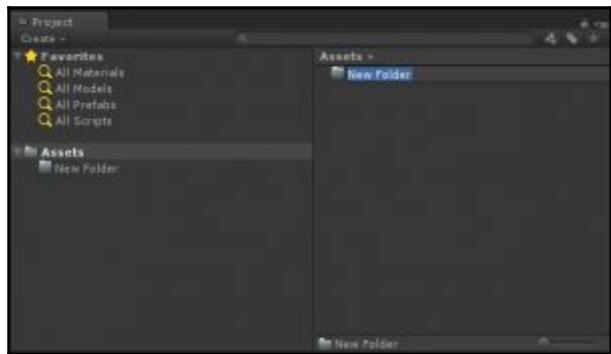
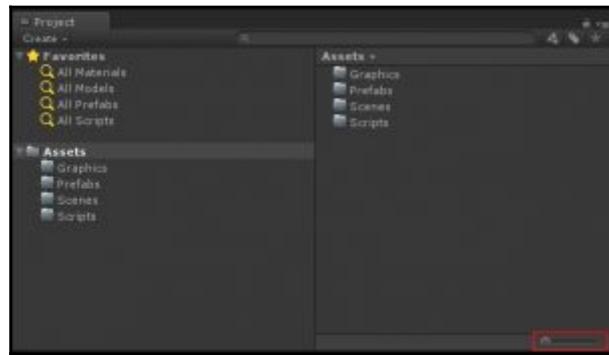
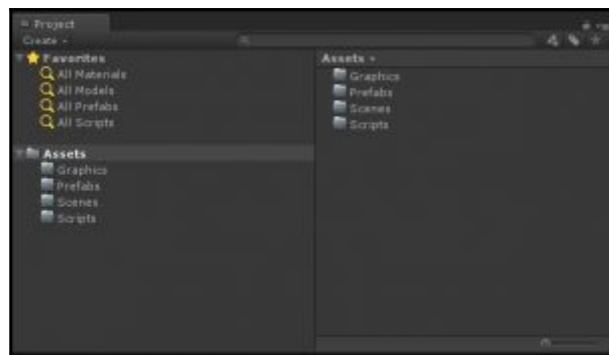


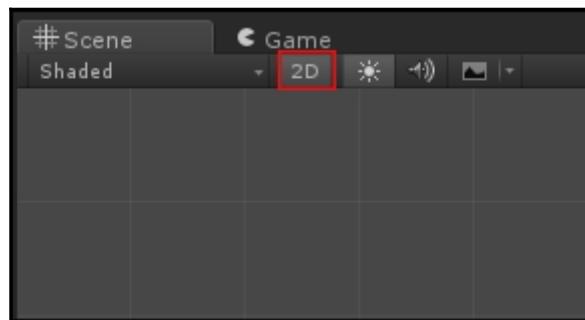
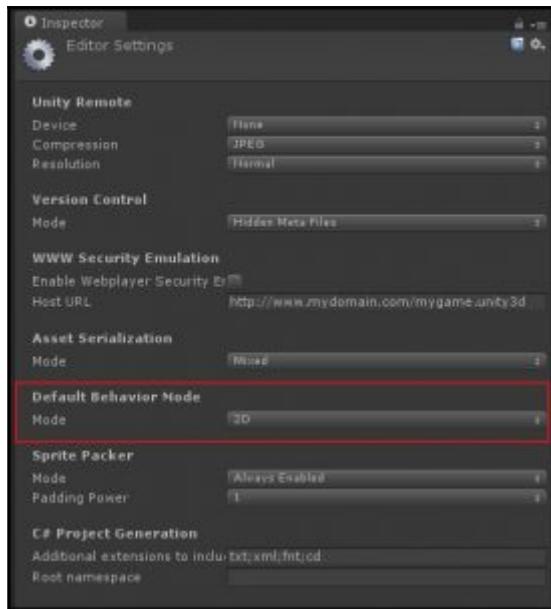
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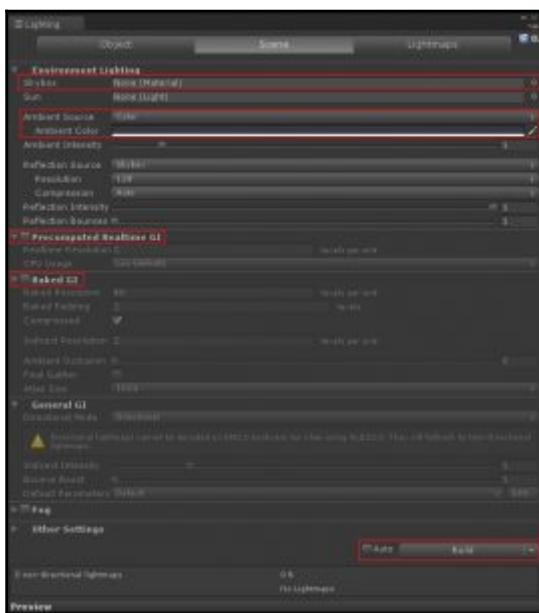
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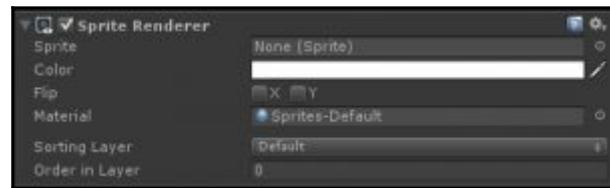
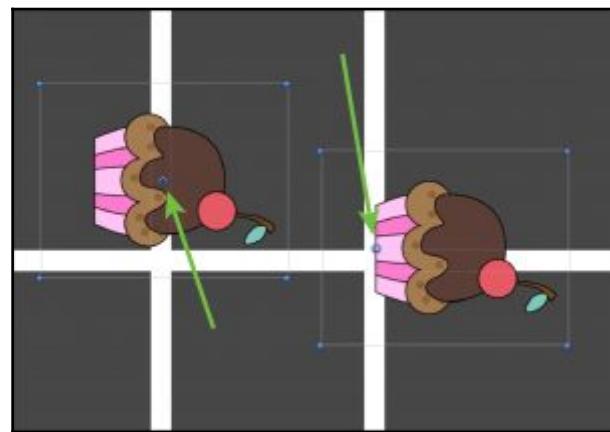


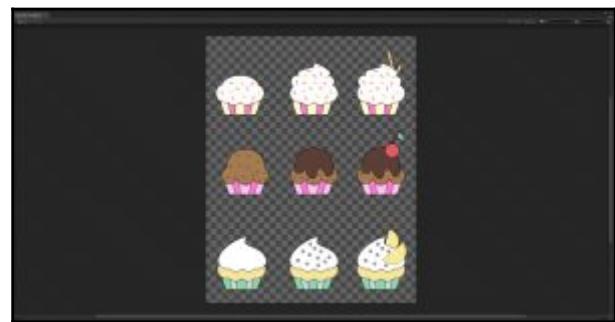
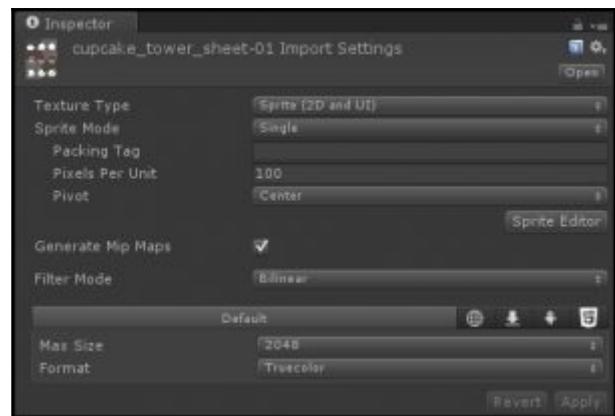






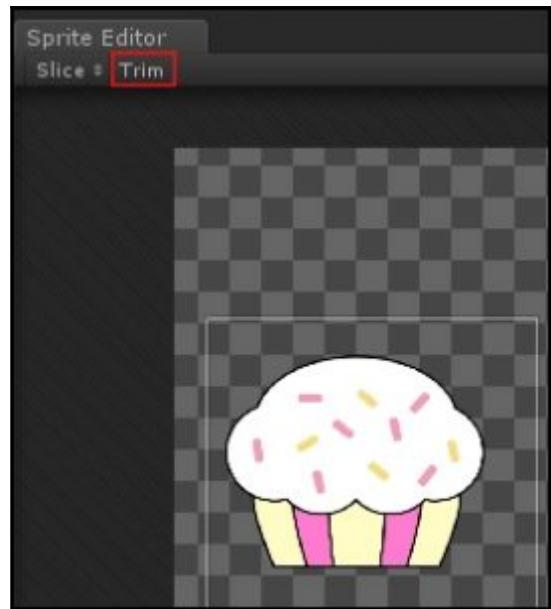




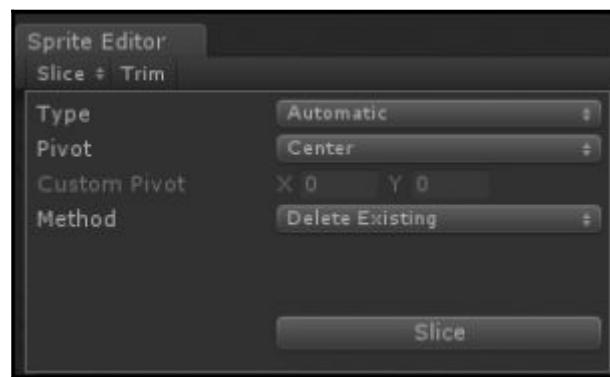
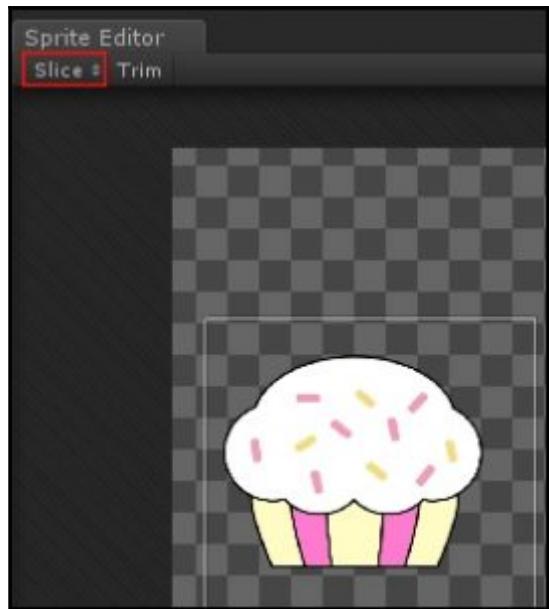








