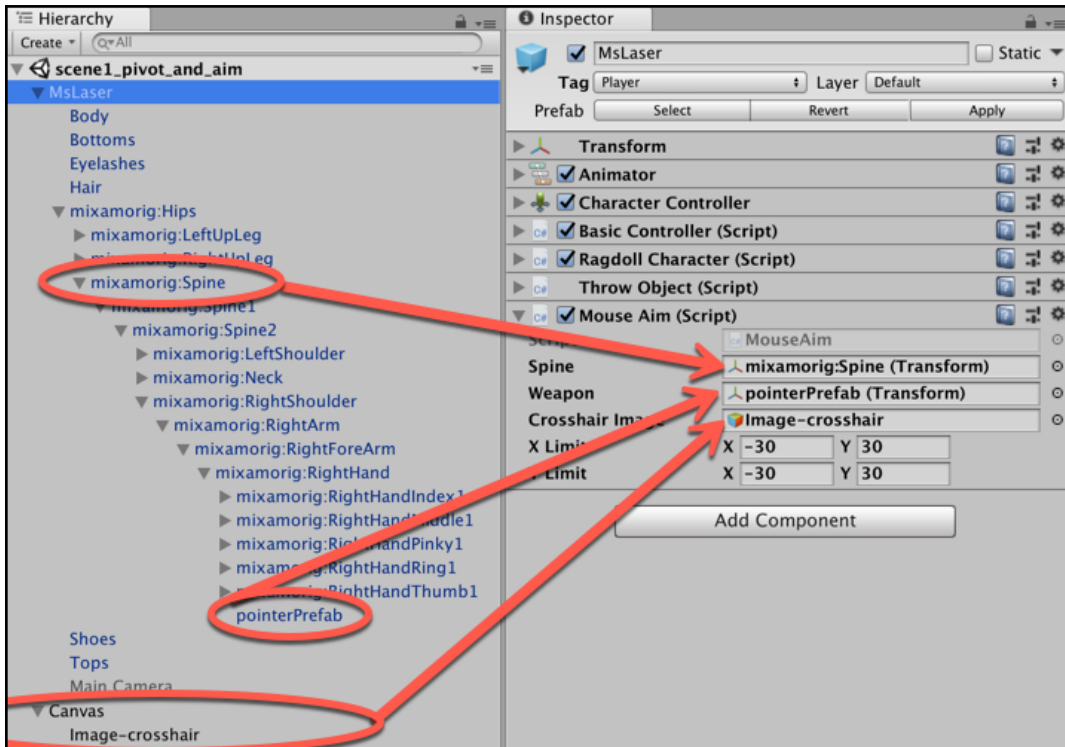
Image-crosshair

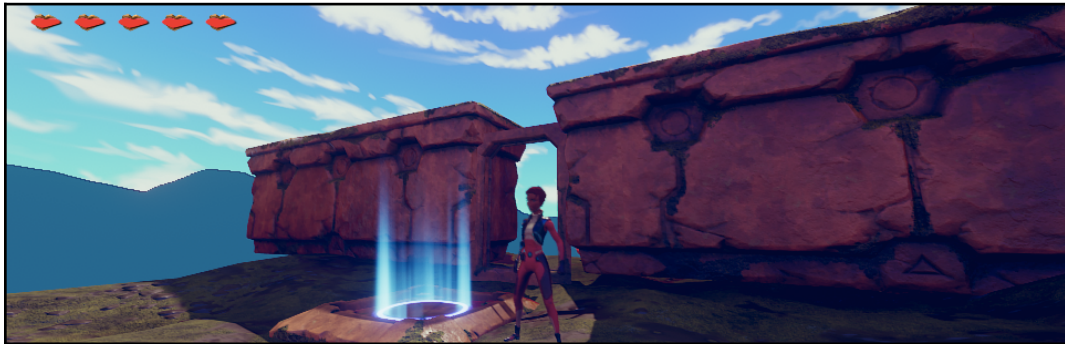
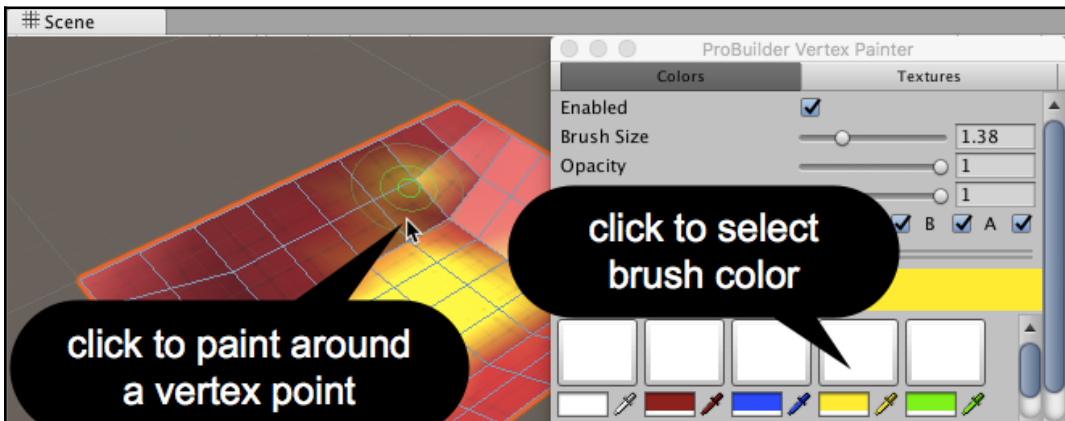
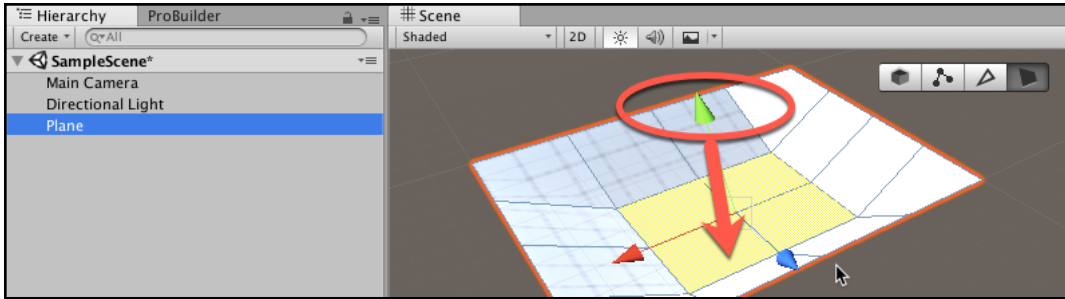
Tag Untagged Layer UI

Rect Transform


	Pos X	Pos Y	Pos Z
center	-108	204	0
middle			
	Width	Height	
	16	16	


Source Image: crossAim



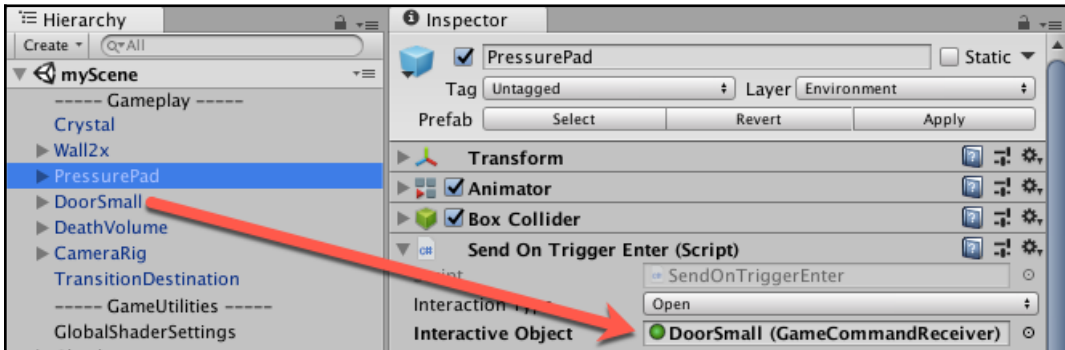
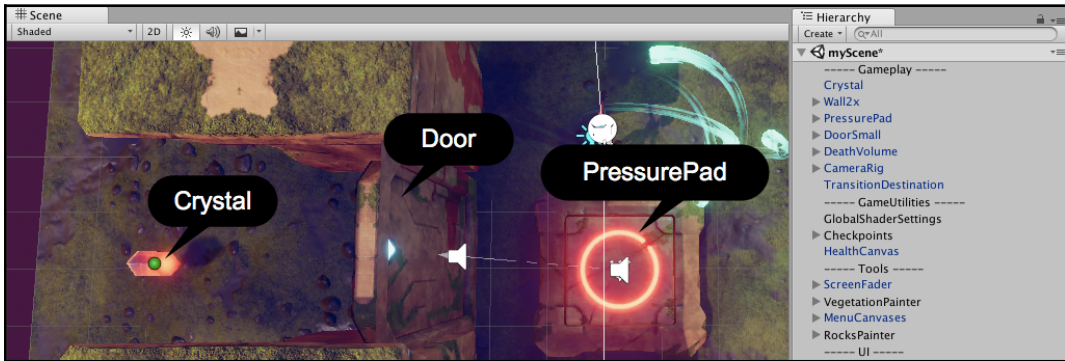
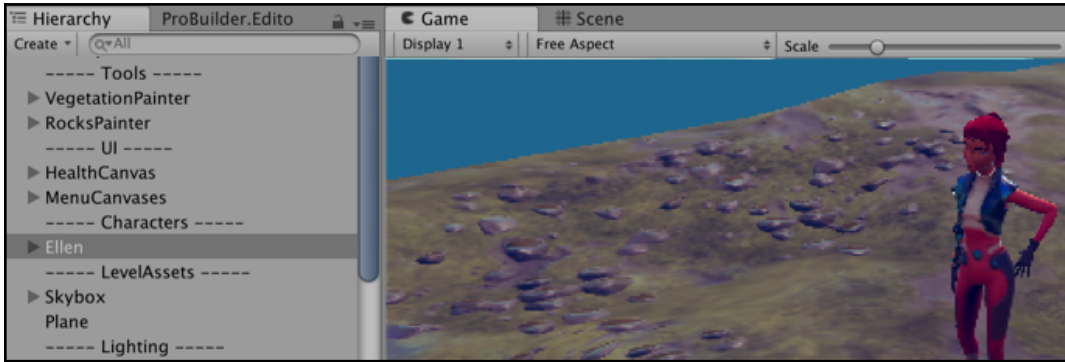


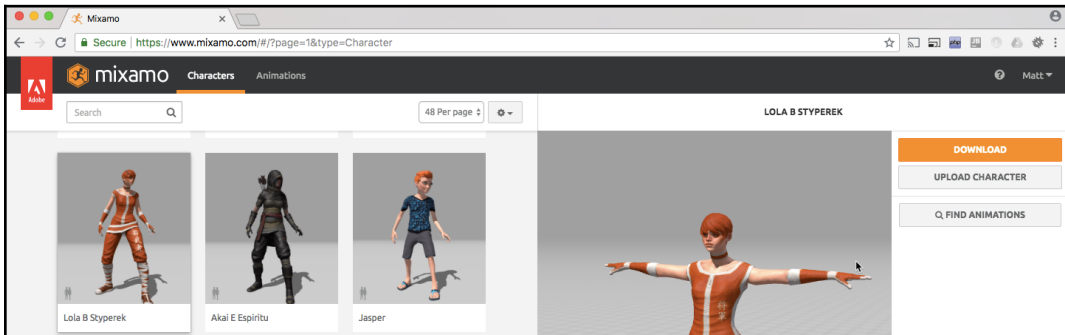
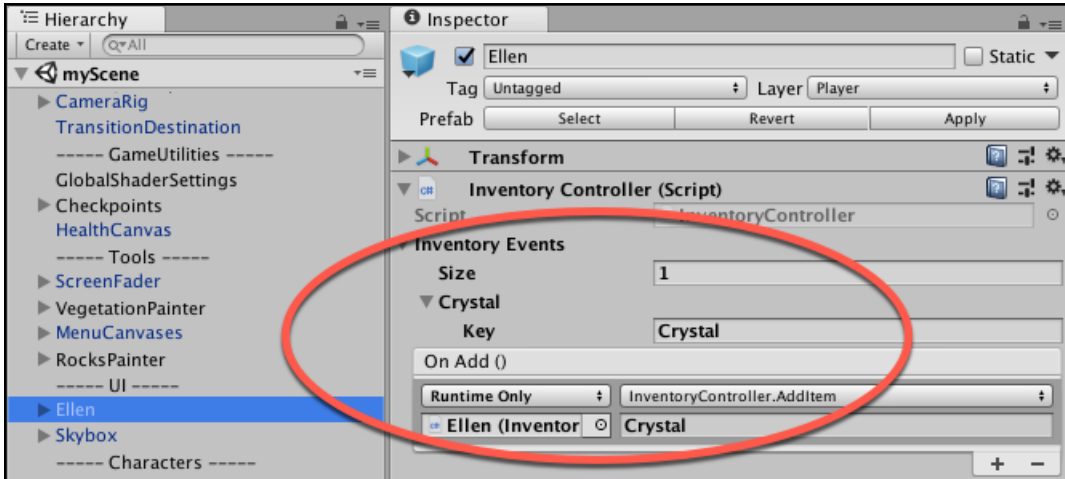
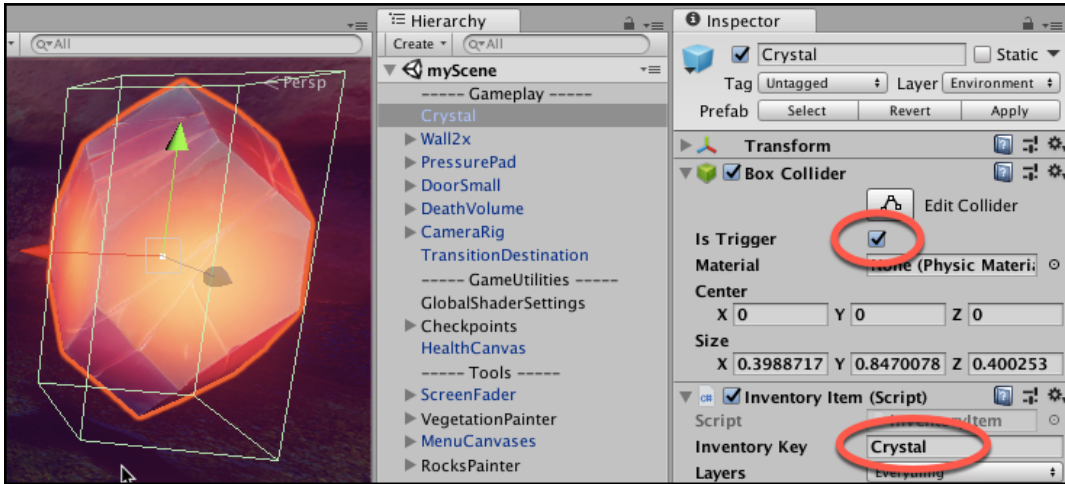
All Assets ▾ 3d game |

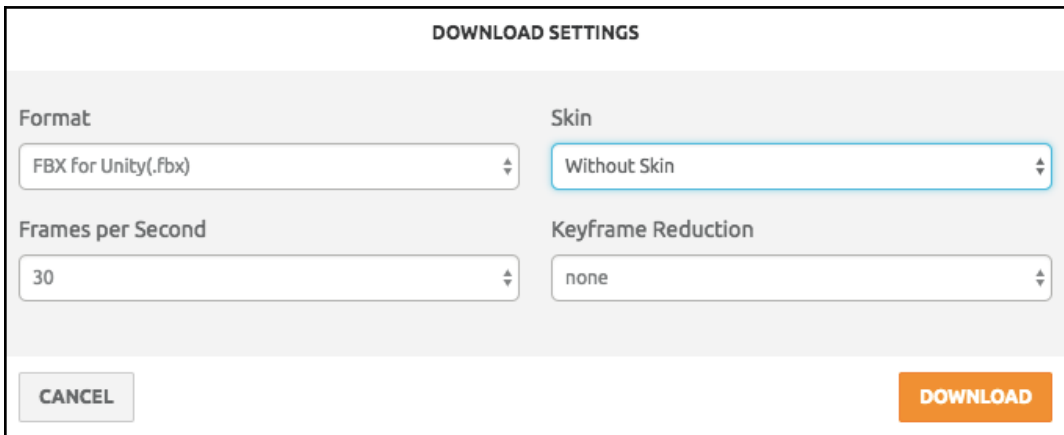
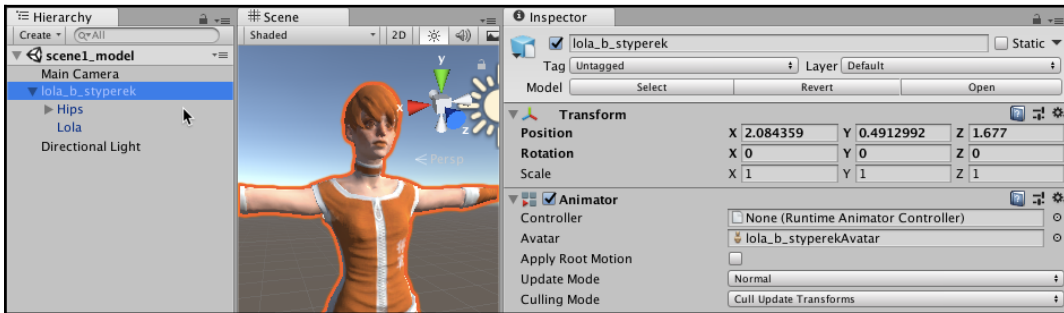
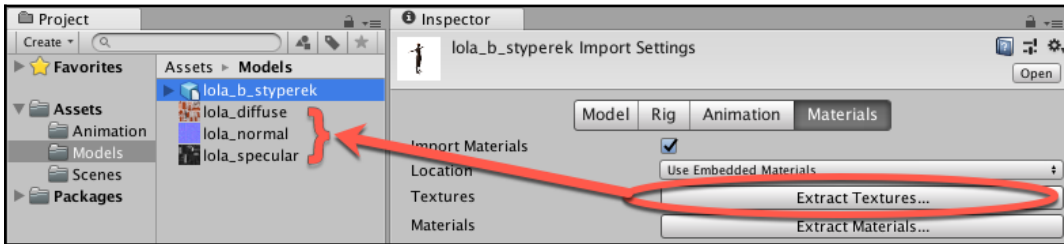
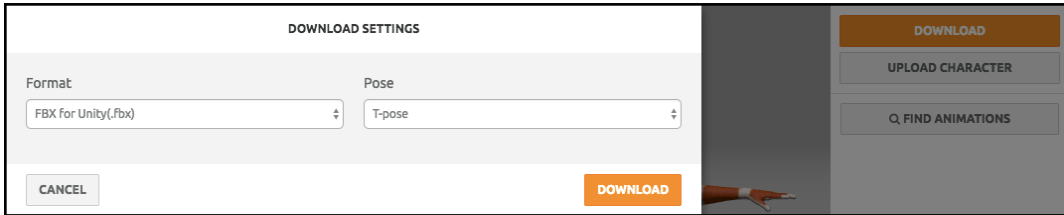
 **3D Game Kit**
UNITY TECHNOLOGIES

