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### **Learning Unity iOS Game Development by Kyle Langley**

If you're interested in developing computer games, a new educational initiative from Unity could provide you with the skills you need to do so. The new program, paid out with proceeds from Unity's recent IPO, will give 80,000 students the opportunity to build video games. Of course, much of that education will involve Unity's eponymous cross-platform game engine, so the company's intentions are pretty clear—today's students of your platform are tomorrow's developers who rely ...

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This learning path will give you the chance to learn more about game mechanics and the Unity interface. Additionally, Unity features an asset store, offering tons of free and paid content for your games. For instance, you can find elements for building maps, sceneries, characters, and so much more! Since you will need to use C# in Unity, the recommended courses will cover this topic extensively as well!

**Learning Unity iOS Game Development - Packt**

When you build the Unity iOS game an XCode project is generated. This project is required to sign, compile and prepare your game for distribution. See the Unity XCode project manual page for further information.

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Welcome to Junior Programmer! Designed for anyone interested in learning to code or obtaining an entry-level Unity role, this pathway assumes a basic knowledge of Unity and has no math prerequisites. Junior

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