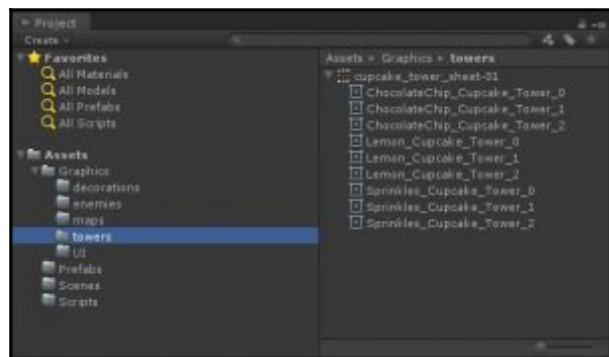
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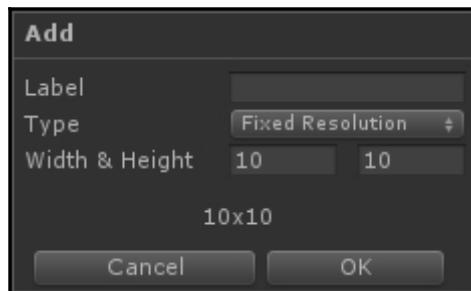
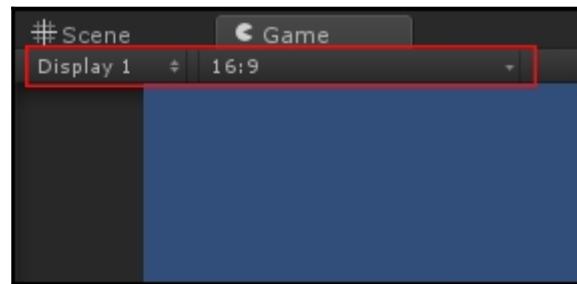
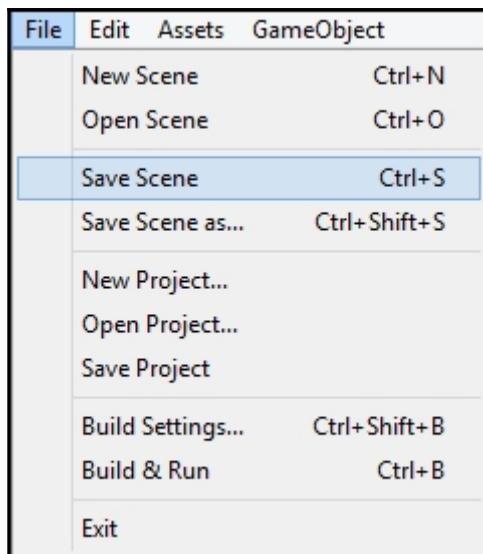


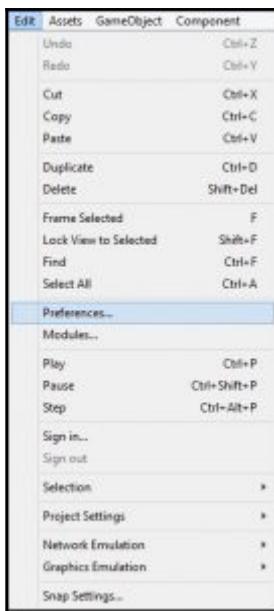


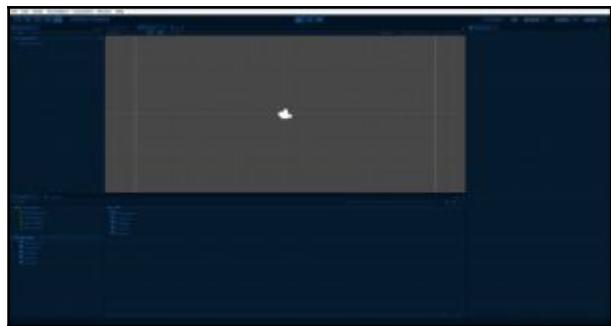


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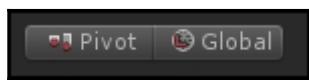
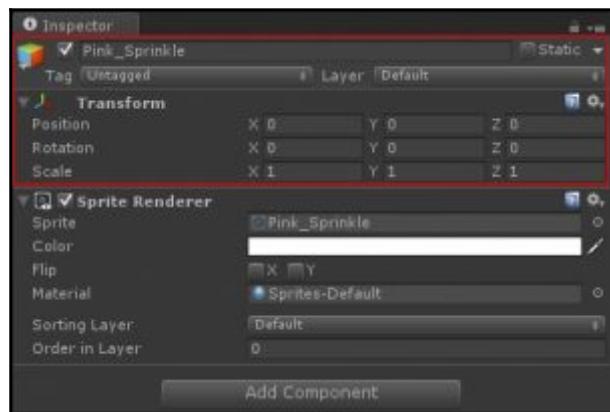
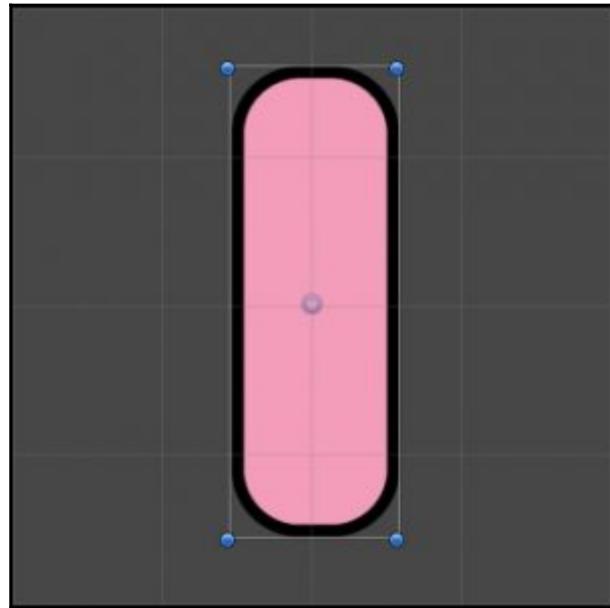


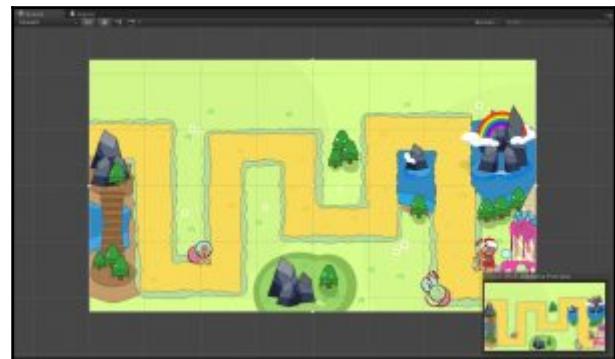
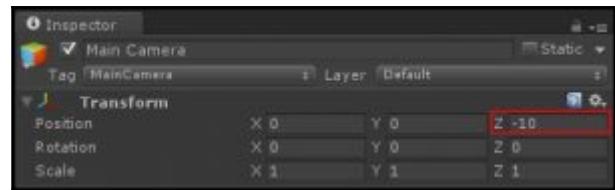




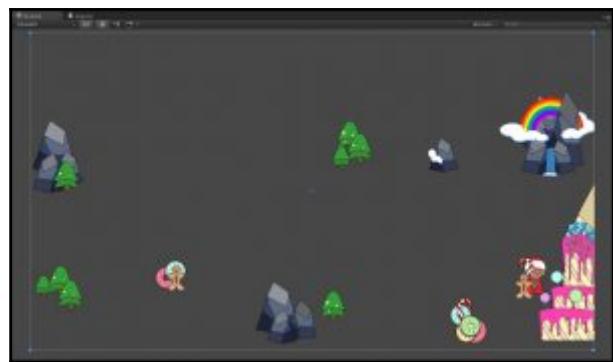


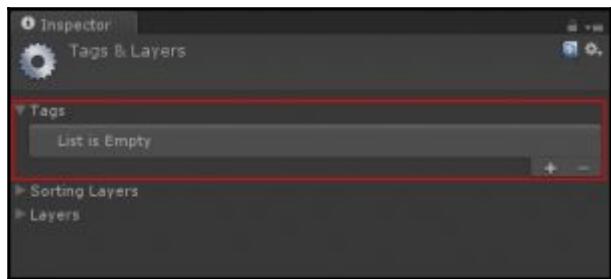
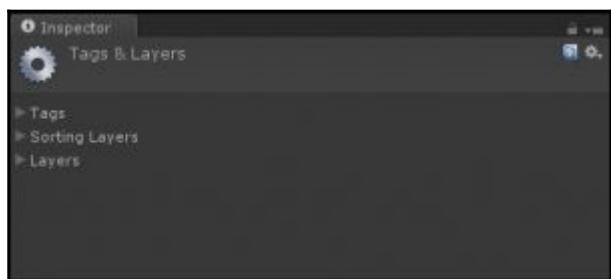
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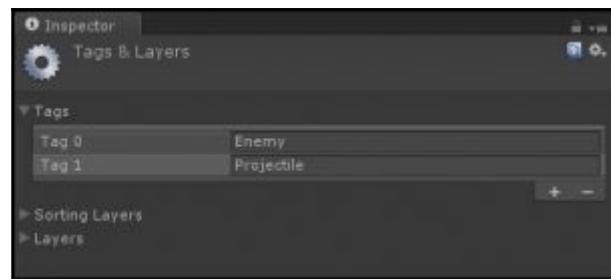