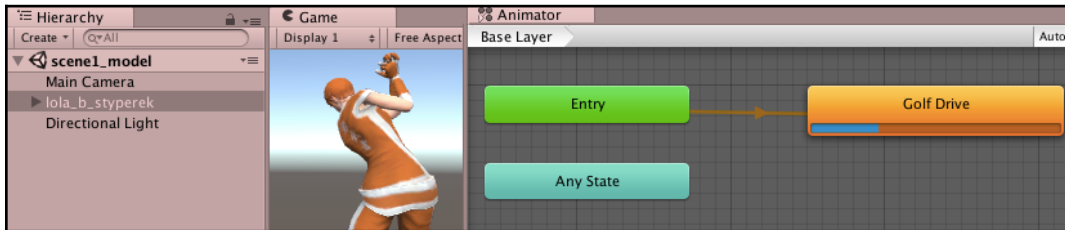
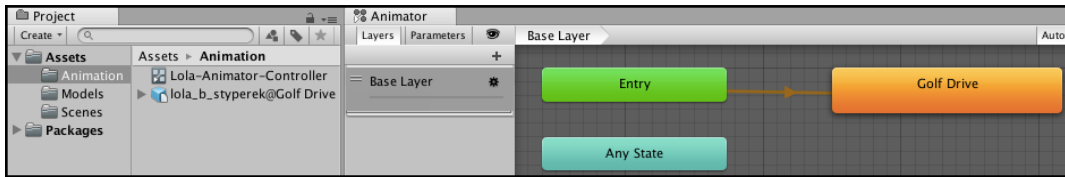
 **3D Game Kit**
Unity Essentials/S...
Unity Technologies
★★★★ (1188)
FREE

Featured

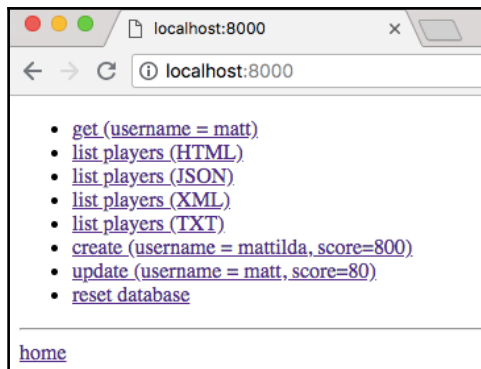


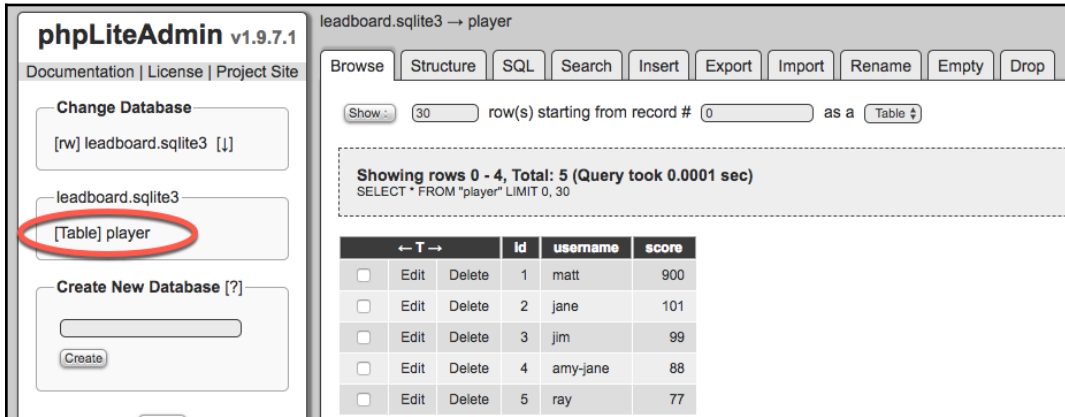
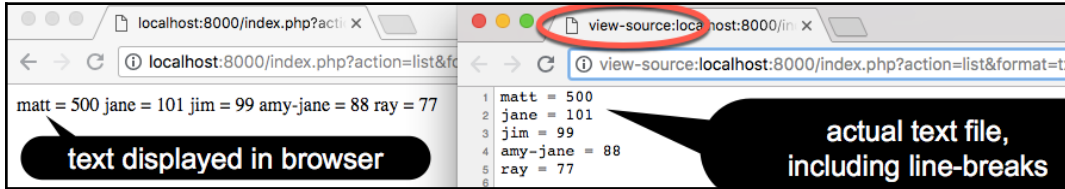
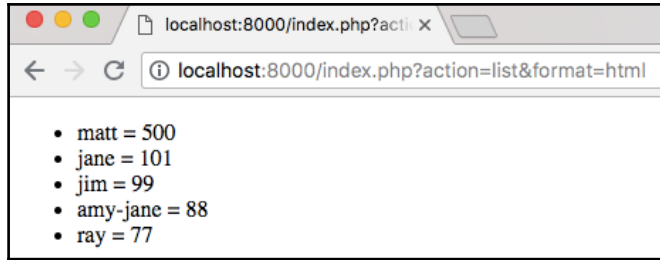


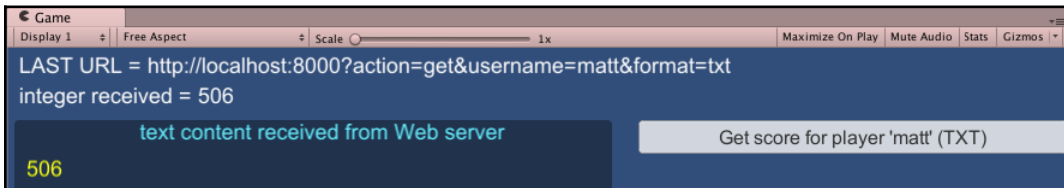
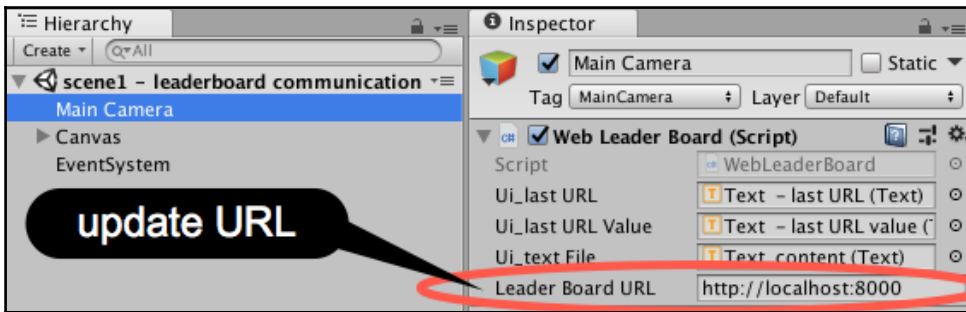
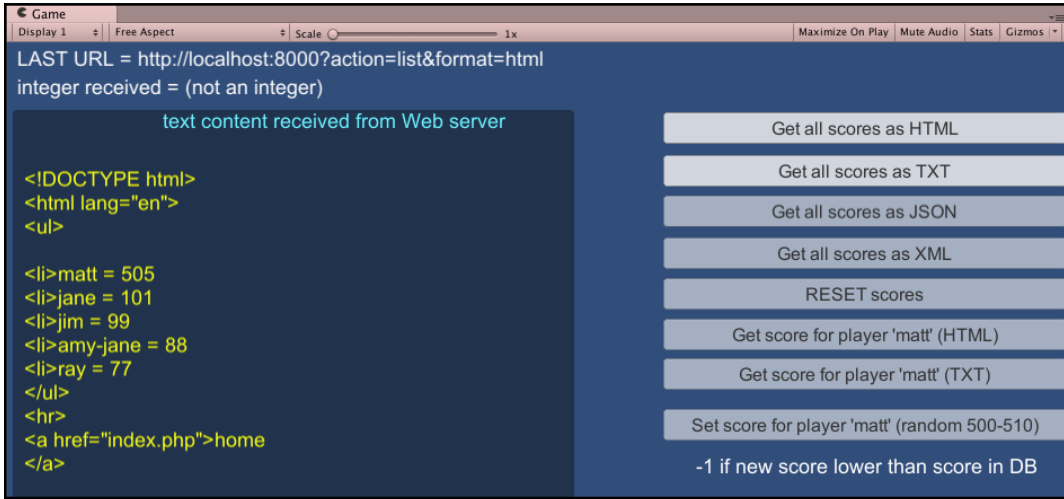




Chapter 11: Webserver Communication and Online Version-Control





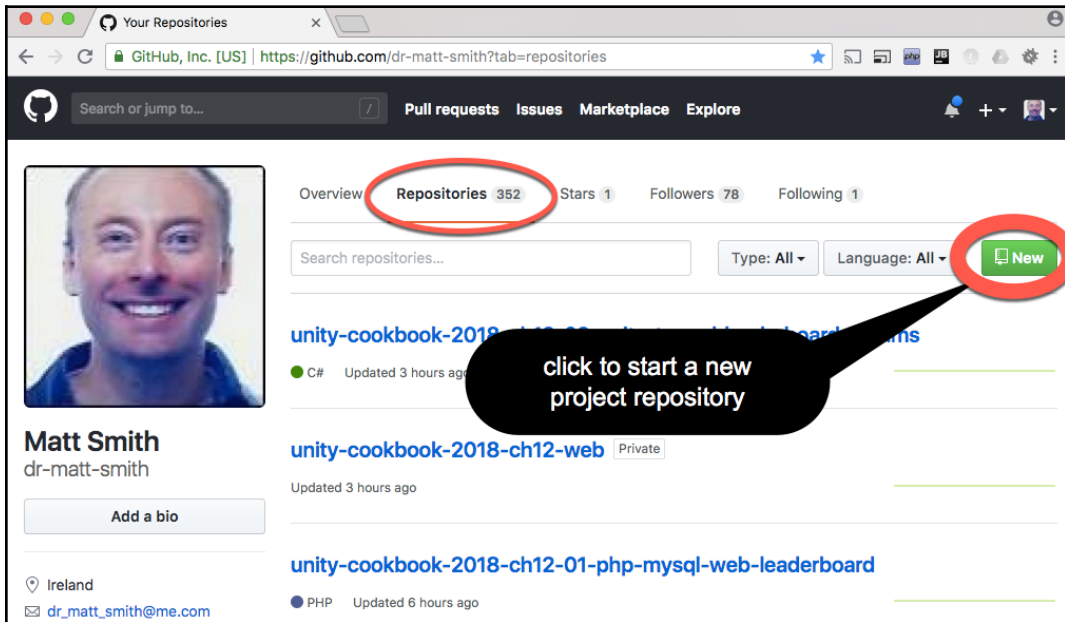


```
Matthews-MacBook-Air-2:~ ma t$ git

usage: git [--version] [--help] [-C <path>] [-c name=value]
       [--exec-path[=<path>]] [--html-path] [--man-path] [-p]
       [-p | --paginate | --no-pager] [--no-replace-objects]
       [--git-dir=<path>] [--work-tree=<path>] [--namespace
       <command> [<args>]

These are common Git commands used in various situations:

start a working area (see also: git help tutorial)
clone      Clone a repository into a new directory
```



Create a new repository

Owner: dr-matt-smith / Repository name: my-new-unity-repository ✓

Public
Anyone can see this repository. You choose who can commit.

Initialize this repository with a README
This will let you immediately clone the repository to your local machine.

Add .gitignore: None | Add a license: None ⓘ

.gitignore

- Umbraco
- Unity
- UnrealEngine

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click to add a .gitignore

selection of community generated files

Unity

Branch: master | New pull request

Create new file | Upload files | Find file | **Clone or download**

dr-matt-smith Initial commit

.gitignore	Initial commit
README.md	Initial commit

Clone with HTTPS ⓘ [Use SSH](#)

Use Git or checkout with SVN using the web URL.

<https://github.com/dr-matt-smith/my-unity-github-demo.git>

[Download ZIP](#)

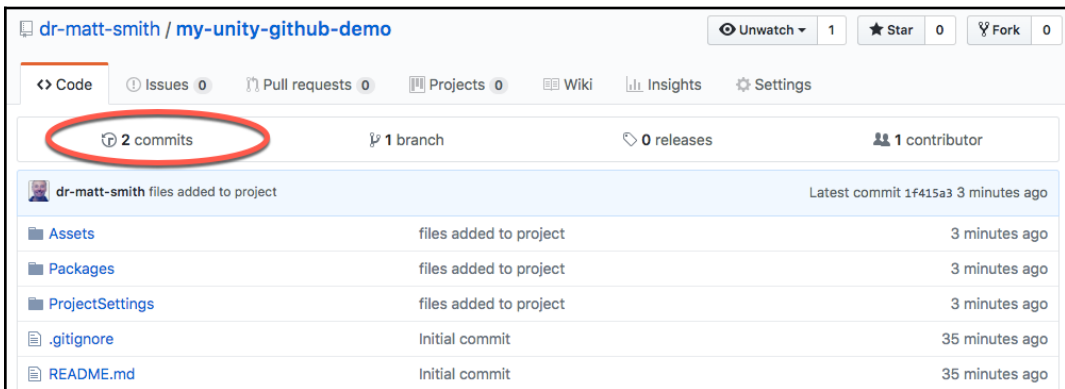
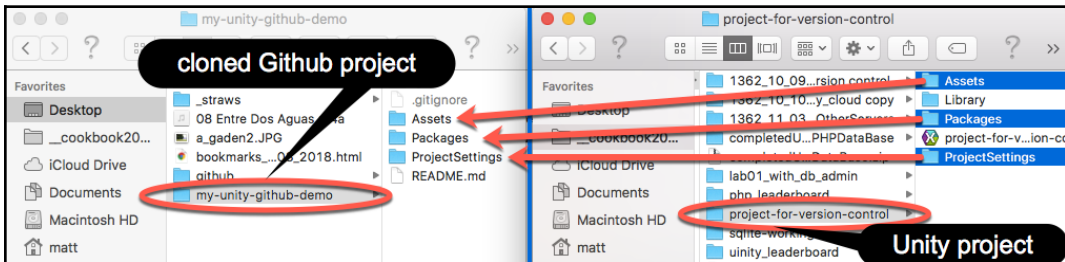
[top](#)

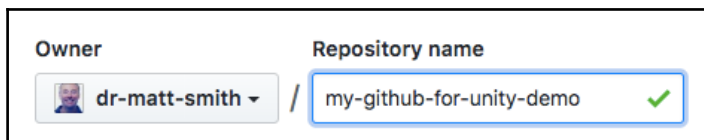
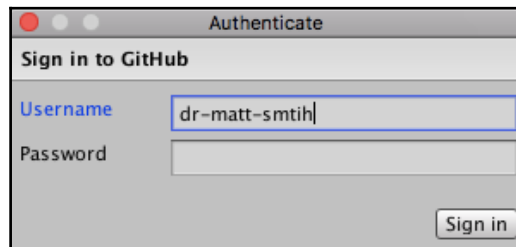
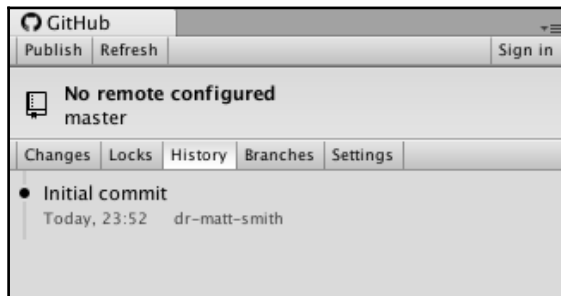
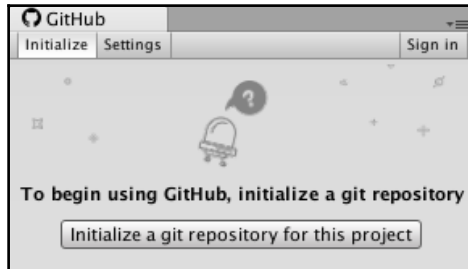
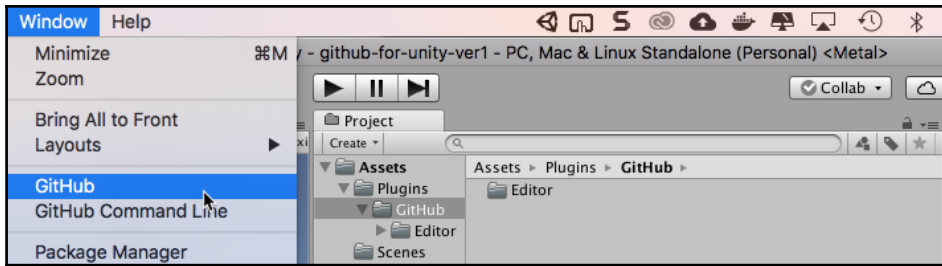
click to copy URL into clipboard

```

Terminal
+ Matthews-MacBook-Air-2:Desktop matt$ git clone https://github.com/dr-matt-smith/my-unity-github-demo.git
Cloning into 'my-unity-github-demo'...
remote: Counting objects: 4, done.
remote: Compressing objects: 100% (3/3), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0
Unpacking objects: 100% (4/4), done.
Matthews-MacBook-Air-2:Desktop matt$ ls
08 Entre Dos Aguas.m4a      _straws
__cookbook2018             a_gaden2.JPG
bookmarks_07_08_2018.html
github
my-unity-github-demo
  
