



Book: Mastering Unity 2D Game Development

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Begin with a blank canvas. From here, you will be walked through and shown how to turn this blank canvas into a fully functional RPG game bursting with characters, enemies, battles, and several scenes, all deployed to your platform of choice.

If you have C# knowledge but now want to get truly confident in creating fully functional RPG games with Unity2D, then this book will show you everything you need to know.