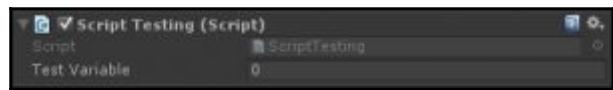


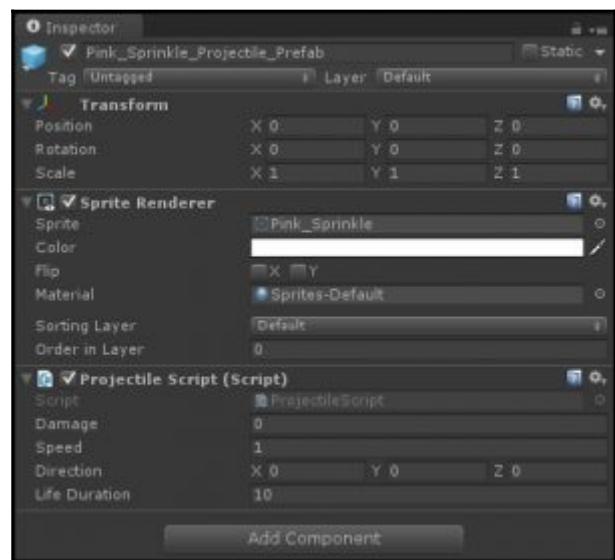
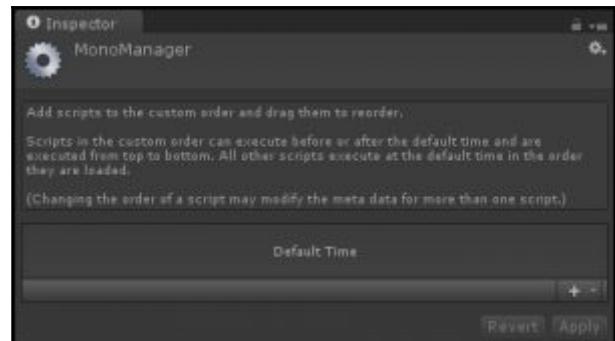
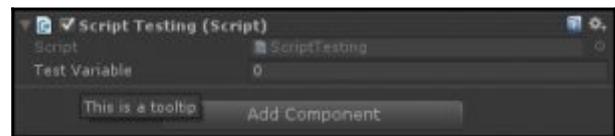
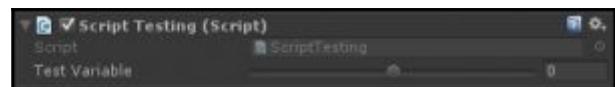


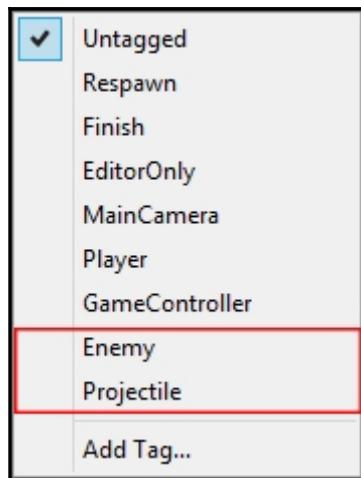
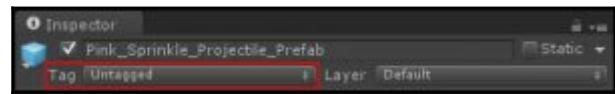


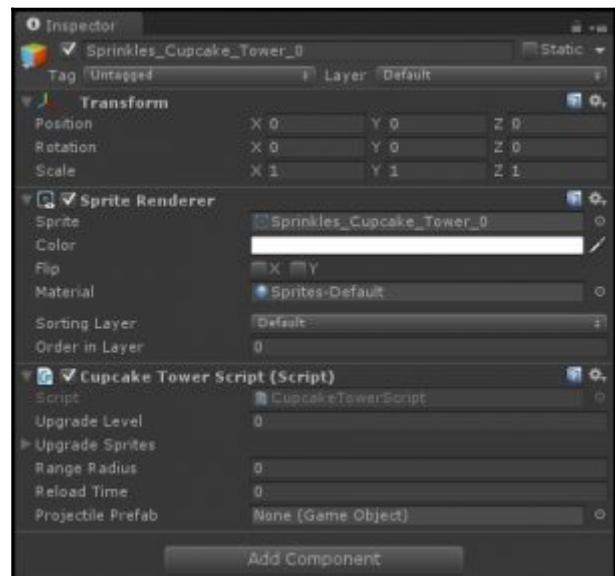
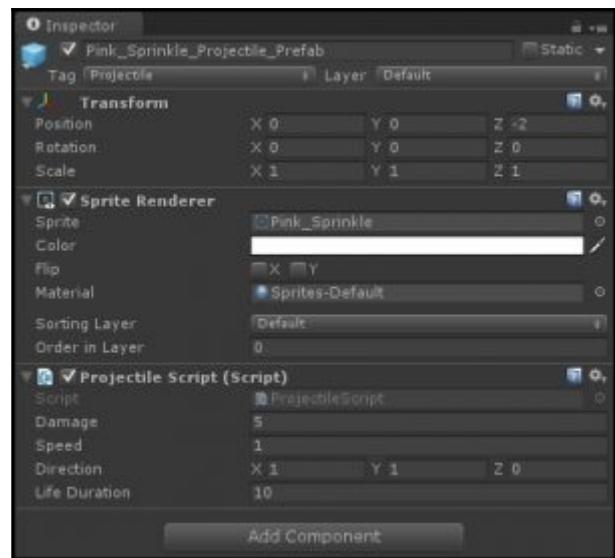


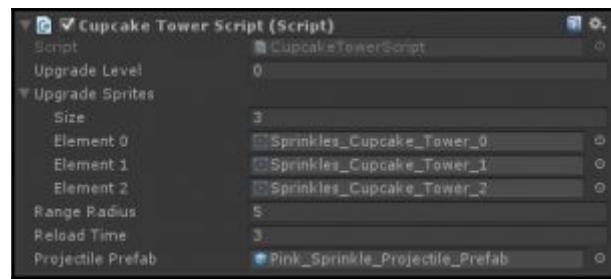




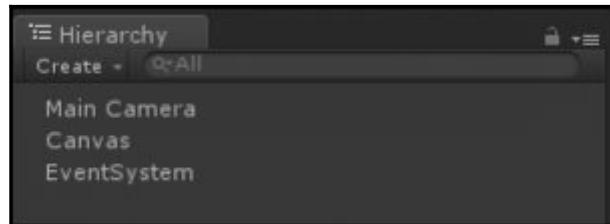
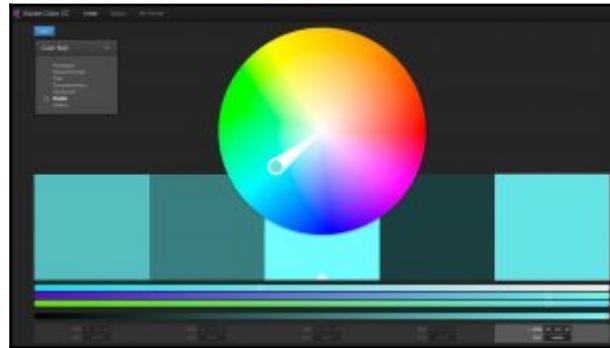


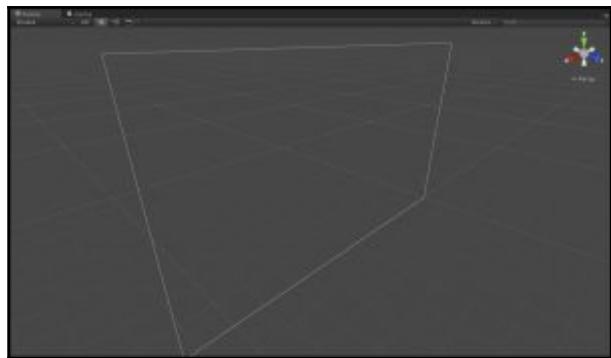


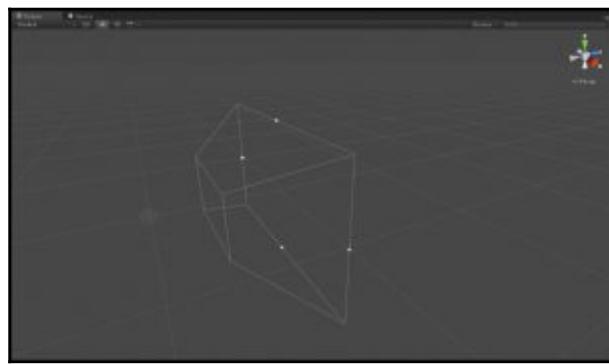
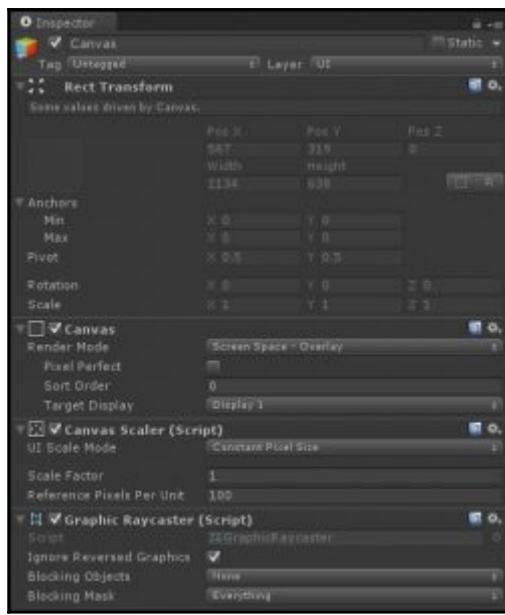