```

```
Terminal
+ Local Local (1)
X Matthews-MacBook-Air-2:Desktop matt$ cd my-unity-github-demo/
Matthews-MacBook-Air-2:my-unity-github-demo matt$ ls -al
total 16
drwxr-xr-x  5 matt  staff  170 Aug  9 22:58 .
drwx-----+ 11 matt  staff  374 Aug  9 22:58 ..
drwxr-xr-x 13 matt  staff  442 Aug  9 22:58 .git
-rw-r--r--  1 matt  staff  430 Aug  9 22:58 .gitignore
-rw-r--r--  1 matt  staff   22 Aug  9 22:58 README.md
```



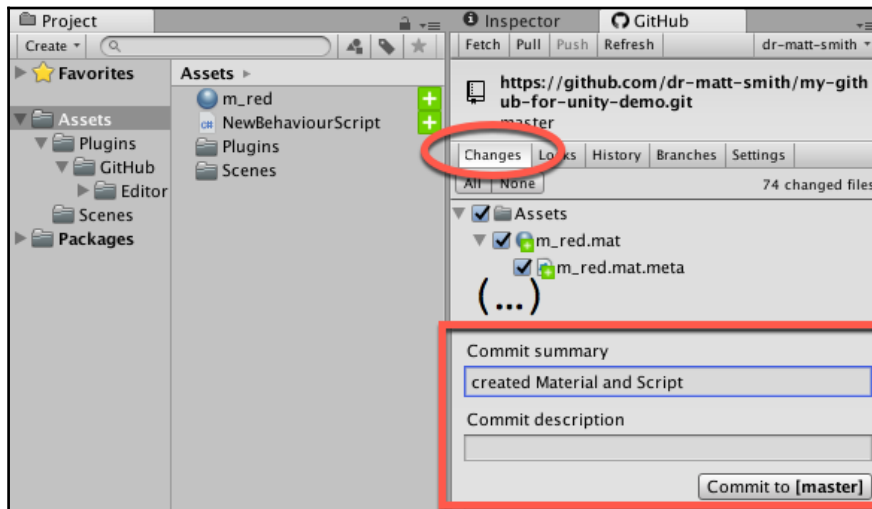


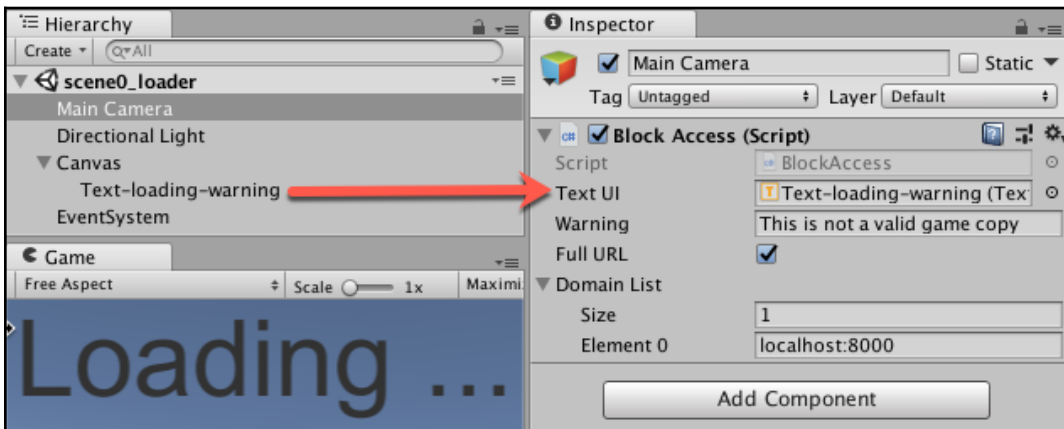
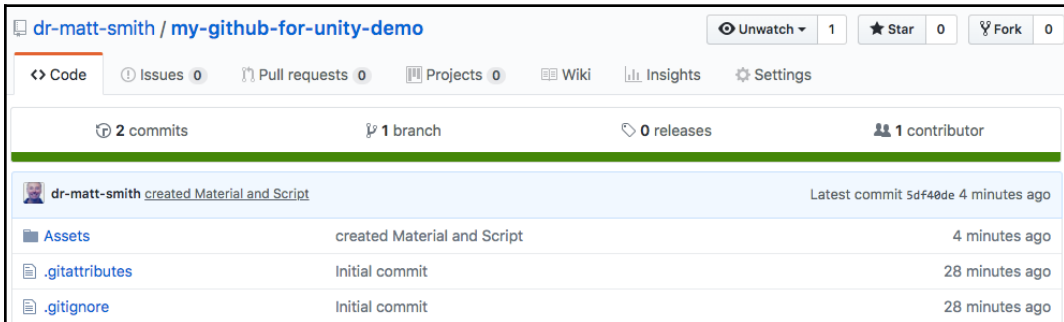
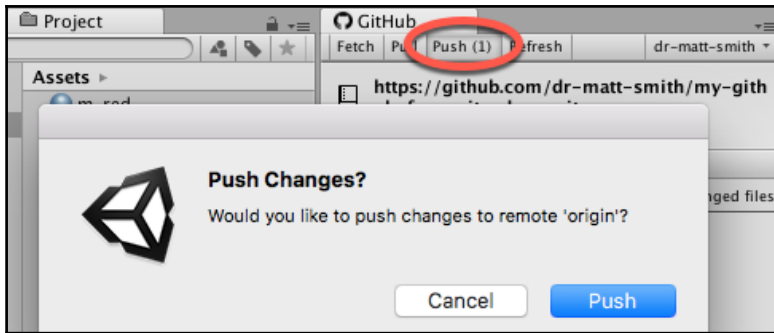
Quick setup — if you've done this kind of thing before

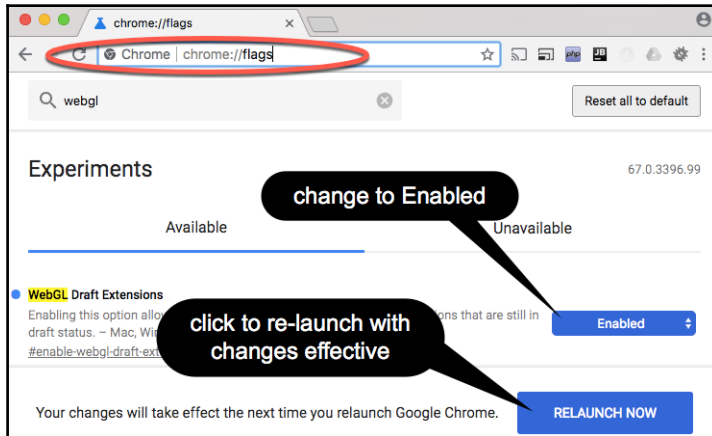
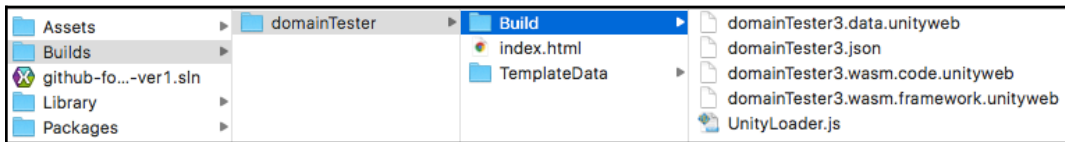
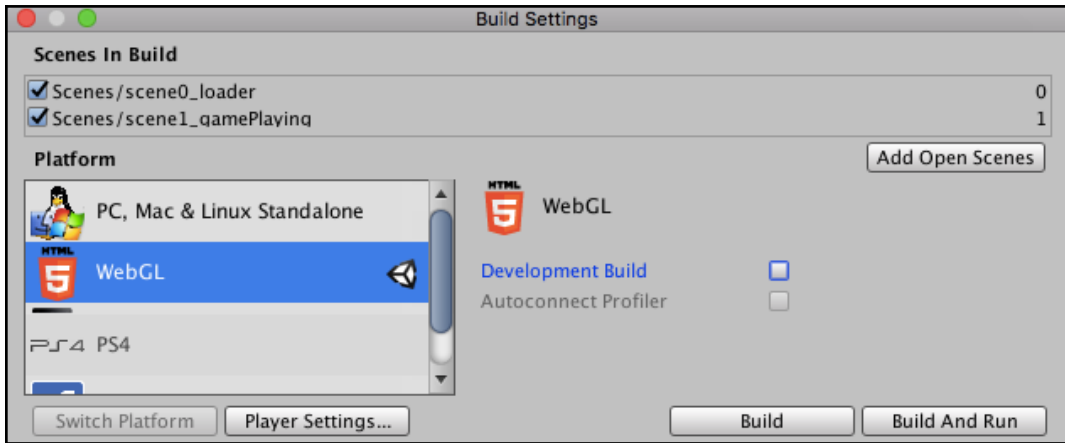
click to copy URL into clipboard

Set up in Desktop or HTTPS SSH `https://github.com/dr-matt-smith/my-github-for-unity-demo.git`

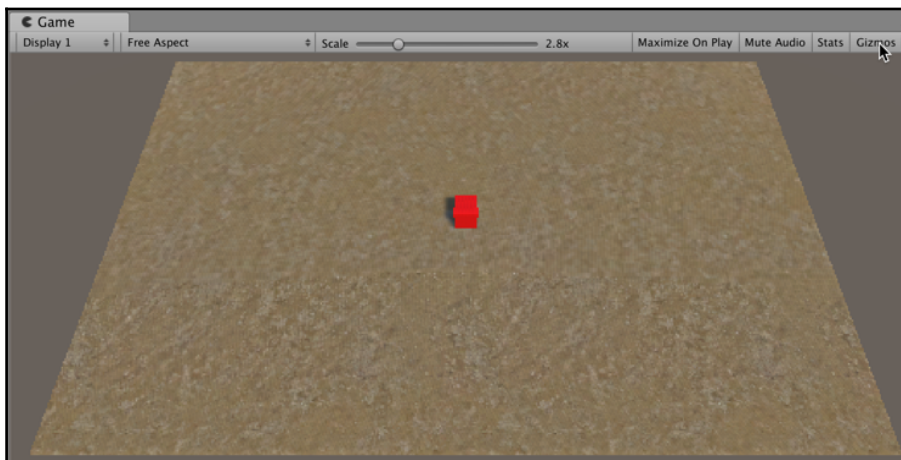
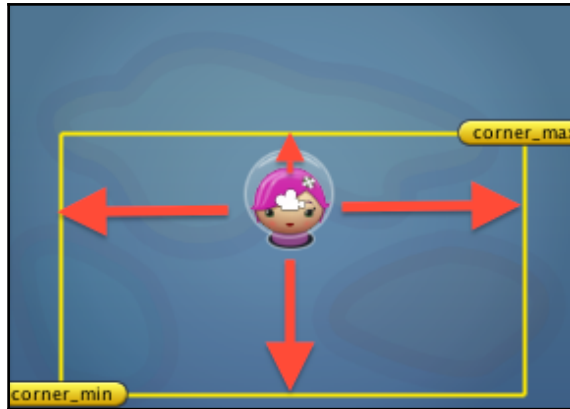
We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#).

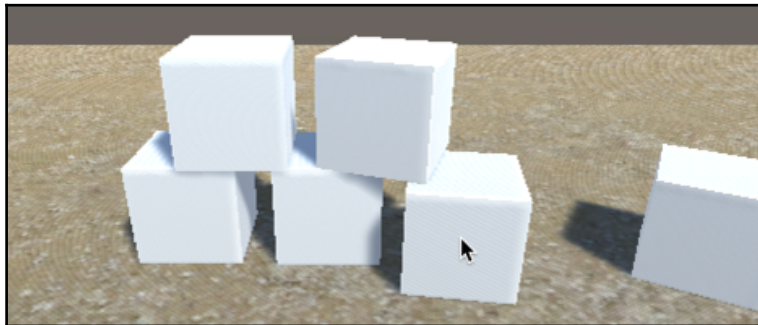
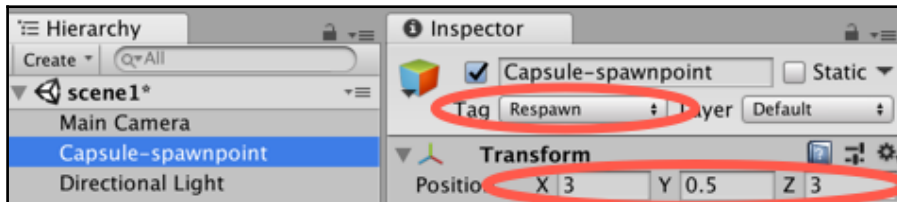
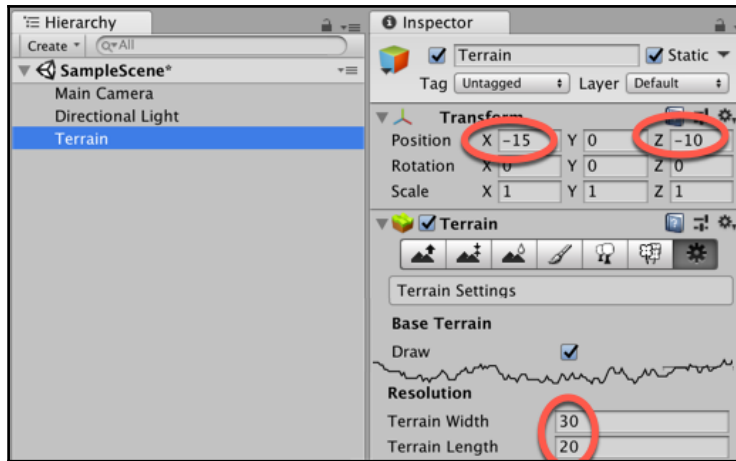


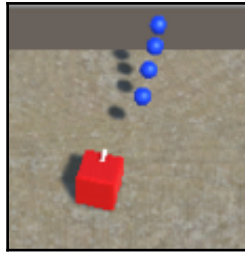




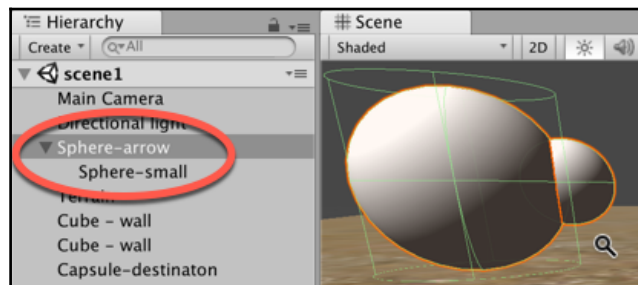
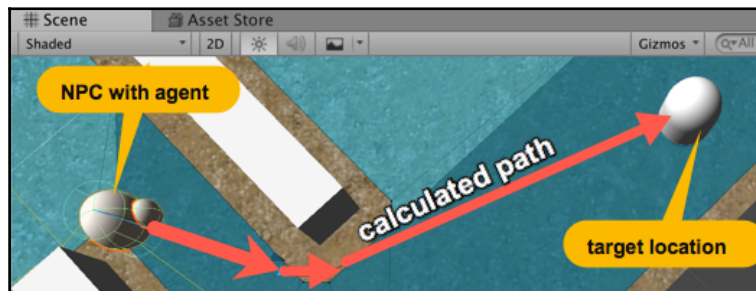
Chapter 12: Controlling and Choosing Positions

