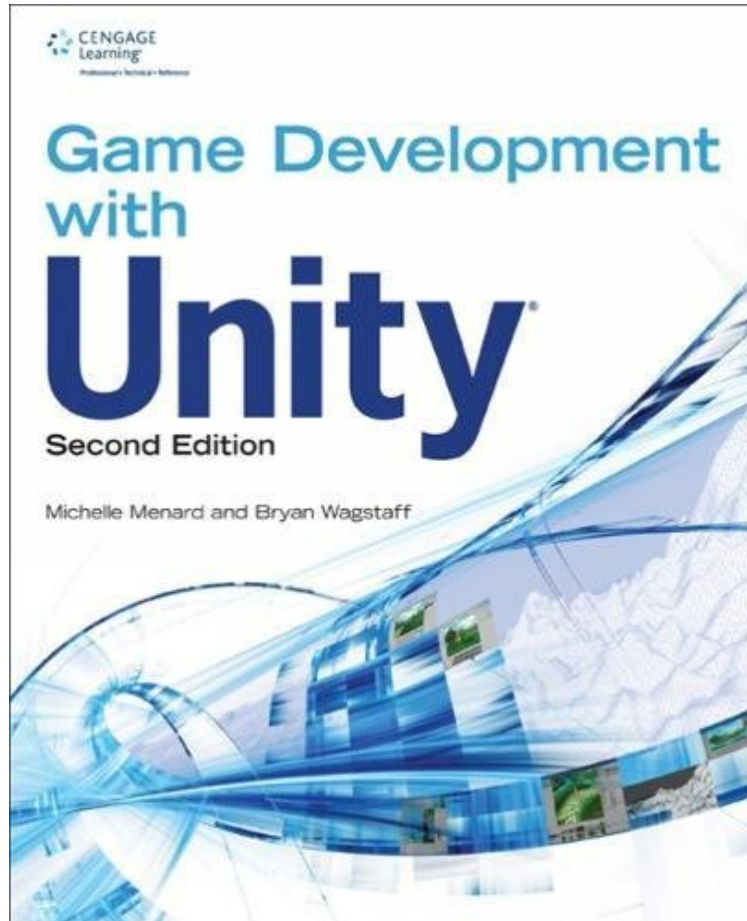


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Game Development with Unity

Michelle Menard, Bryan Wagstaff

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The Unity engine game development tool is a multi-platform engine and editor rolled into one. It is an ideal

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About the AuthorMichelle Menard is a freelance writer and game producer. After receiving a double bachelor of arts in Applied Mathematics and Music from Brown University, she decided to jump into the games industry by getting a master's of fine arts in Game Design from the Savannah College of Art and Design. She authored the first edition of *Game Development with Unity* in 2011. Bryan Wagstaff is a professional software developer. He started writing computer programs at age six, and has come a long way since his first "guess the number" games. He has worked on games such as *The Sims 3*, *Tiger Woods PGA Tour*, and the children's series *Littlest PetShop*. He currently lives in Salt Lake City with his wife and three daughters.