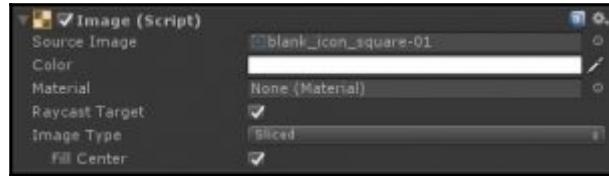
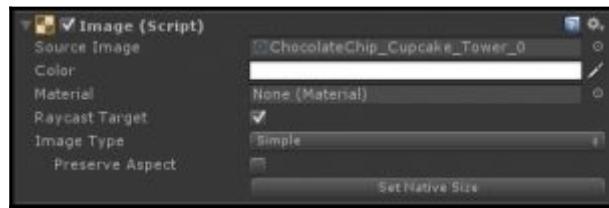
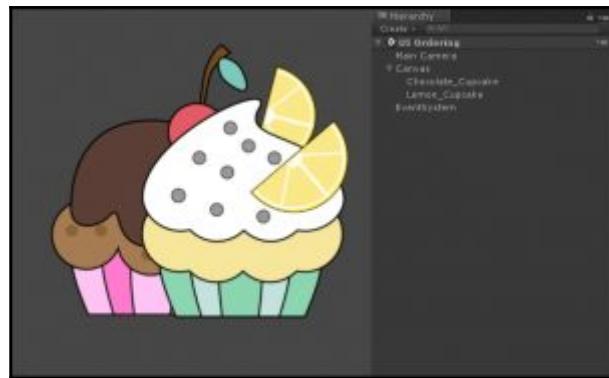


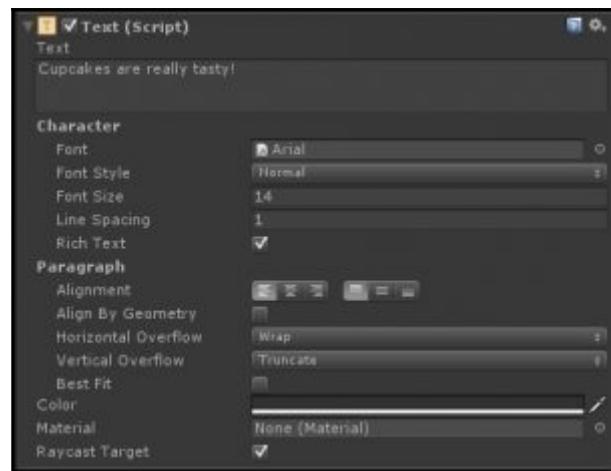
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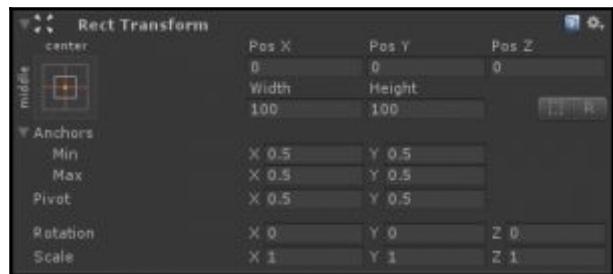
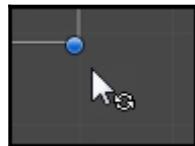
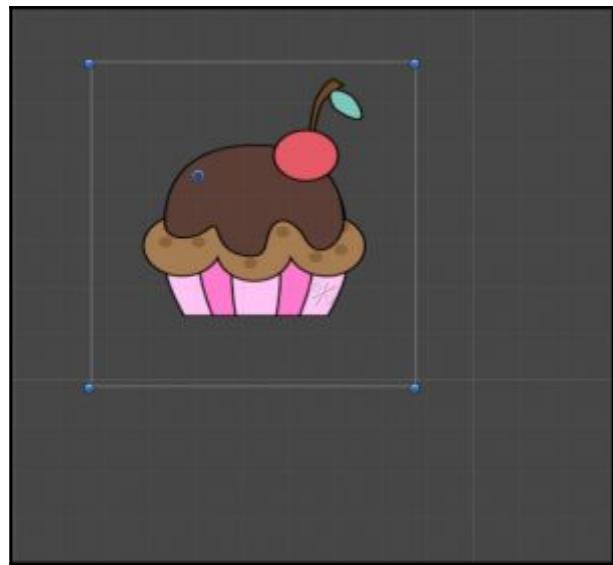


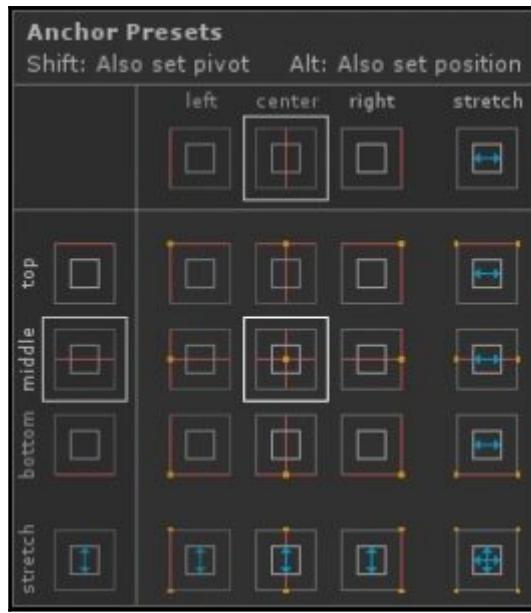


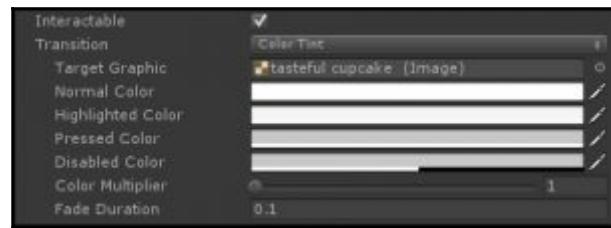
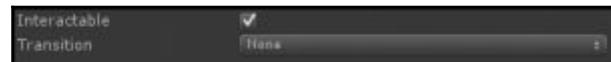


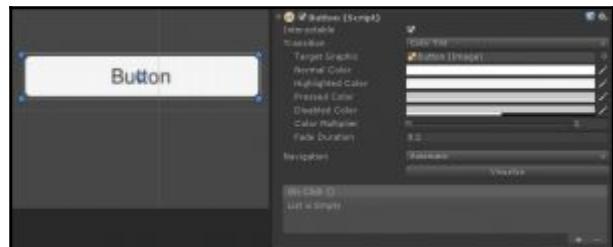
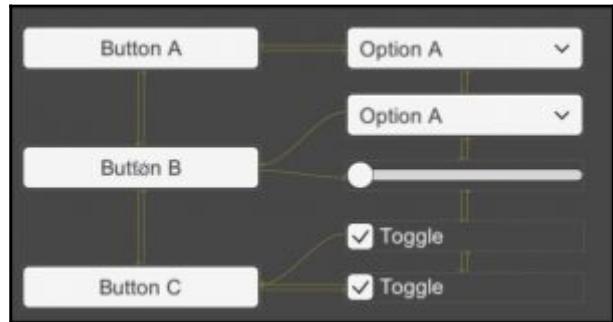


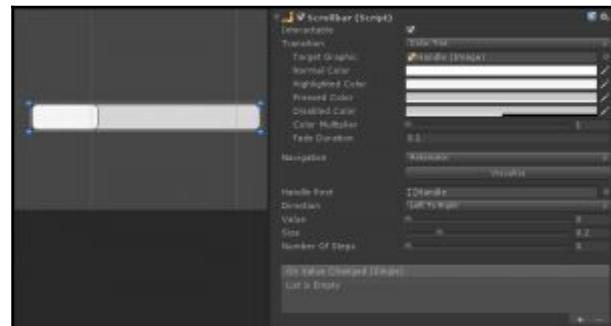
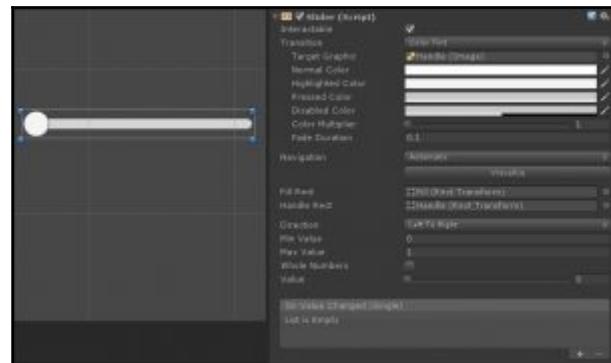
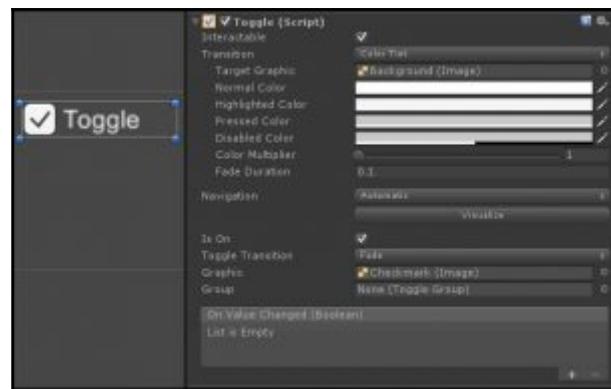


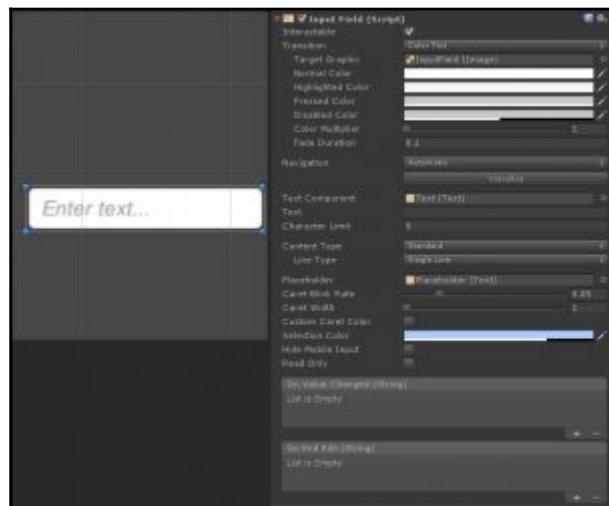
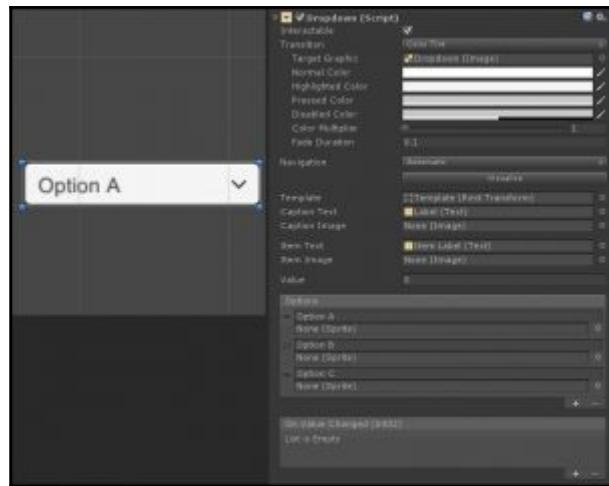