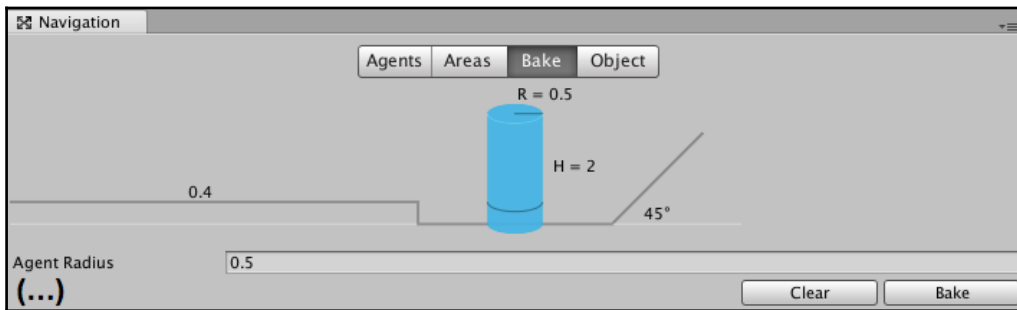
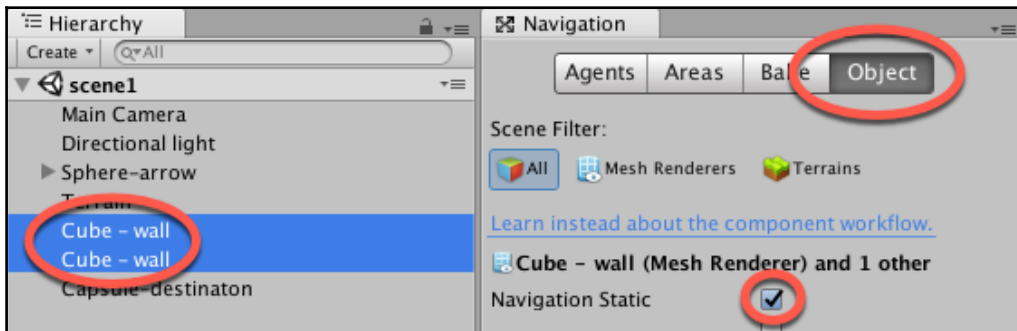
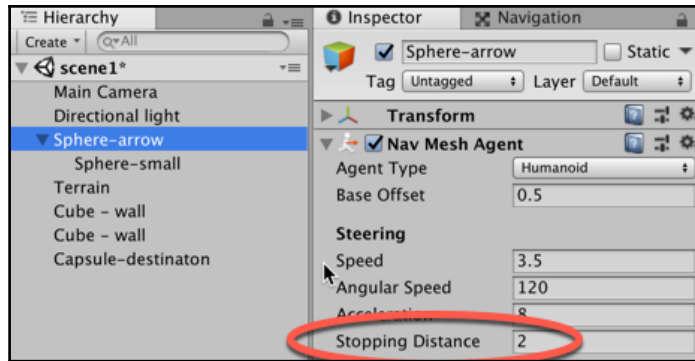


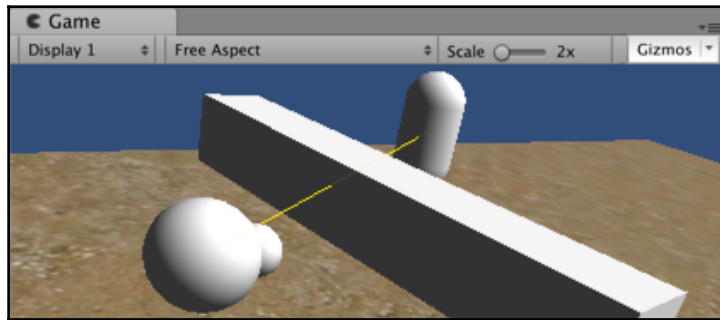
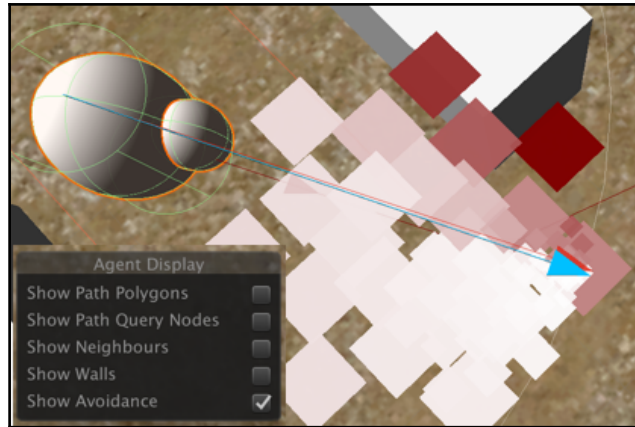


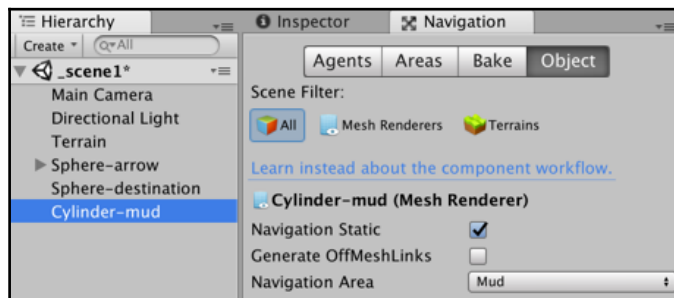
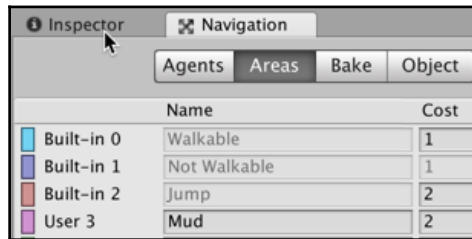
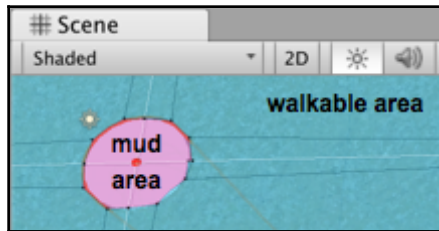
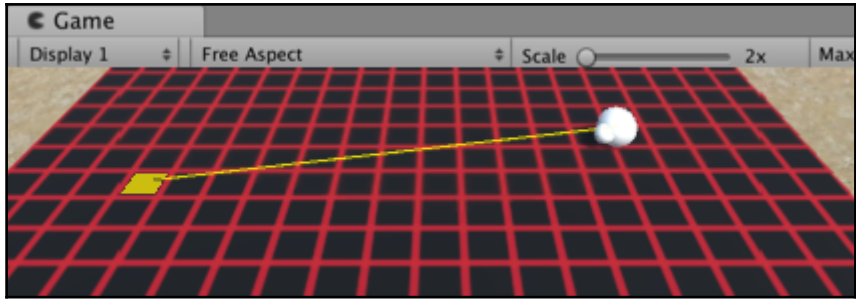


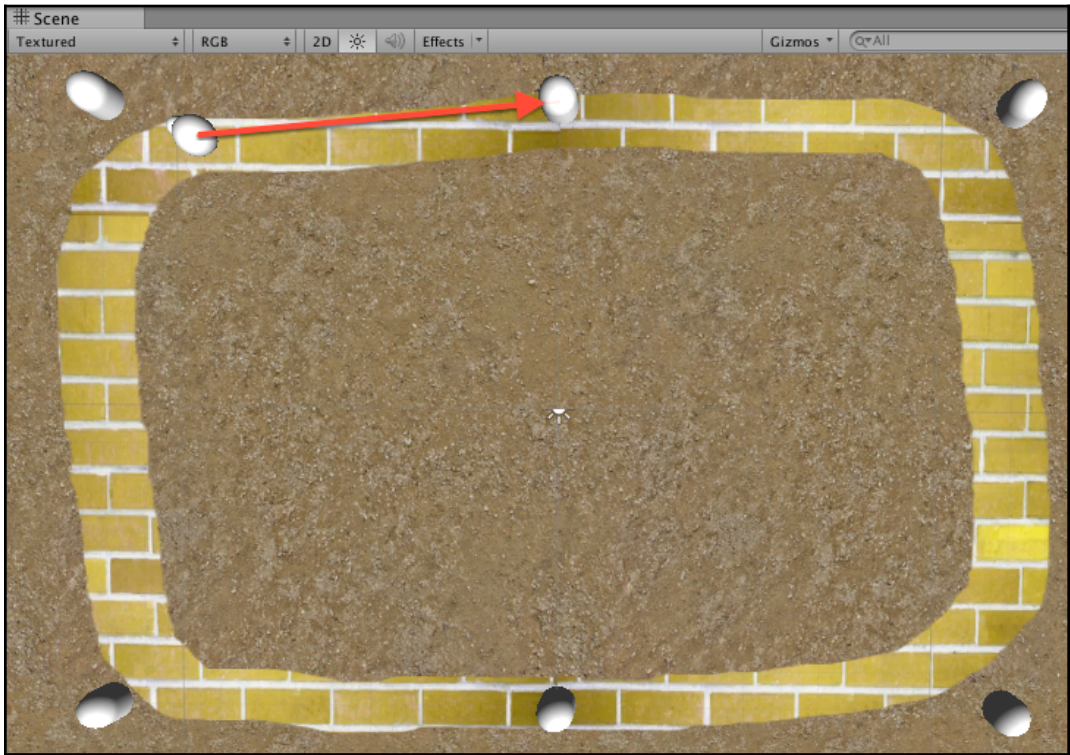
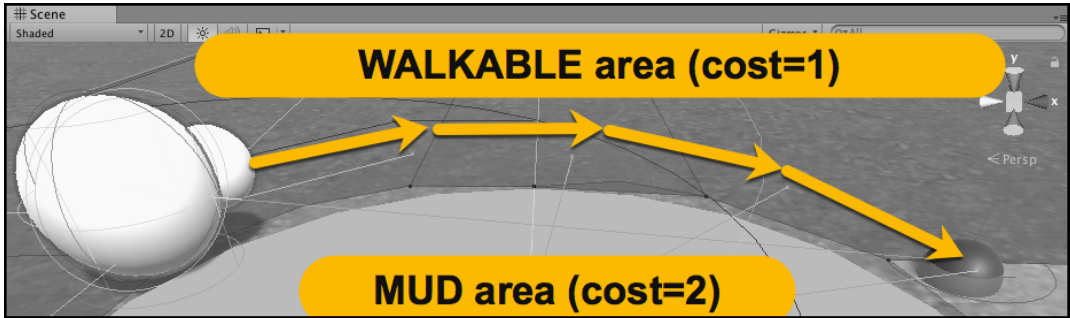
Chapter 13: Navigation Meshes and Agents

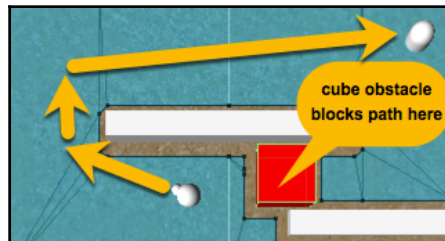
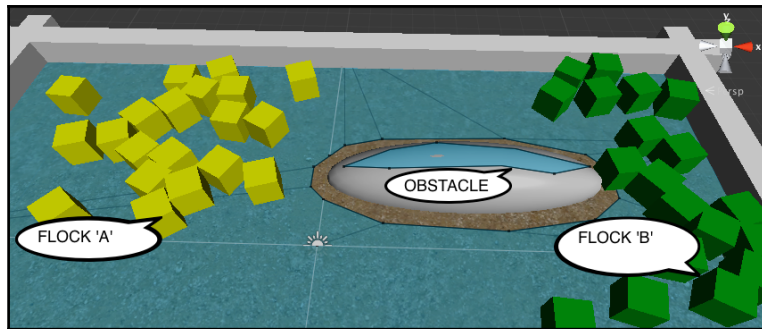




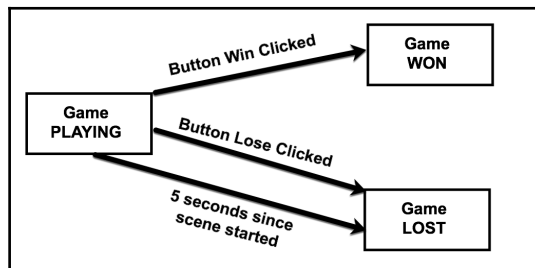
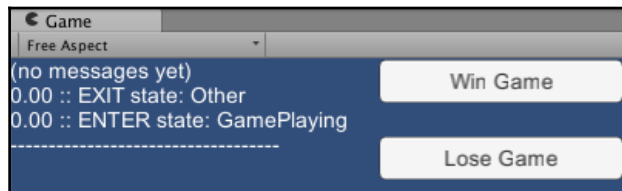


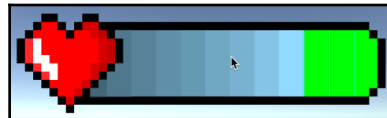
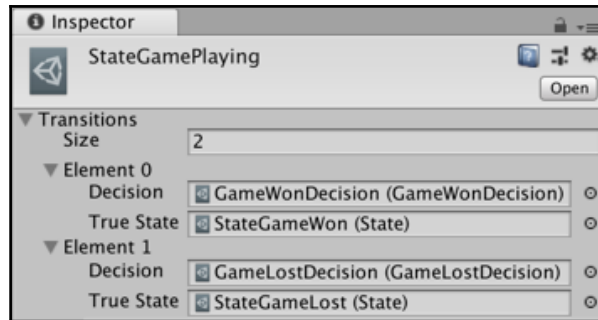




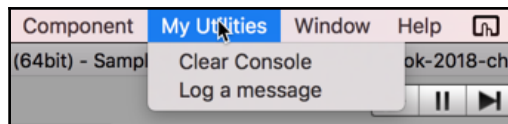


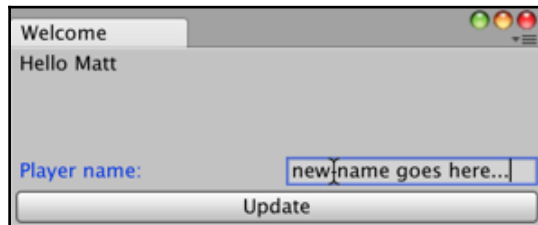
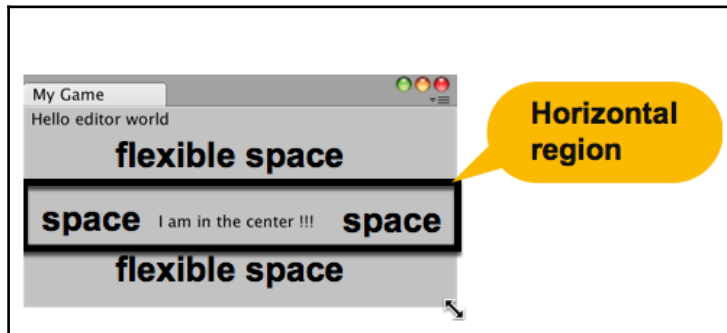
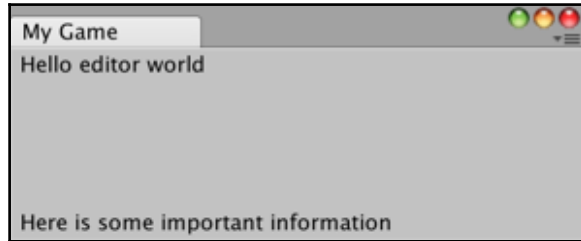
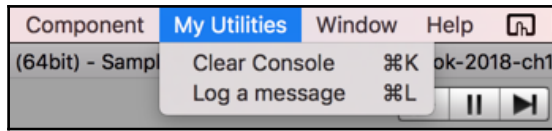
Chapter 14: Design Patterns

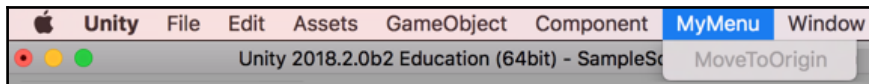
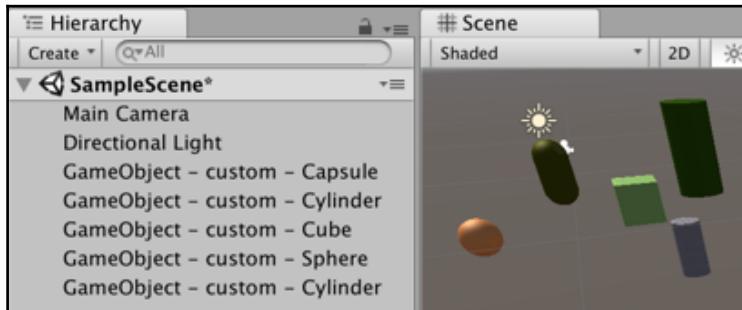
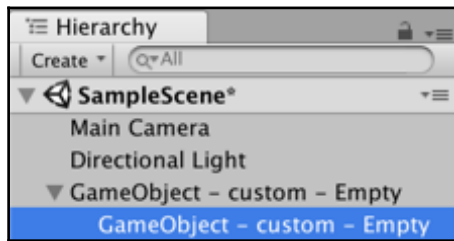
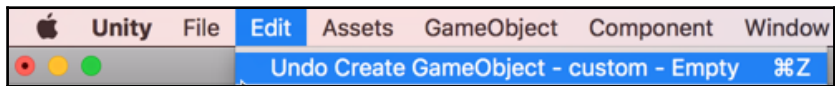
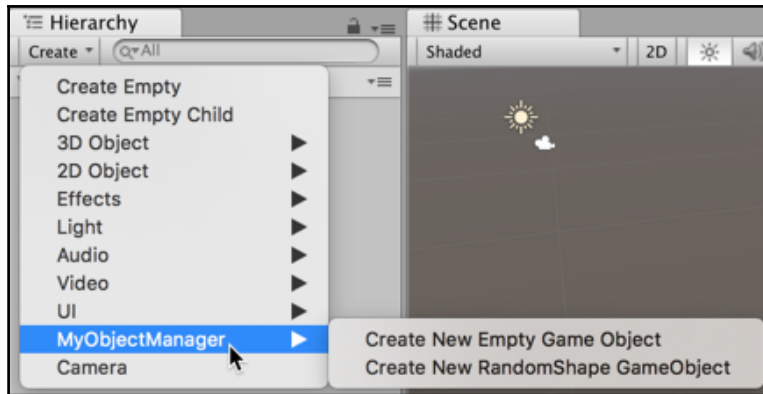


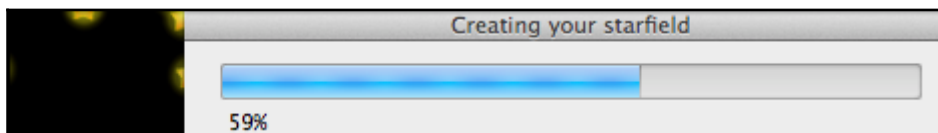
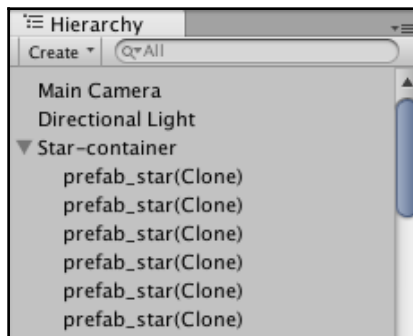


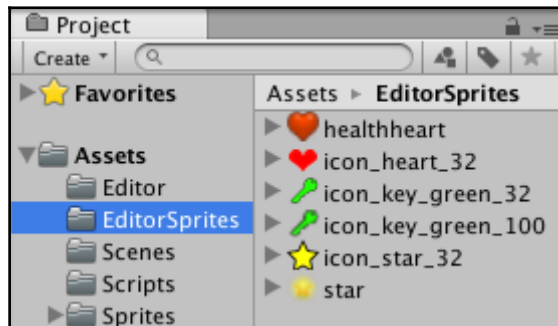
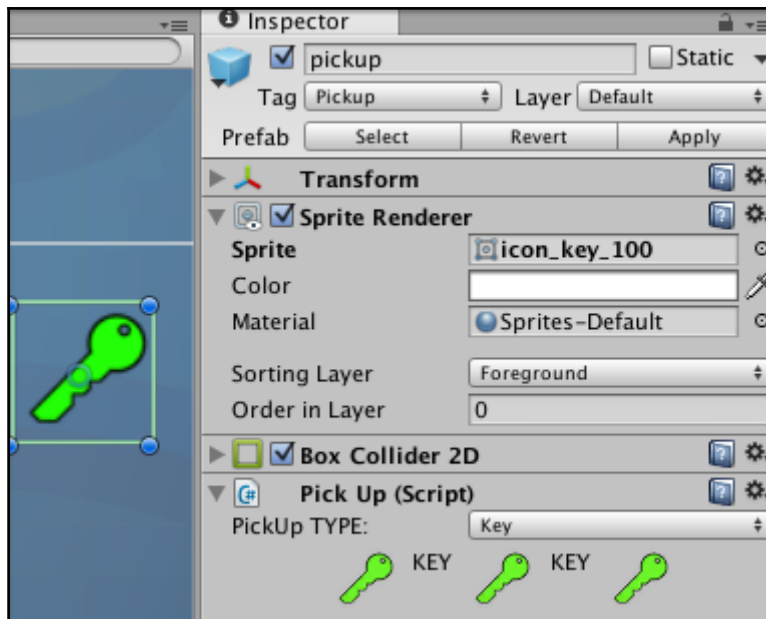
Chapter 15: Editor Extensions and Immediate Mode G UI (ImGui)

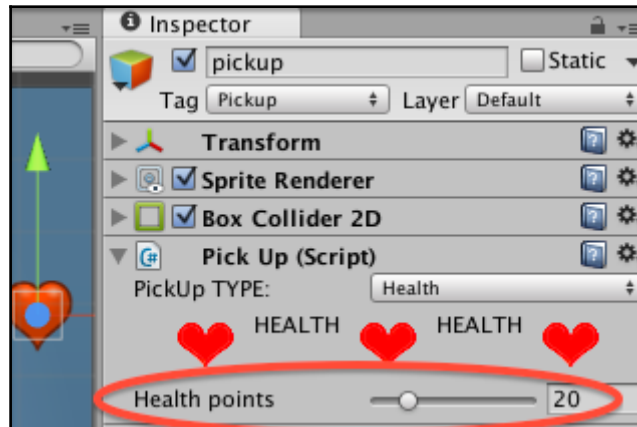
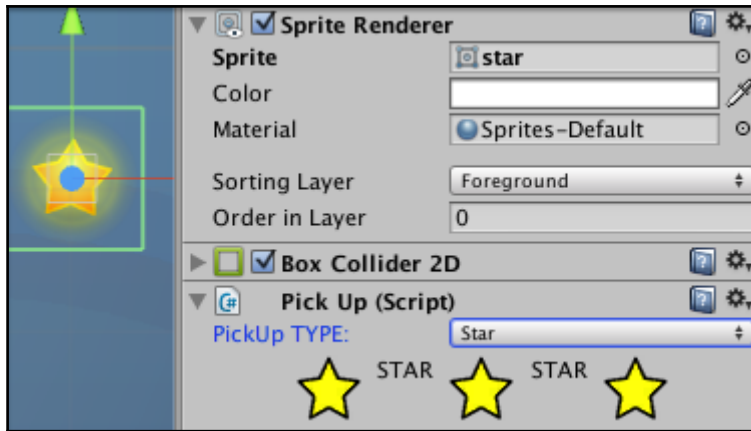


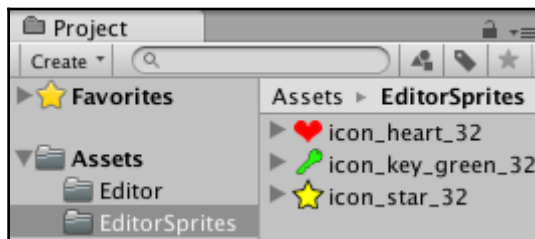
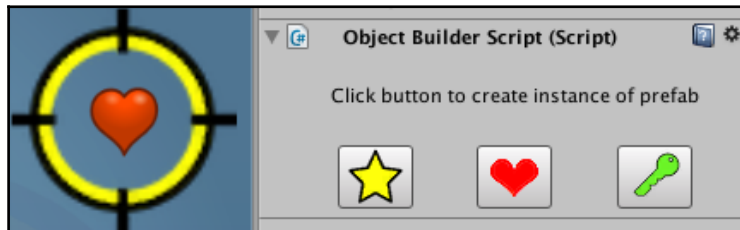
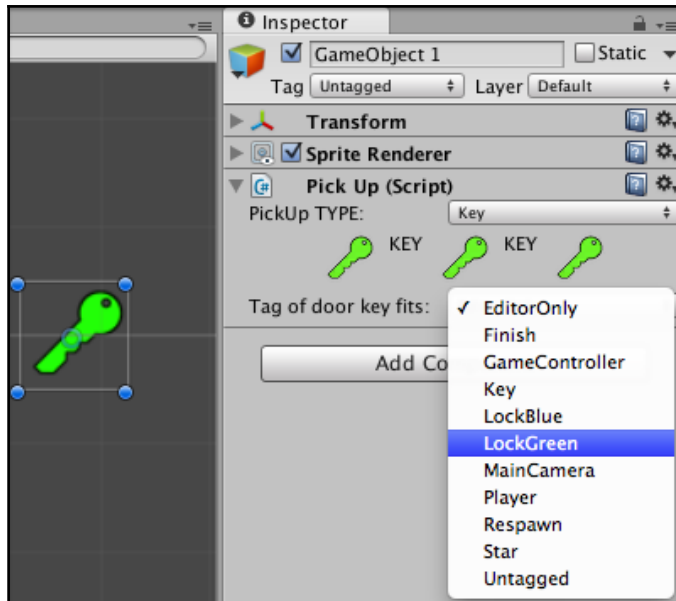


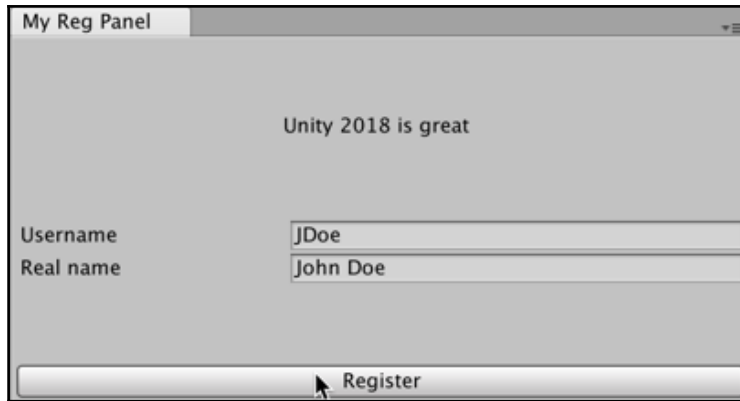




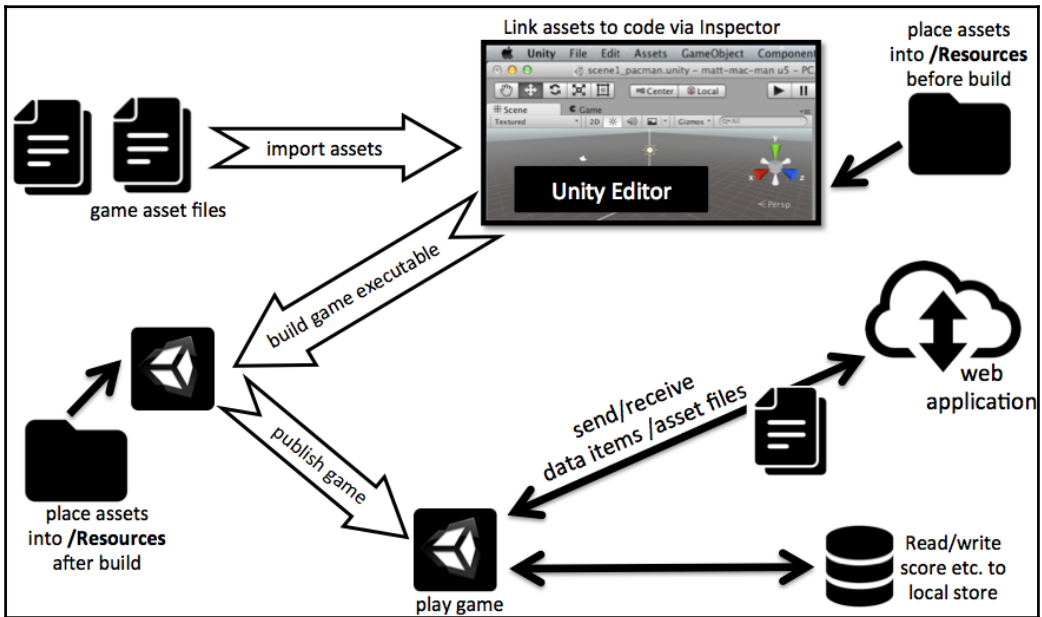
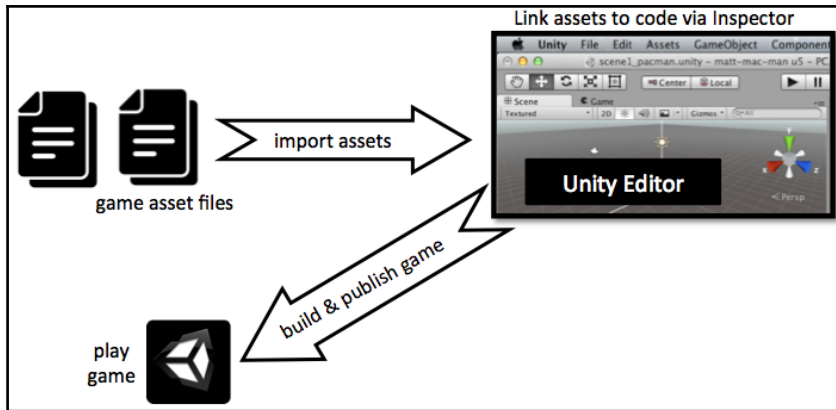


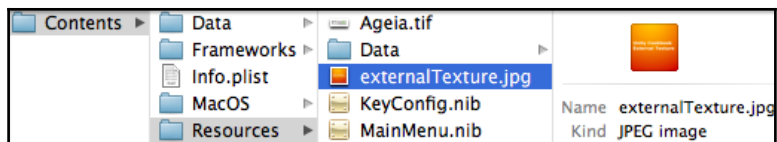
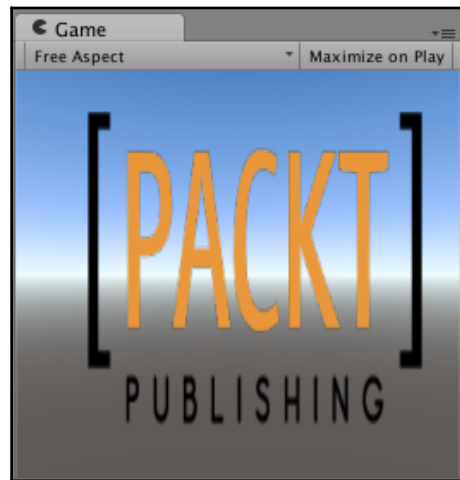
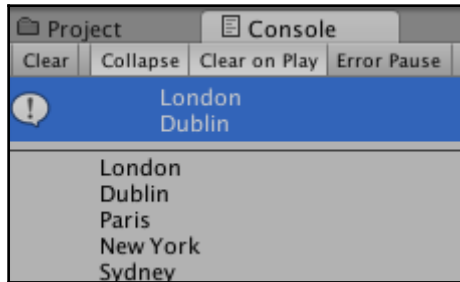
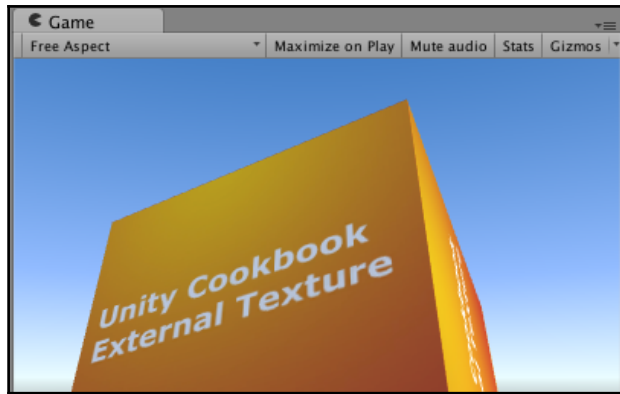


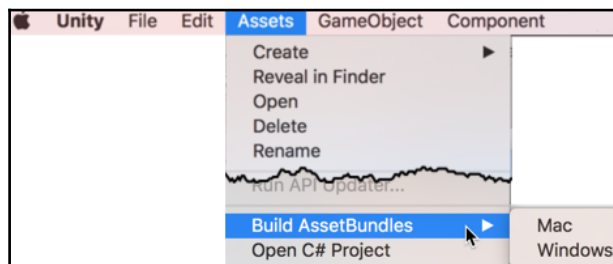
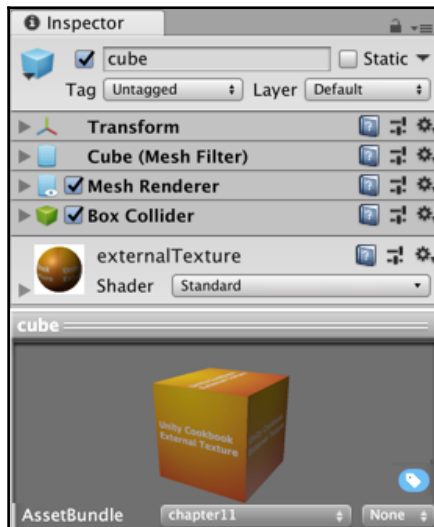
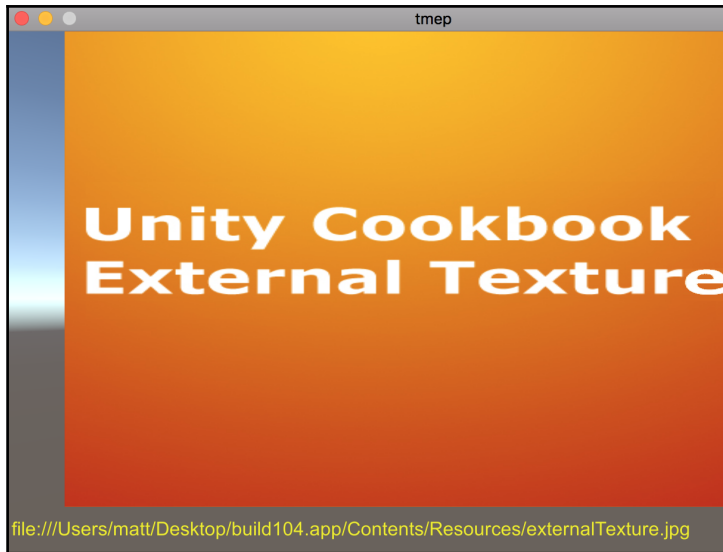