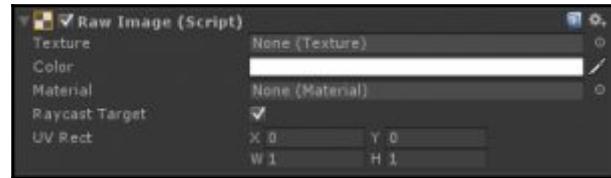
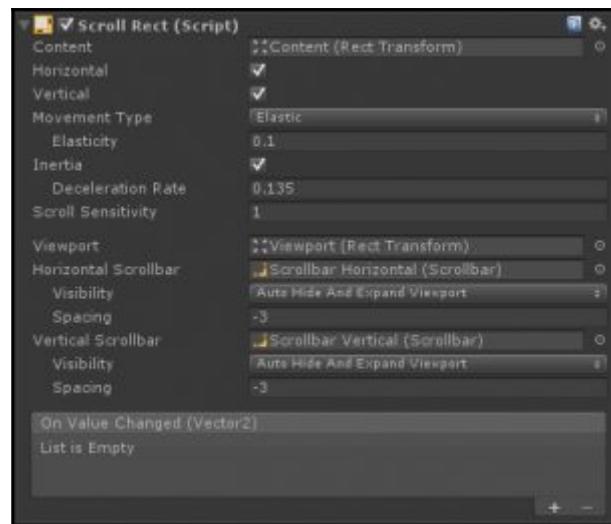


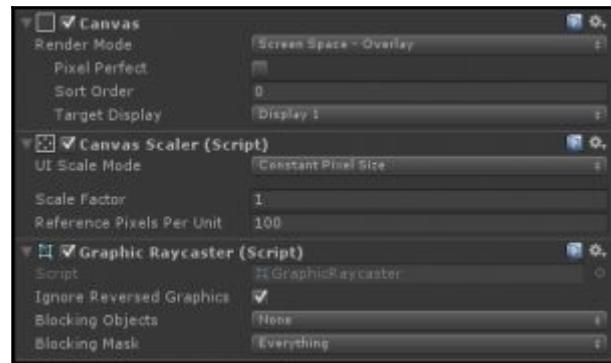
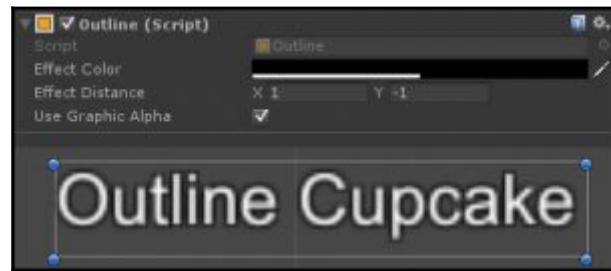
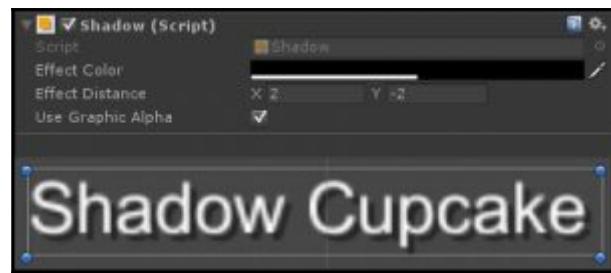


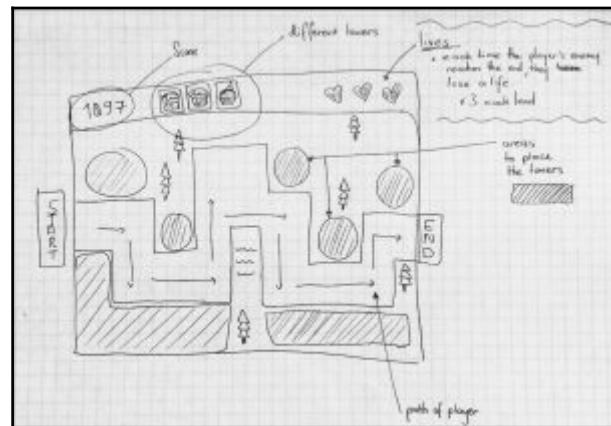
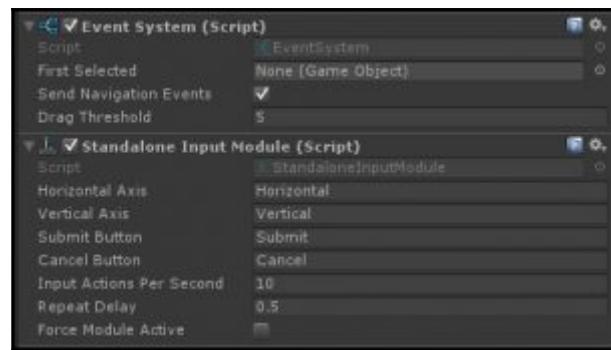


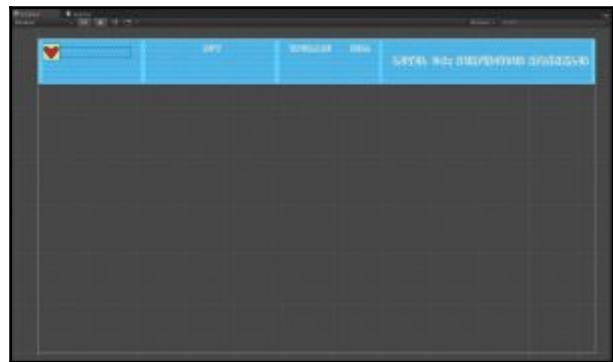
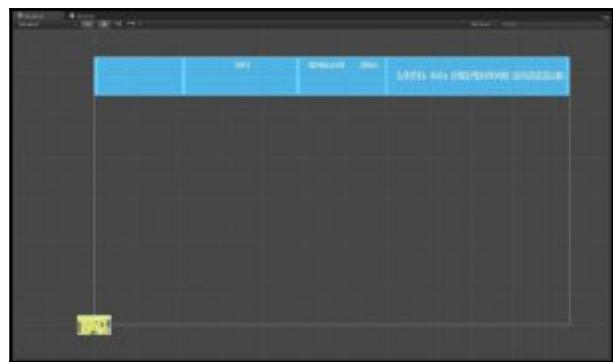


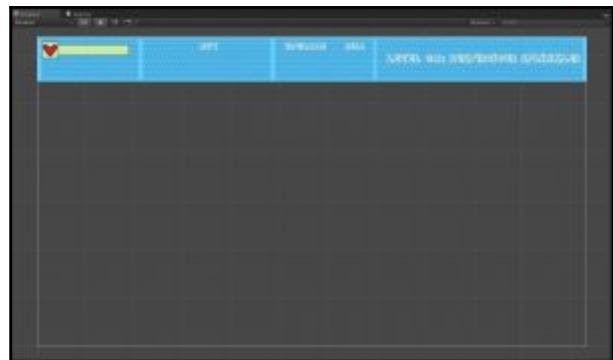




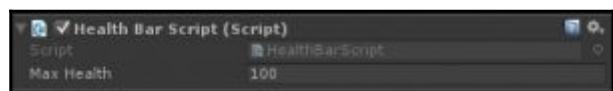
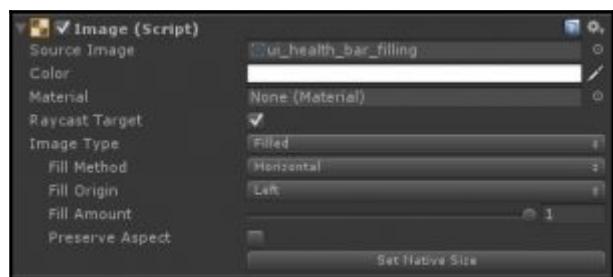


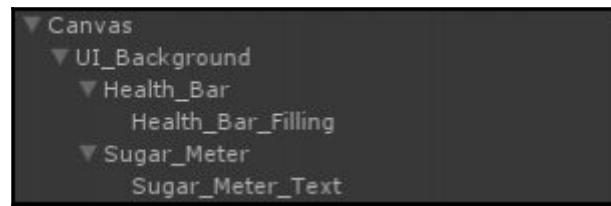
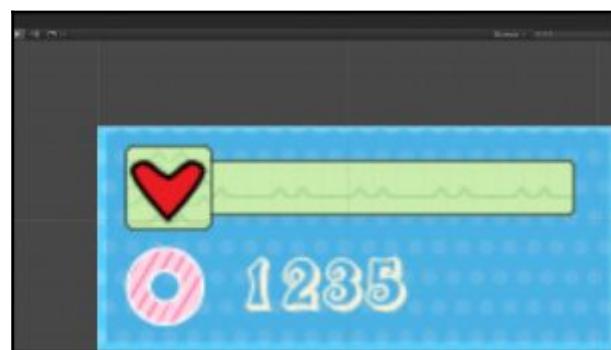
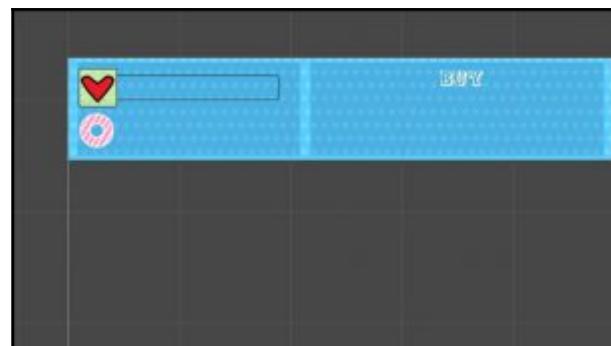