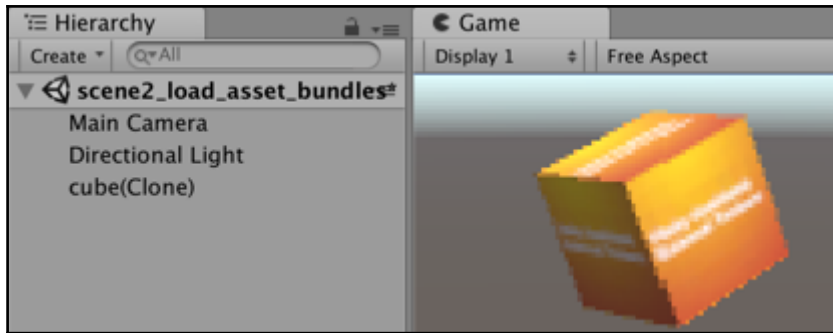


Bonus Chapter 1: Working with External Resource Files and Devices

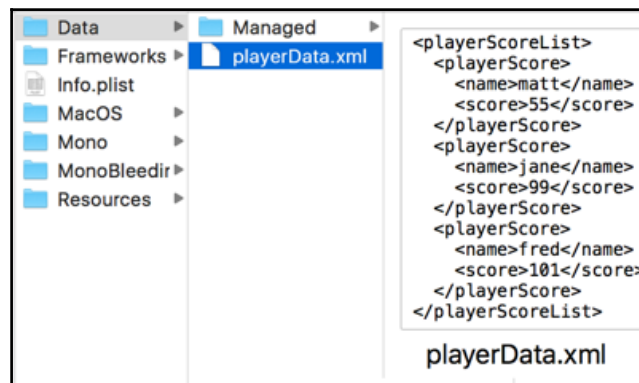
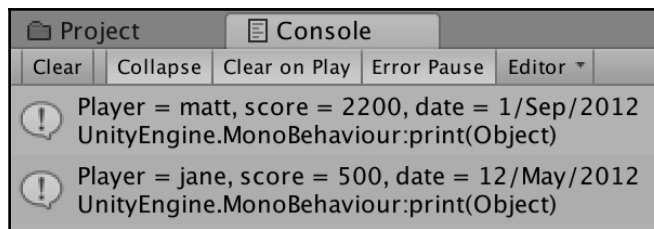
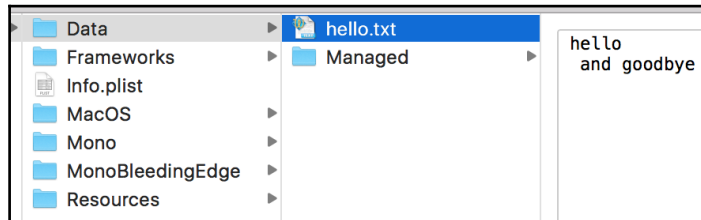




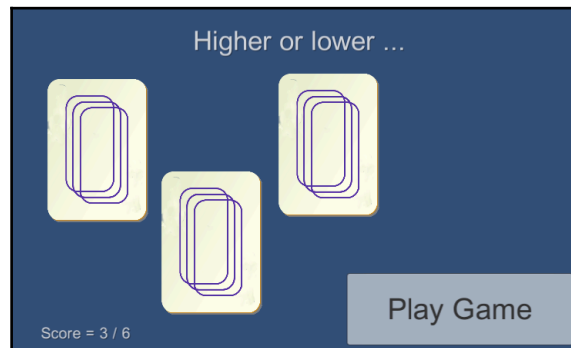
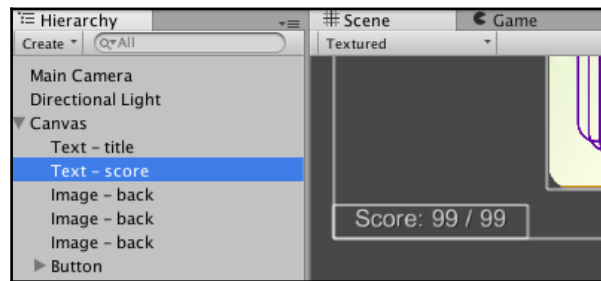
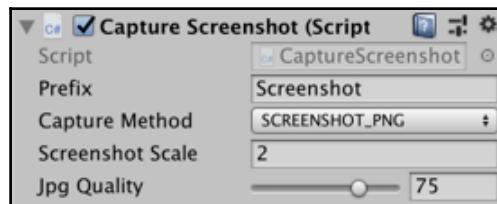
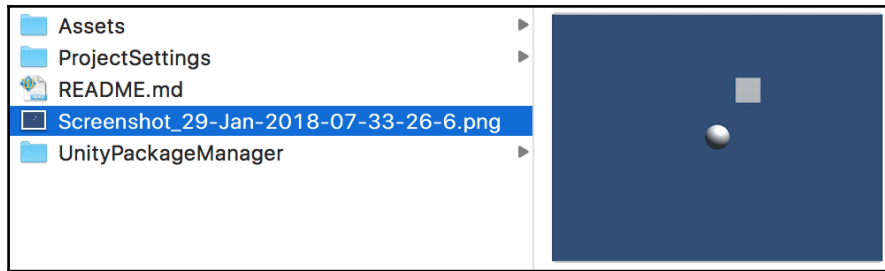


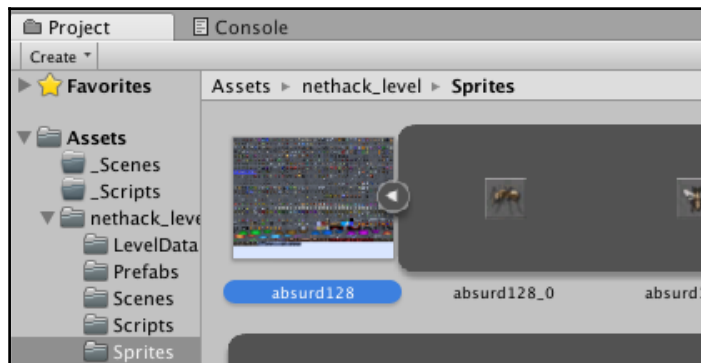
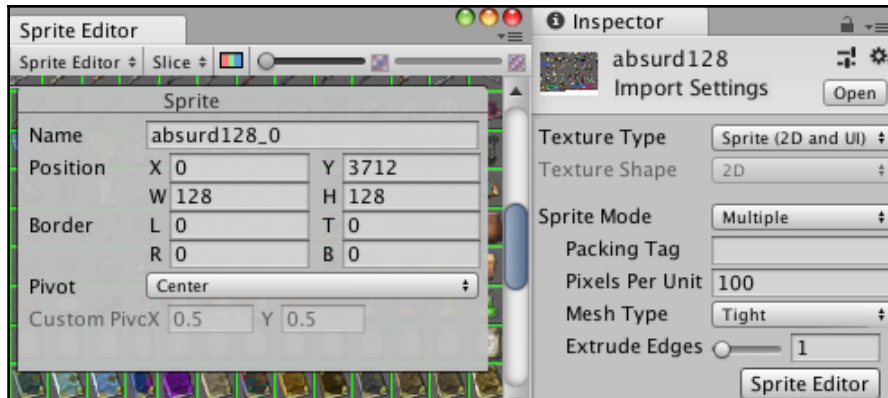
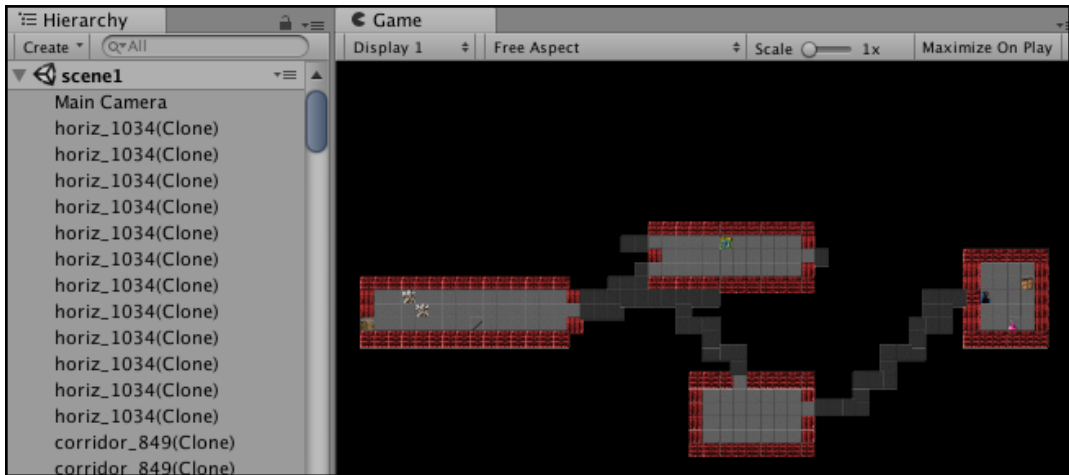


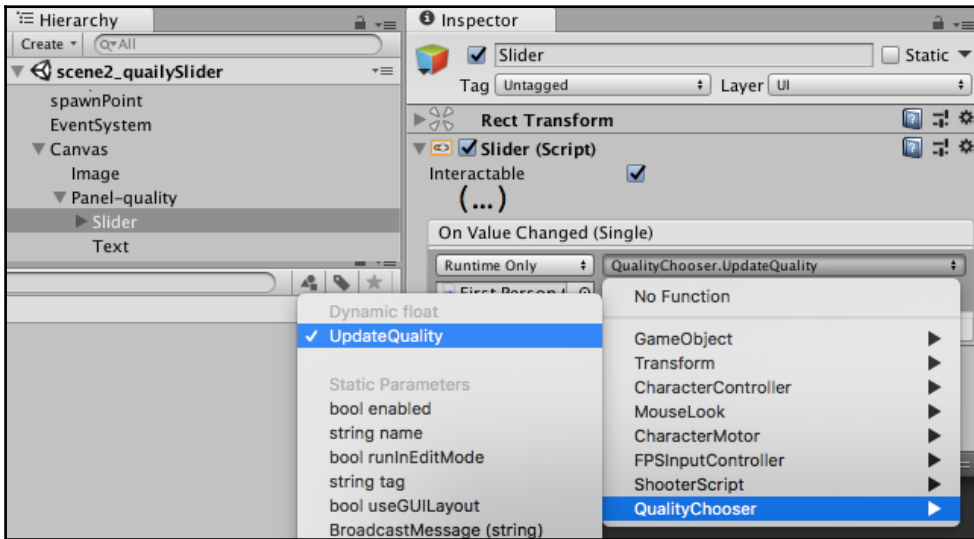
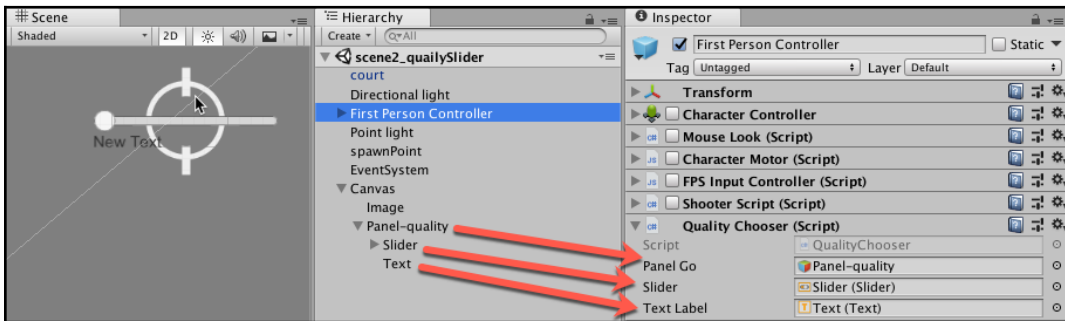
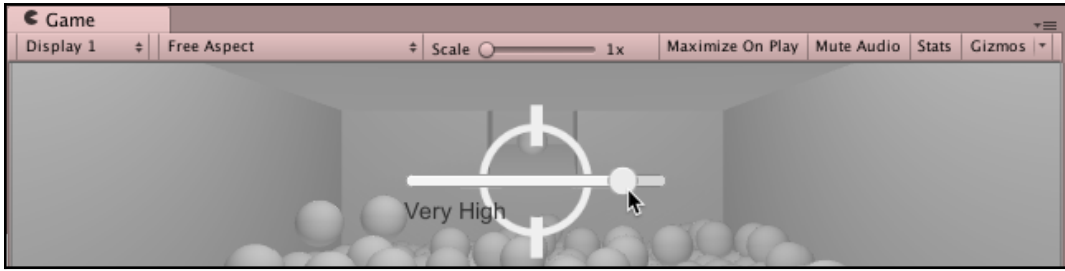
Bonus Chapter 2: Working with Plain Text, XML, and JSON Text Files

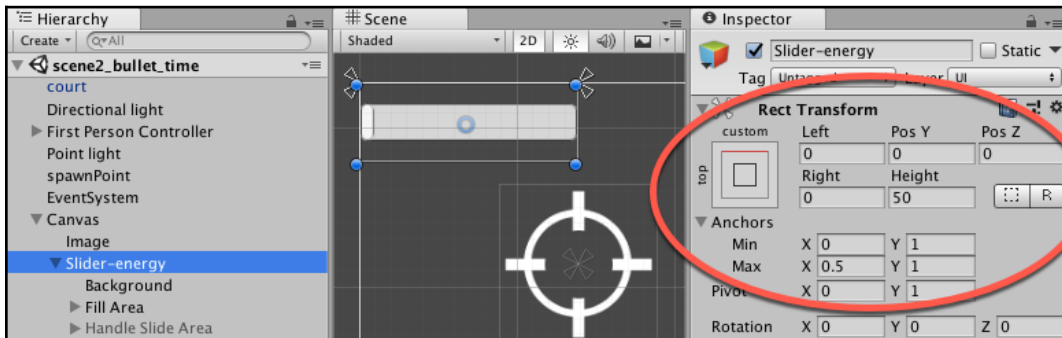
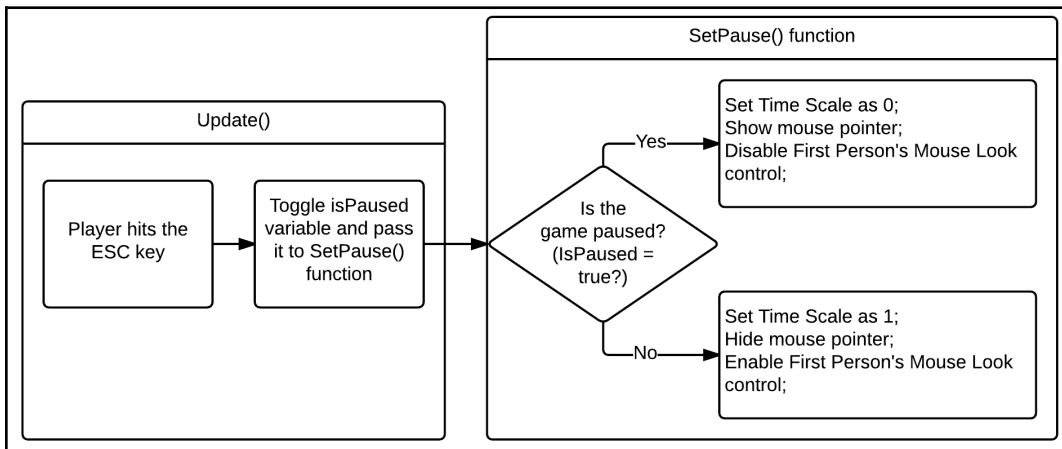
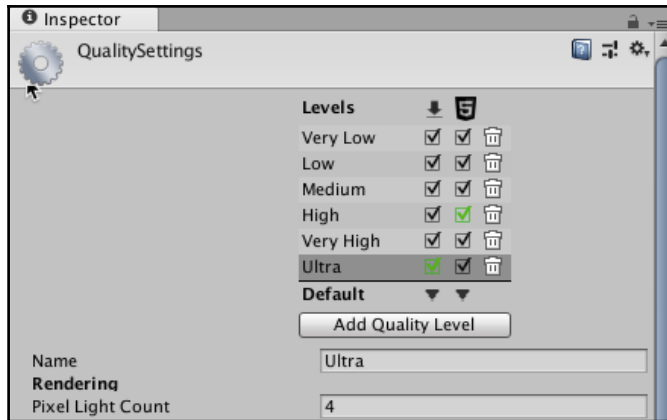


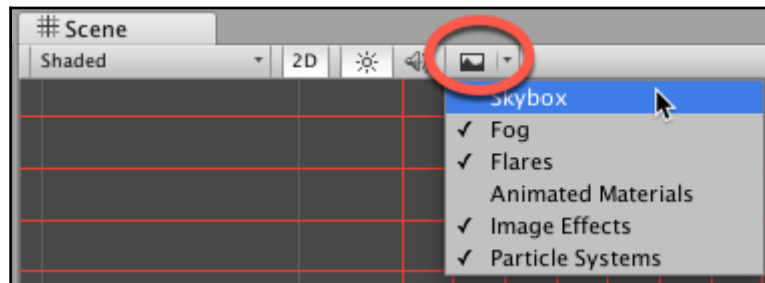
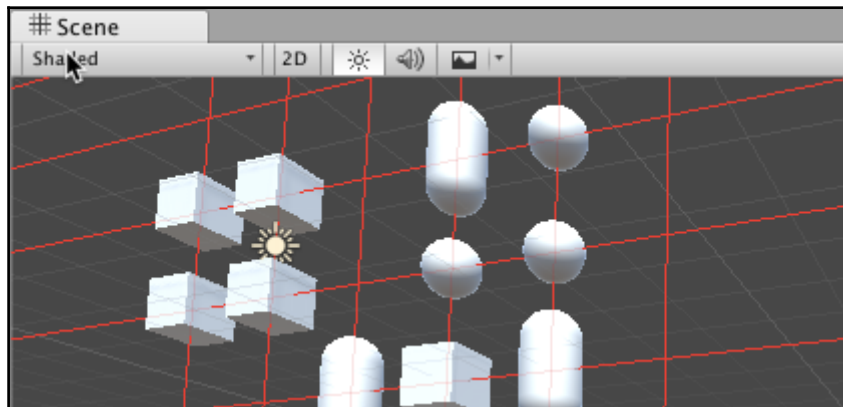
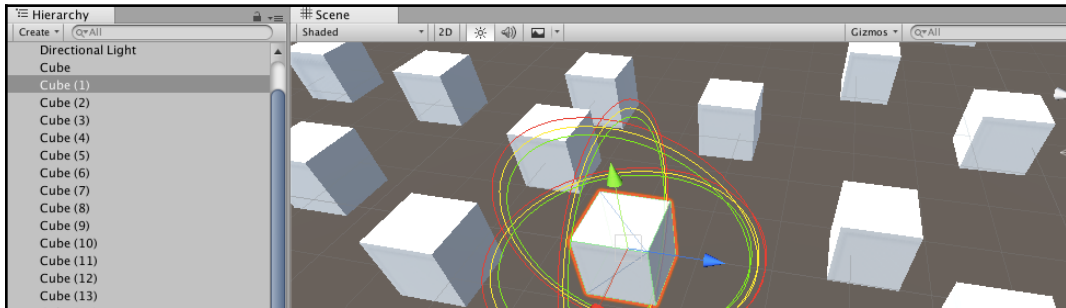
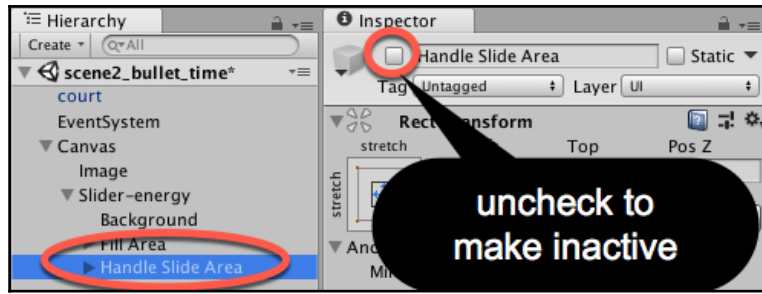
Bonus Chapter 3: Virtual Reality and Extra Features