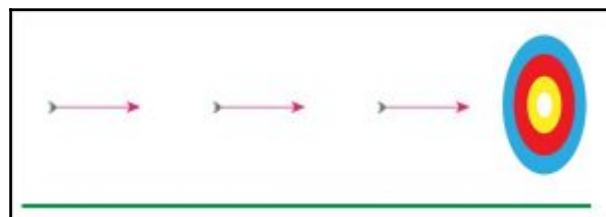
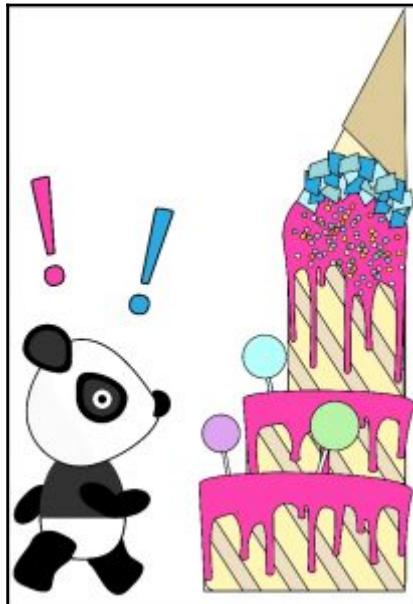


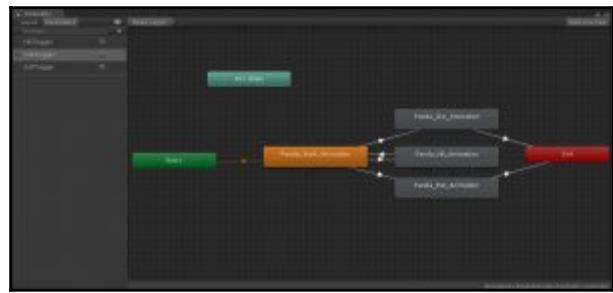
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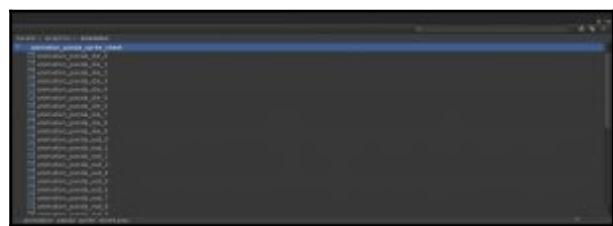




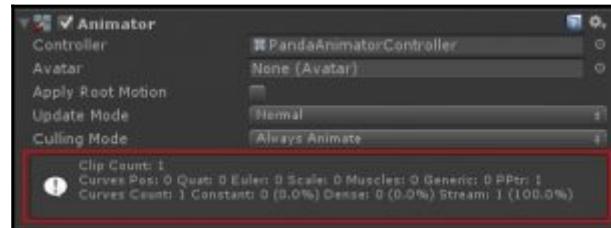
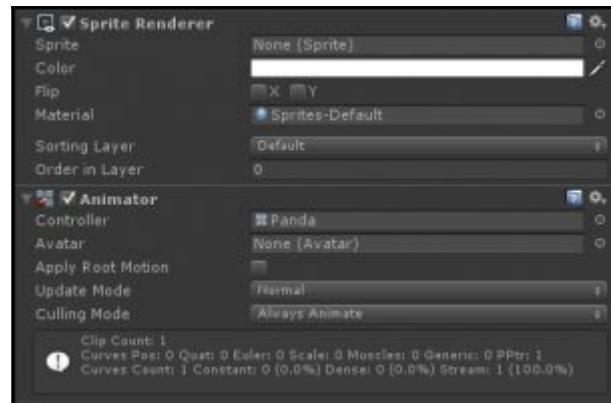
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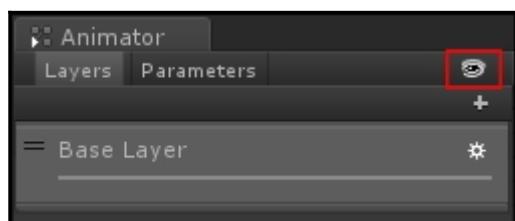
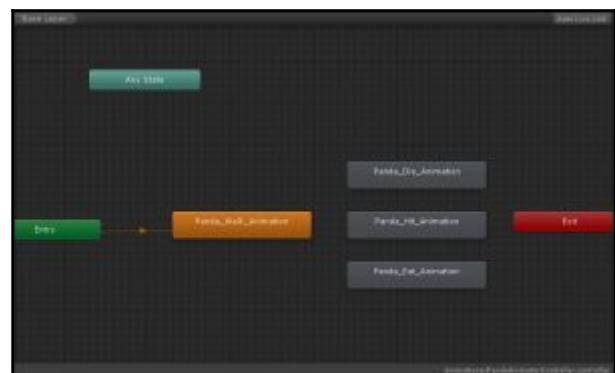
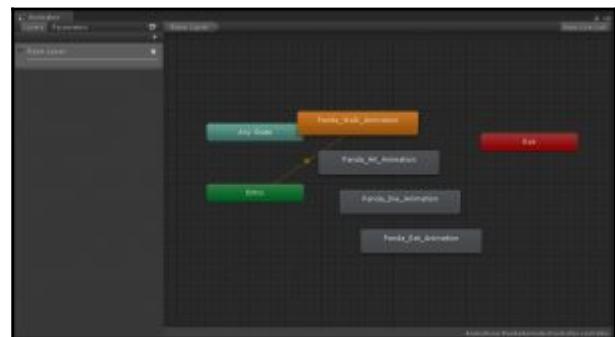


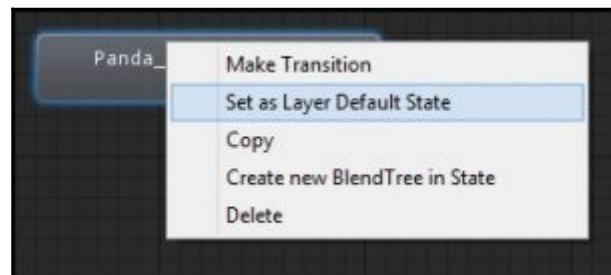
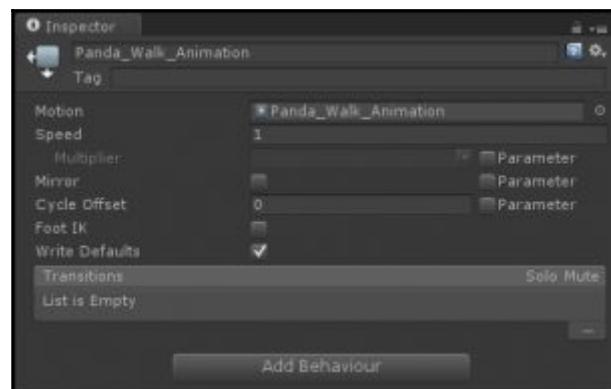
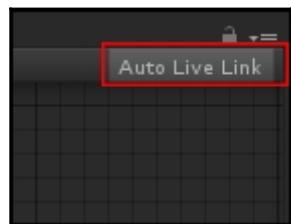
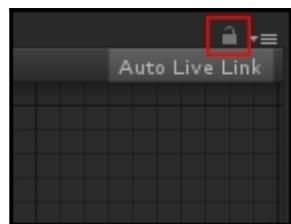


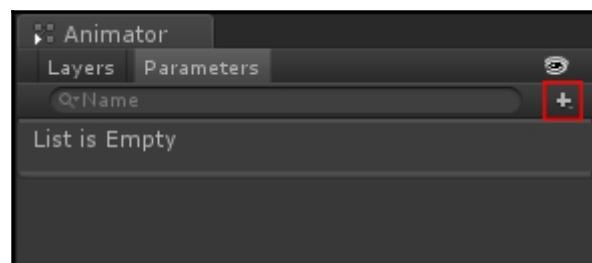
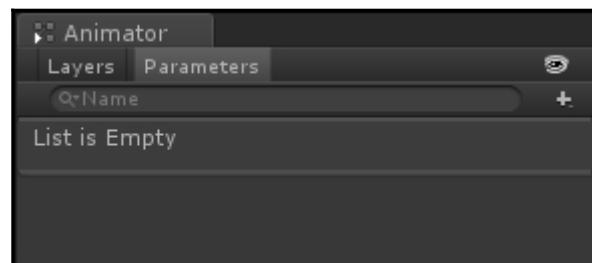
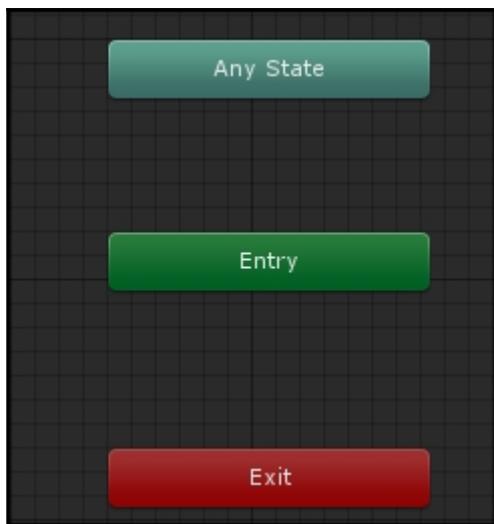


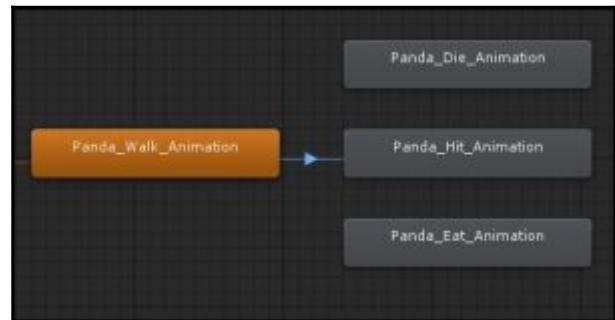
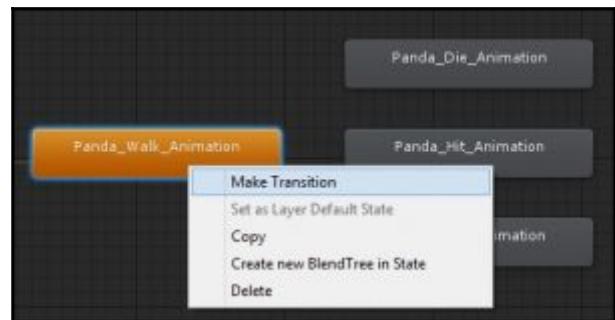
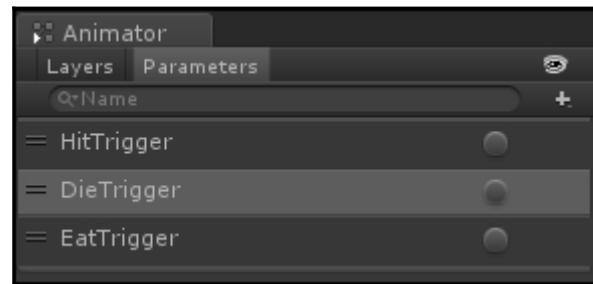


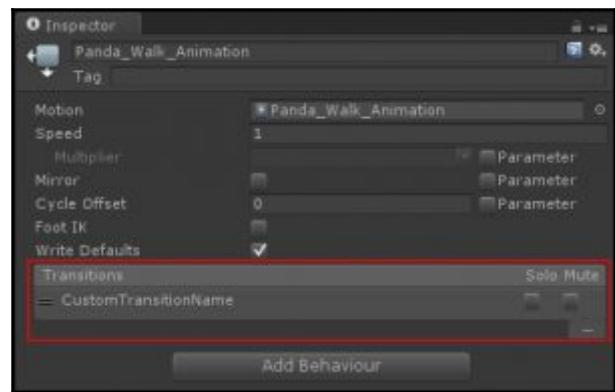
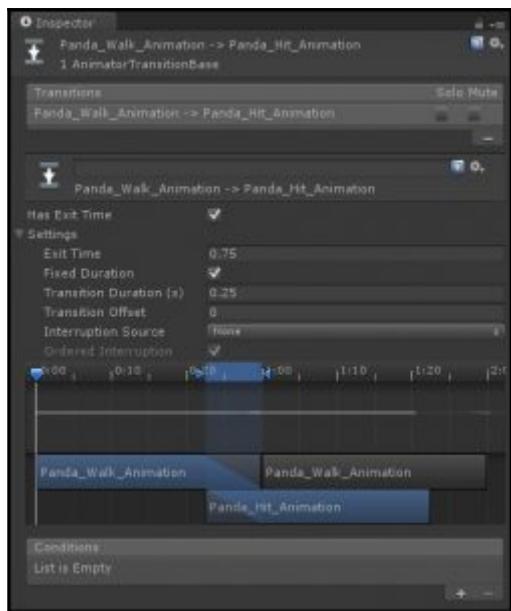


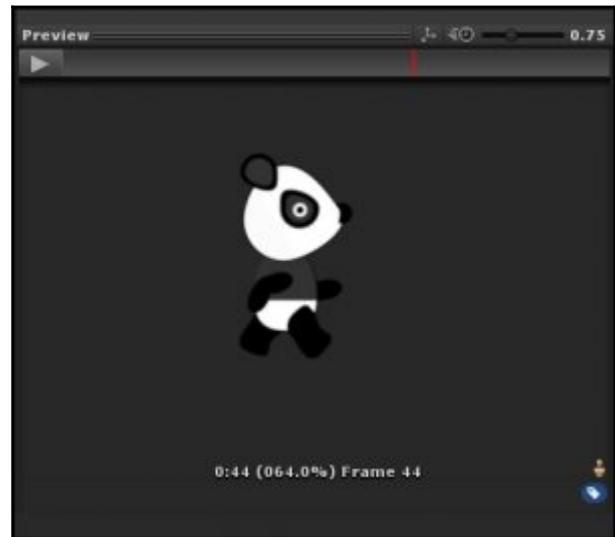


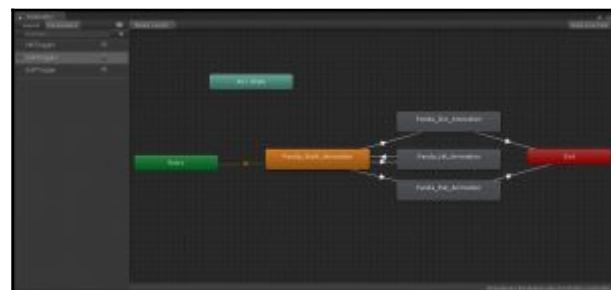
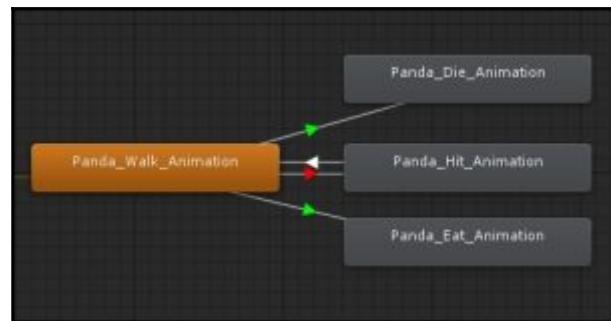


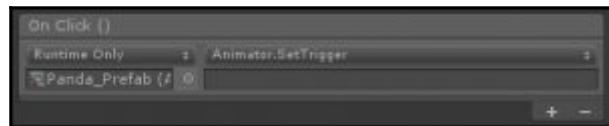
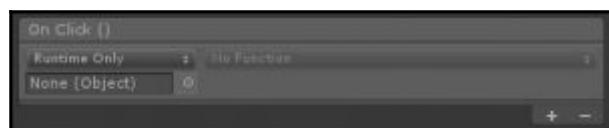
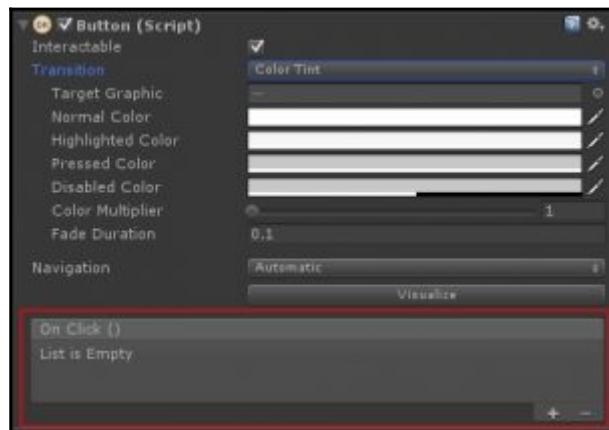


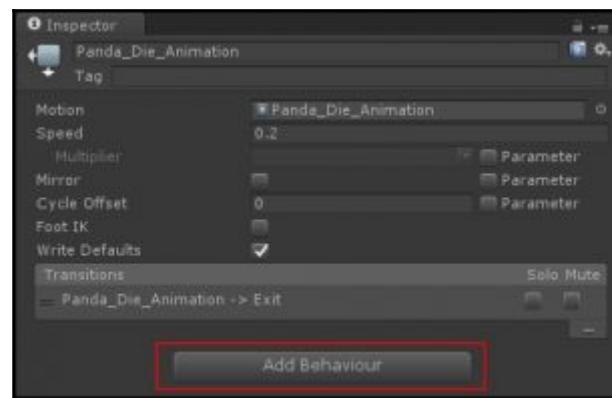
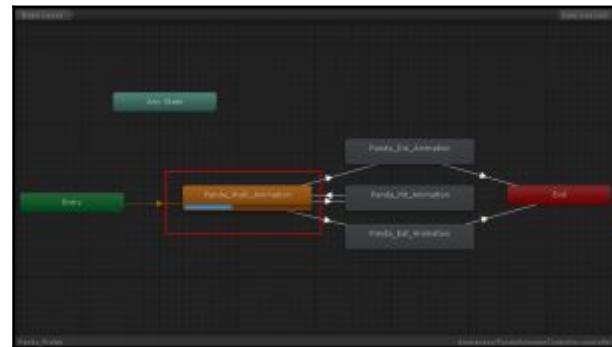
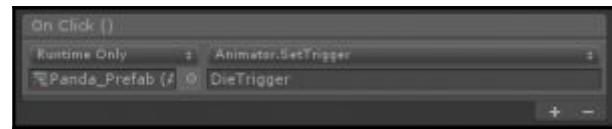


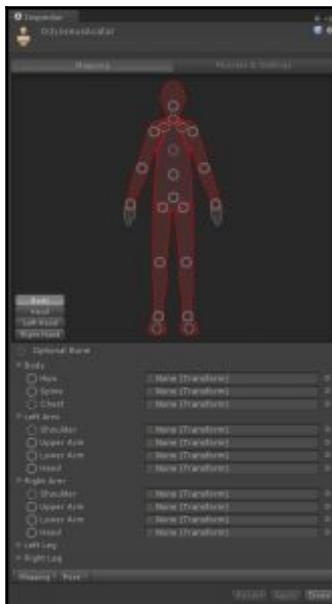
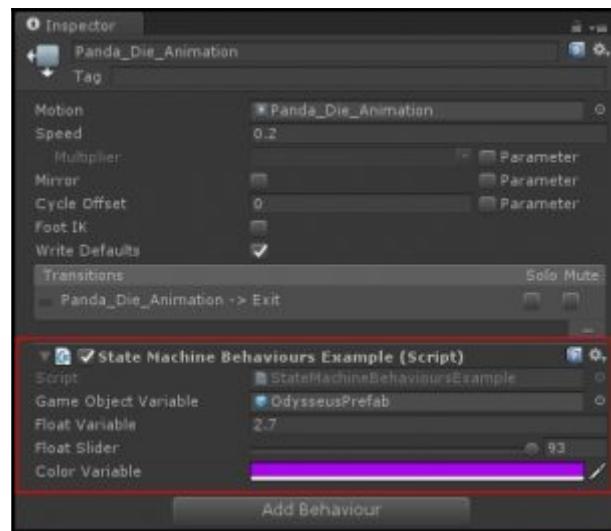