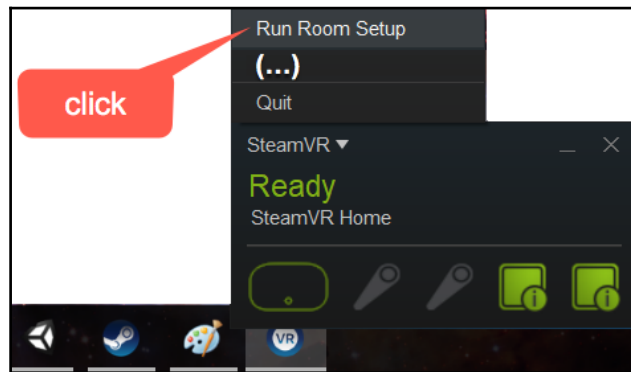
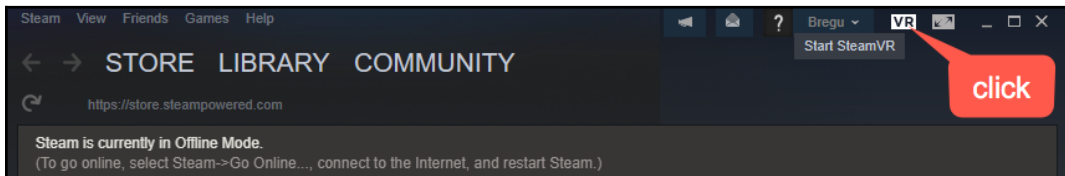
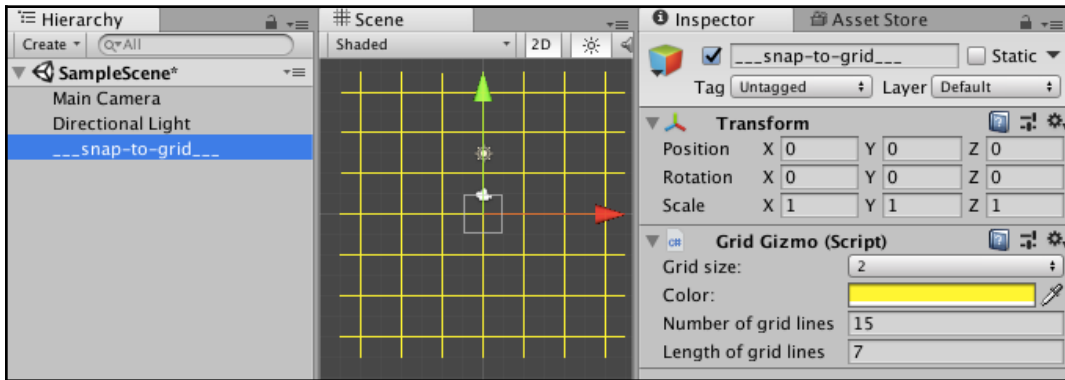
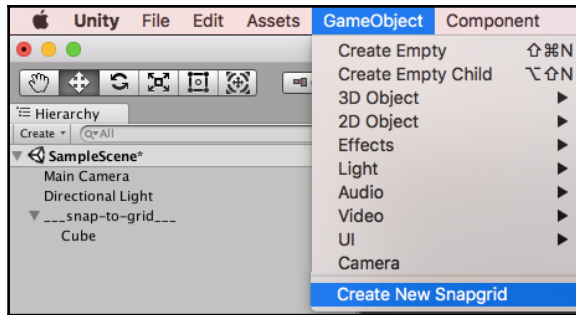


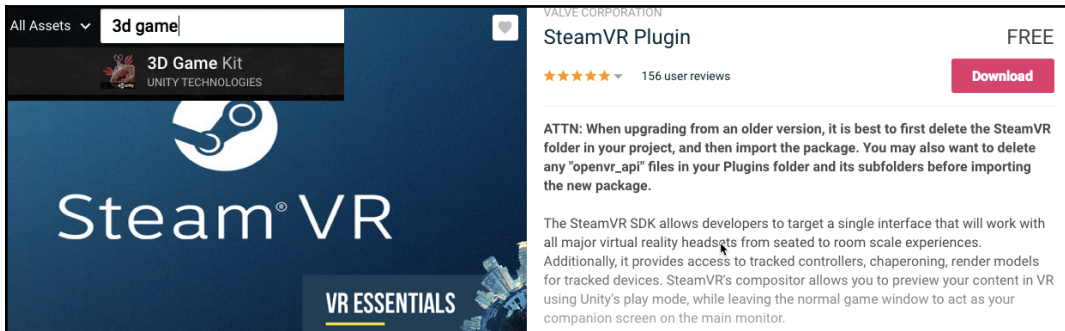
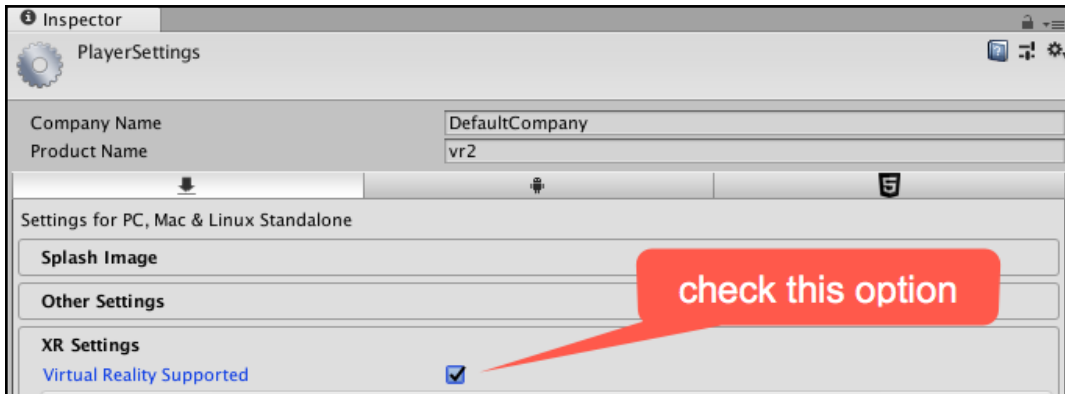


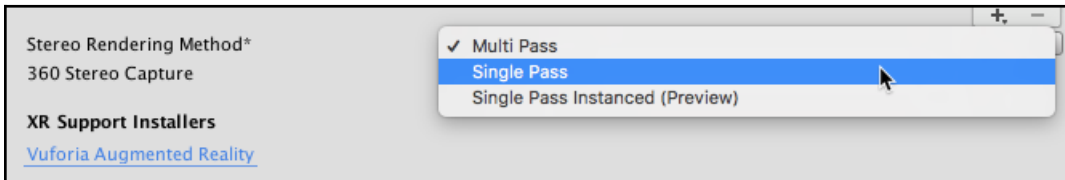
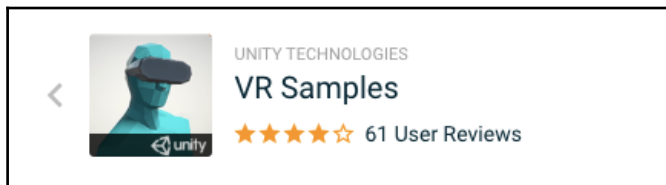
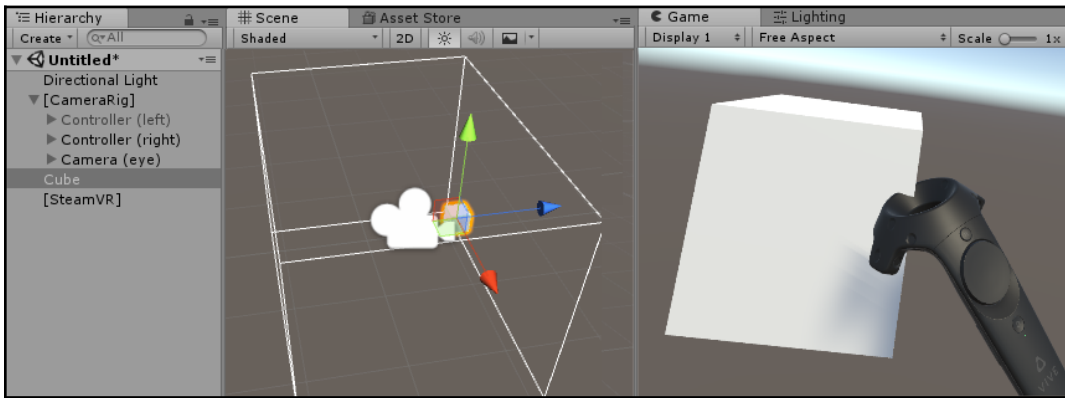
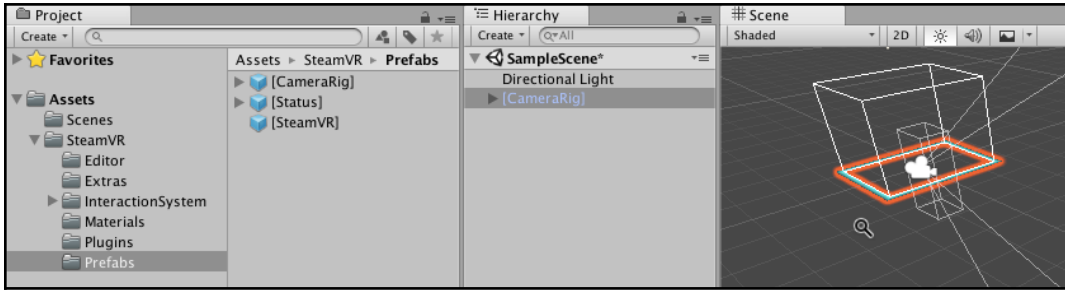


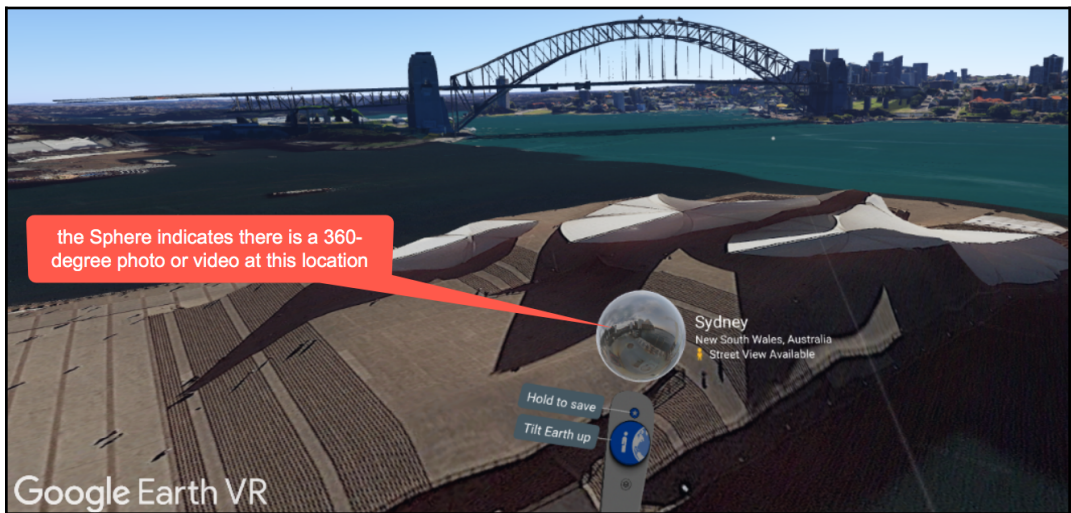


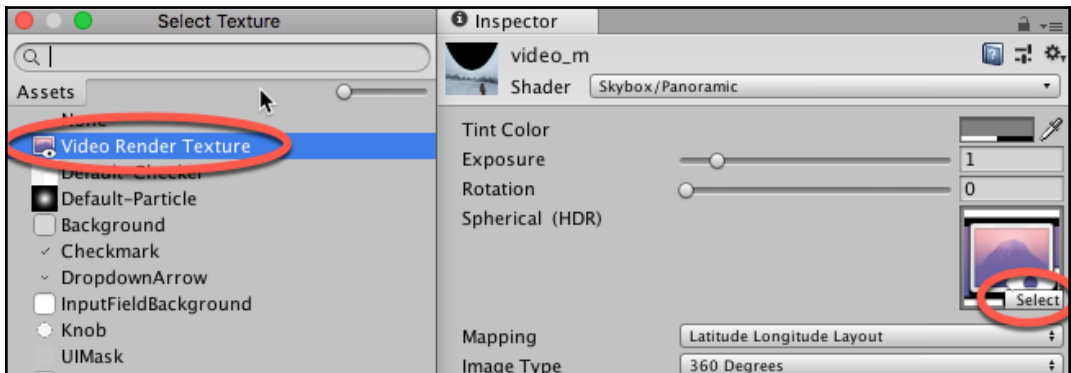
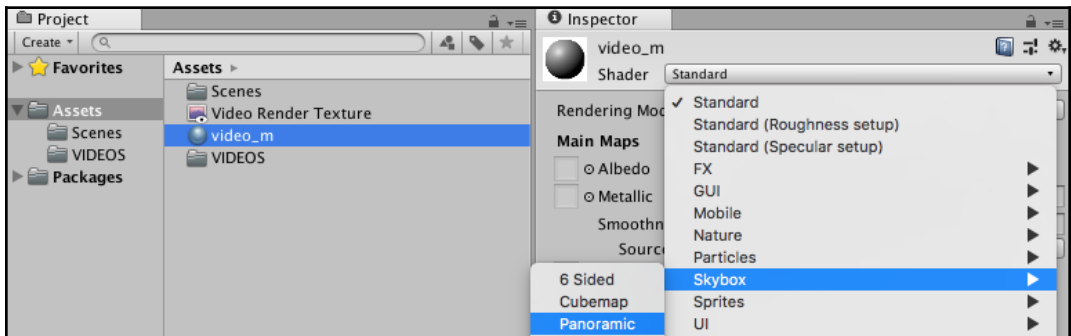
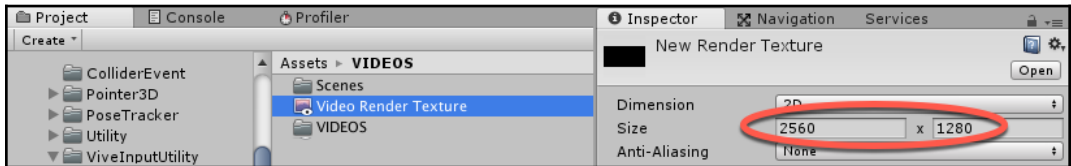
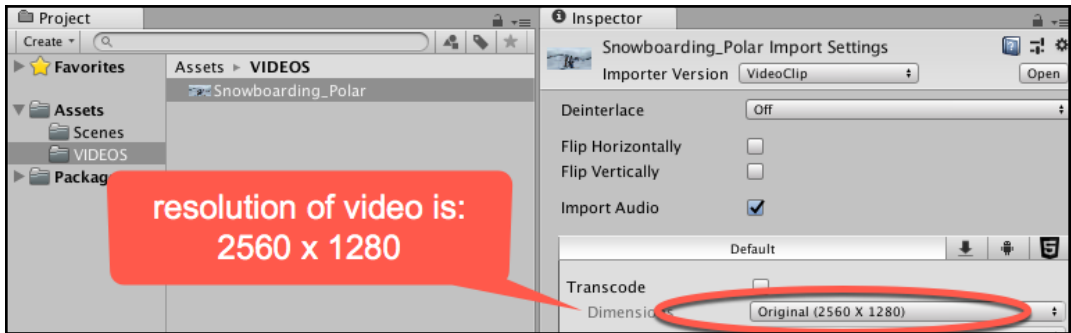


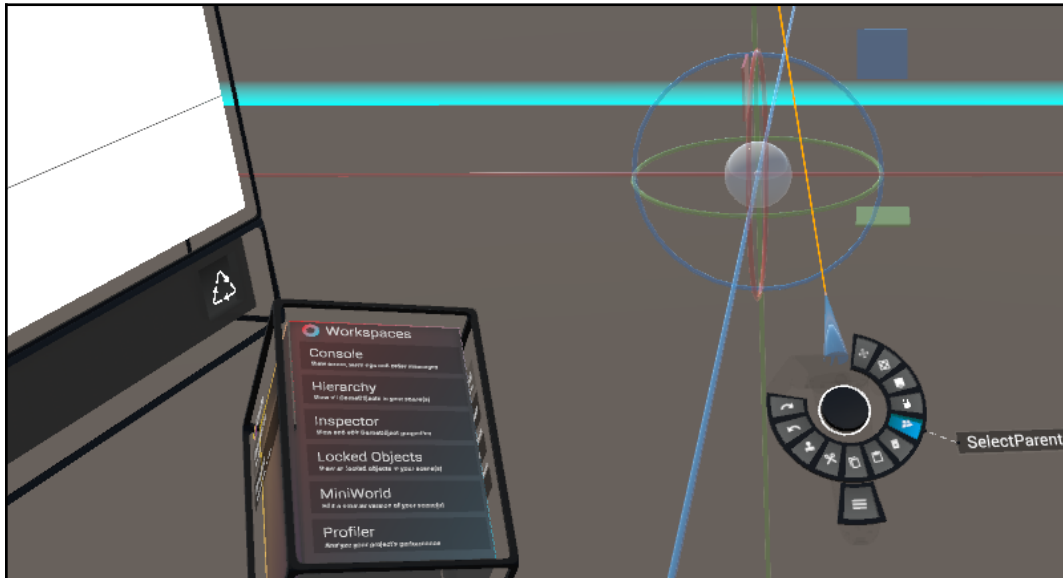
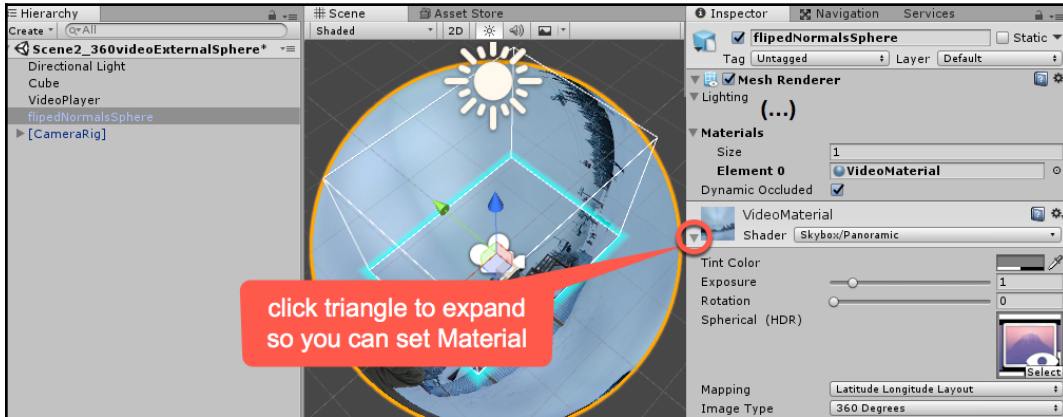
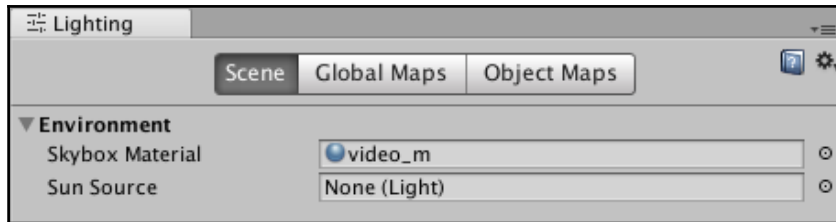


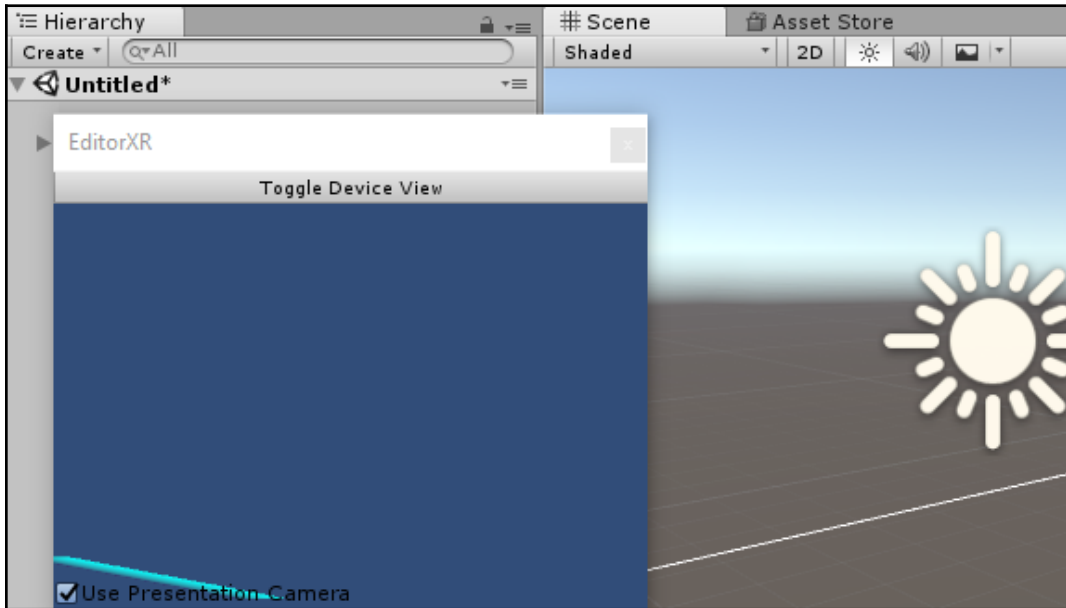
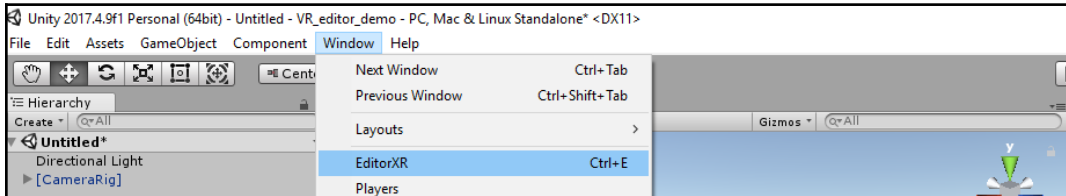
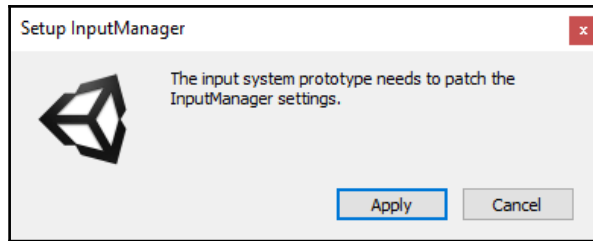


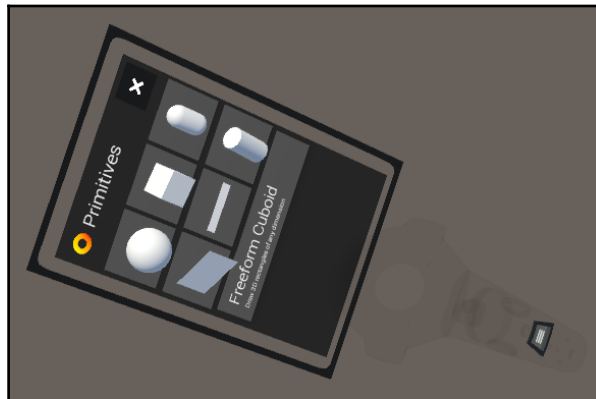
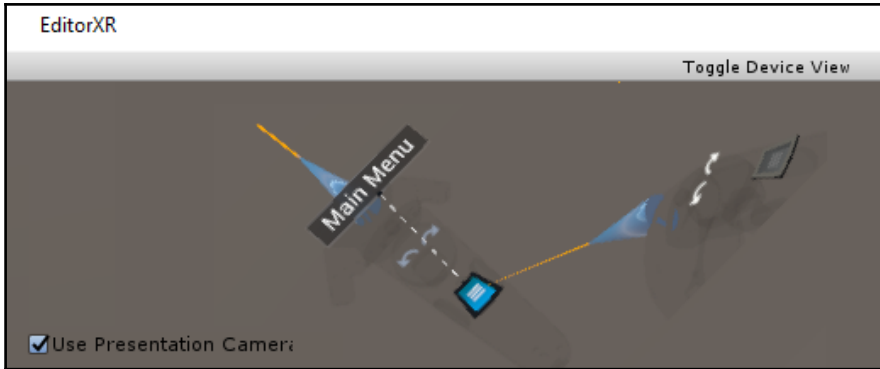


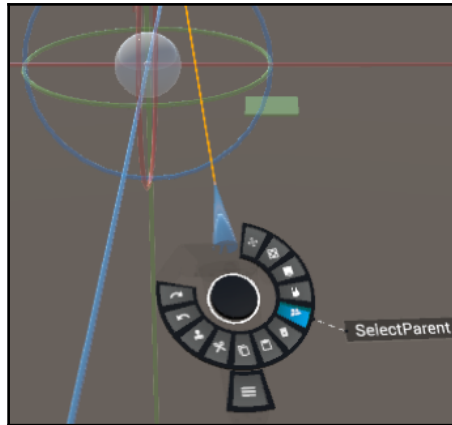




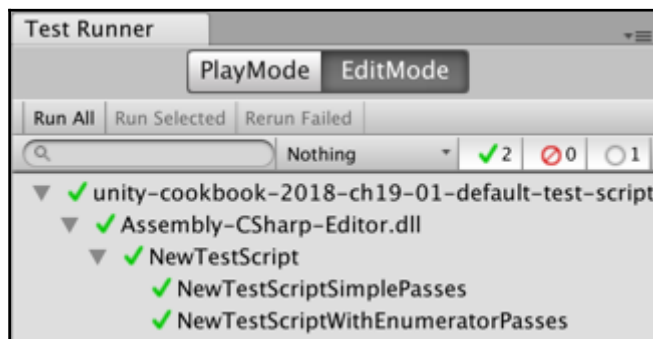
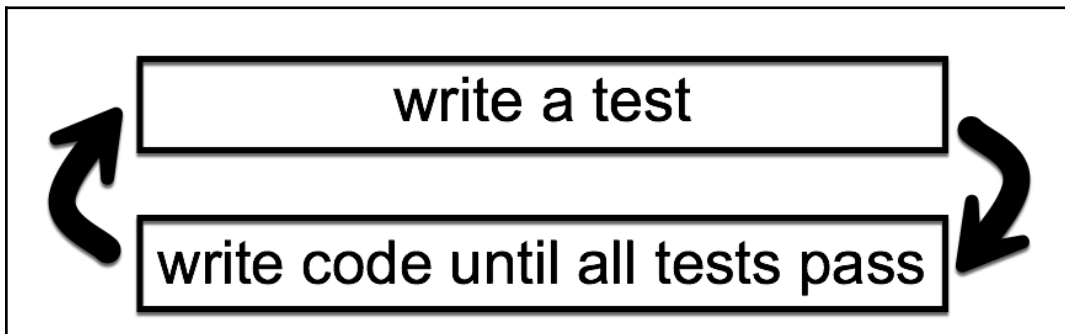


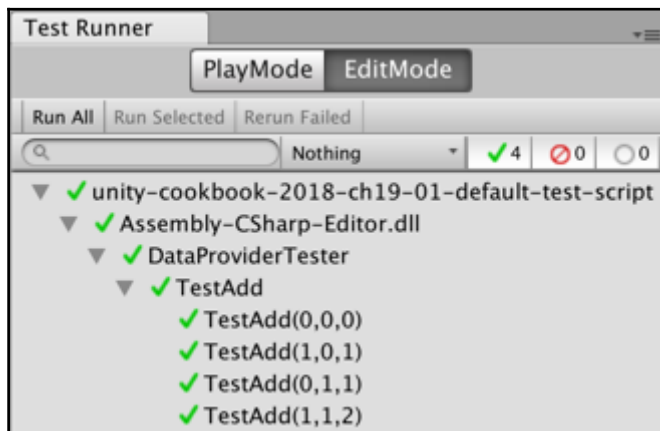
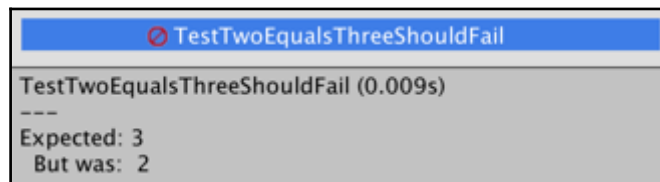
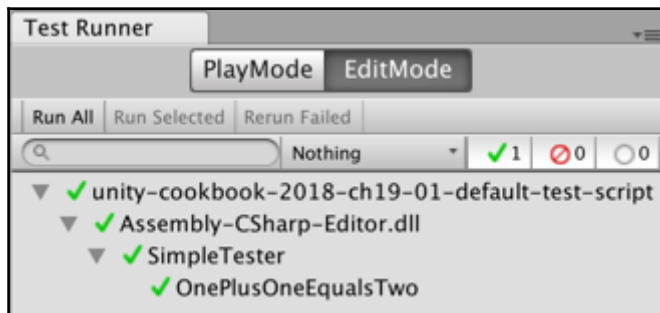
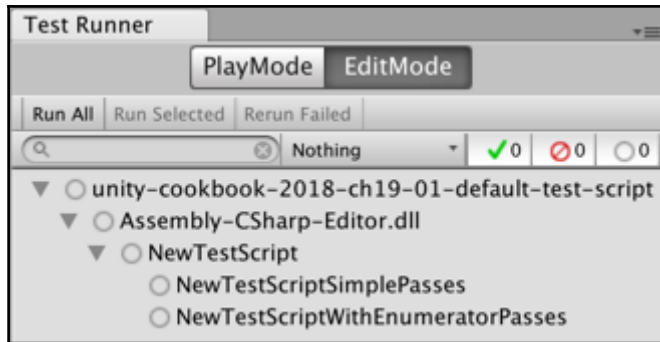


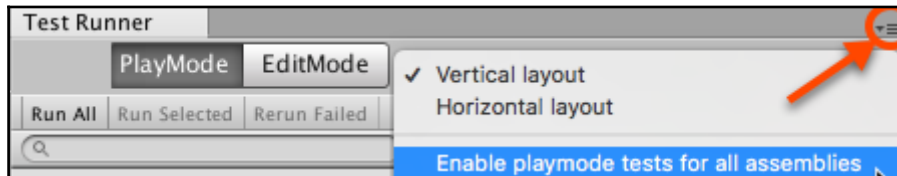
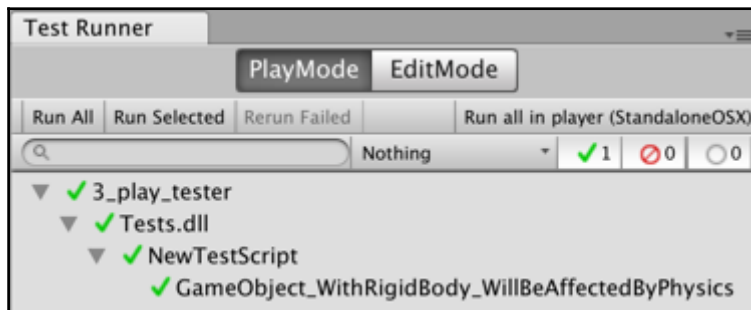
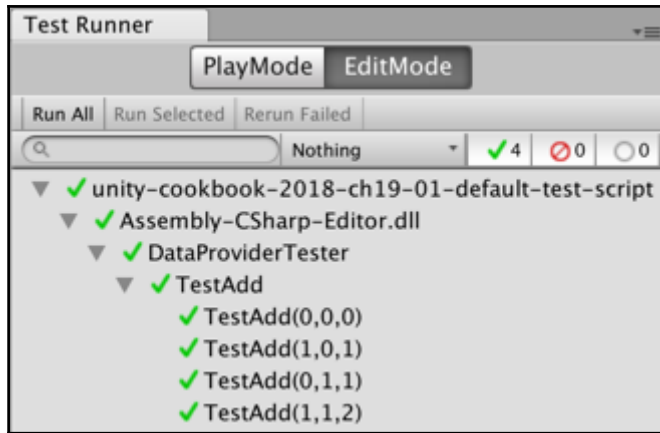




Bonus Chapter 4: Automated Testing









- ▼ ✓ PlayerUnitTest+TestCorrectValues
 - ✓ DefaultHealthOne
 - ✓ HealthCorrectAfterReducedByHalf
 - ✓ HealthCorrectAfterReducedByPointOne
- ▼ ✓ PlayerUnitTest+TestEvents
 - ✓ CheckEventFiredWhenAddHealth
 - ✓ CheckEventFiredWhenReduceHealth
- ▼ ✓ PlayerUnitTest+TestExceptions
 - ✓ Throws_Exception_When_Add_Health_Passed_Less_Than_Zero
 - ✓ Throws_Exception_When_Reduce_Health_Passed_Less_Than_Zero
- ▼ ✓ PlayerUnitTest+TestLimitNotExceeded
 - ✓ HealthNotExceedMaximumOfOne
- ▼ ✓ PlayerUnitTest+TestLogging
 - ✓ CorrectDebugLogMessageAfterHealthReduced