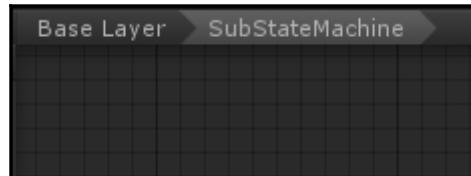
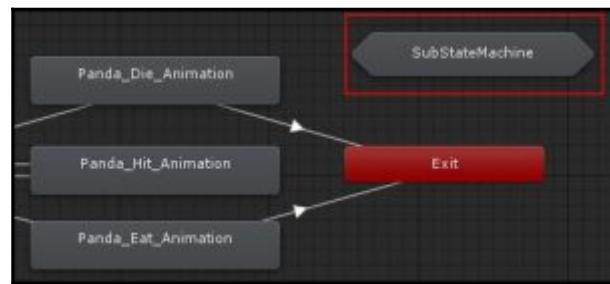
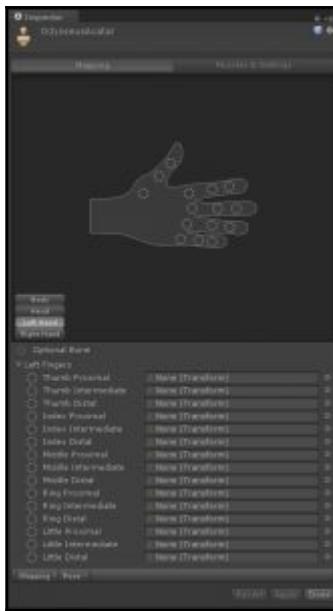


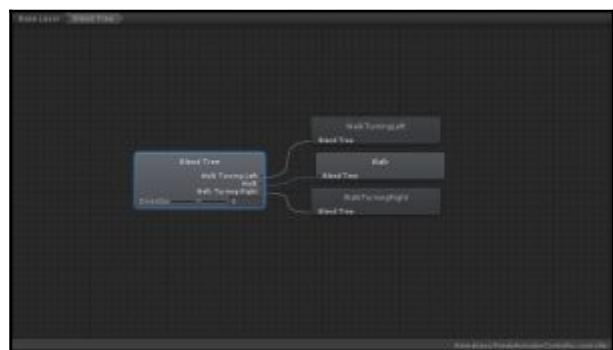


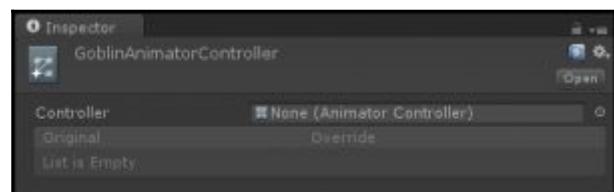
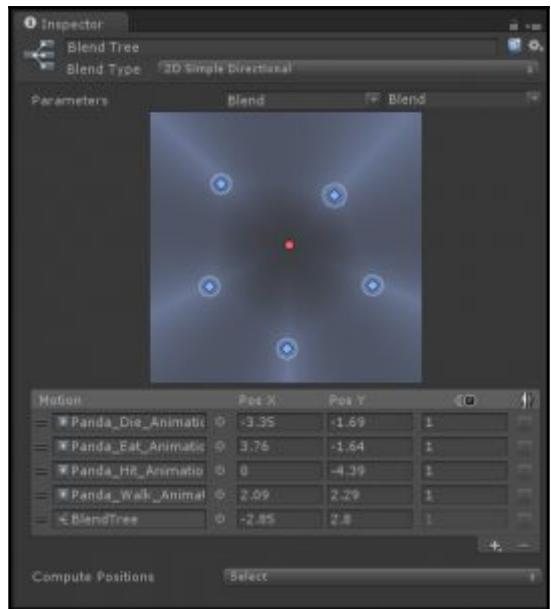


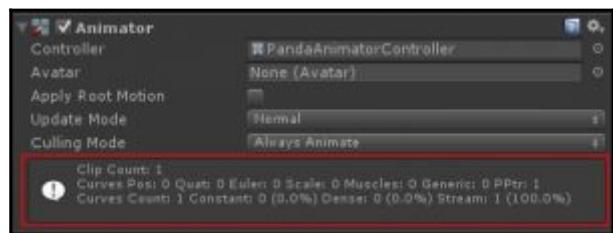




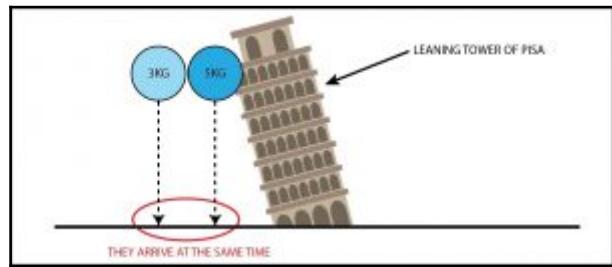
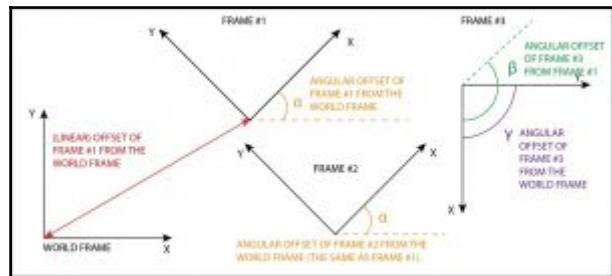


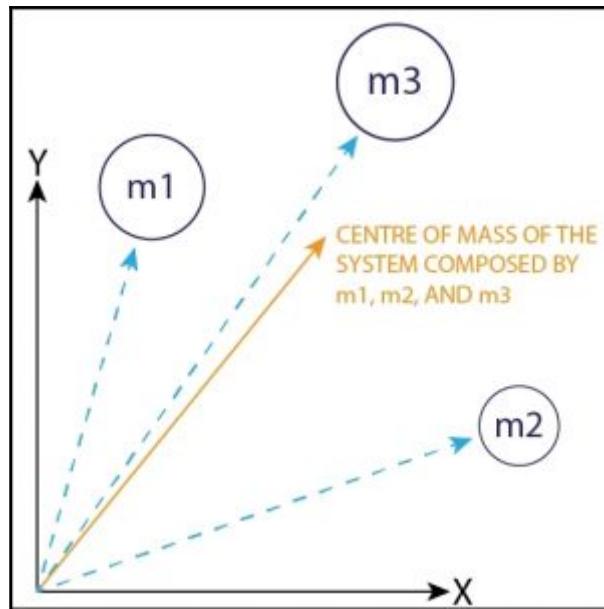






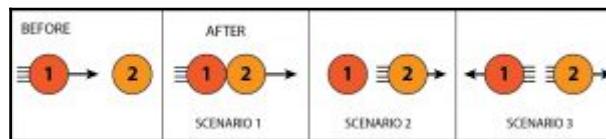
# Chapter 5:

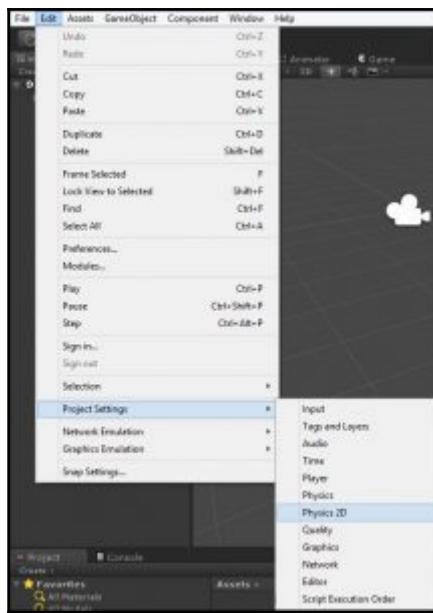




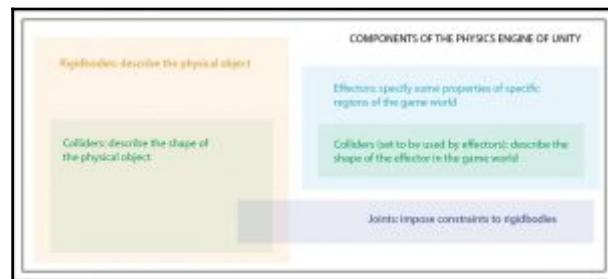
$$\vec{F} = m\vec{a}$$

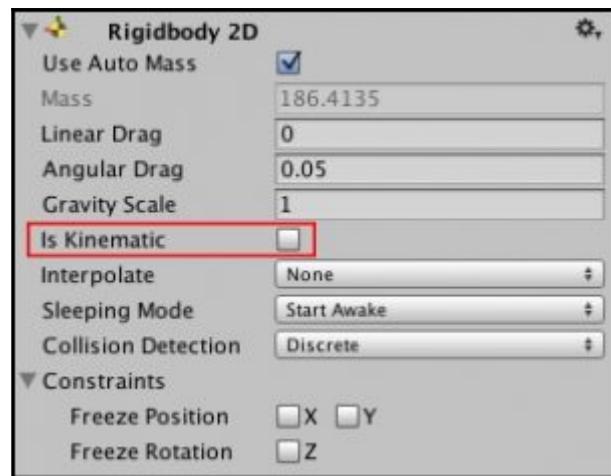
$$\vec{\tau} = \vec{r} \times \vec{F}$$



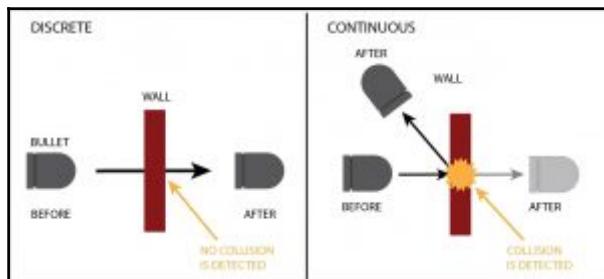
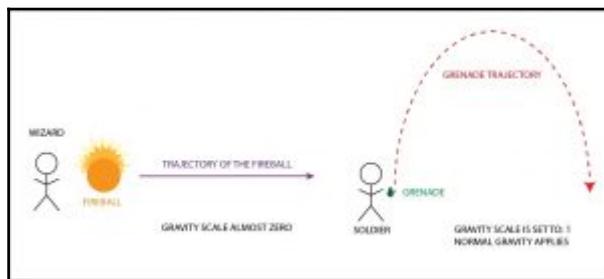


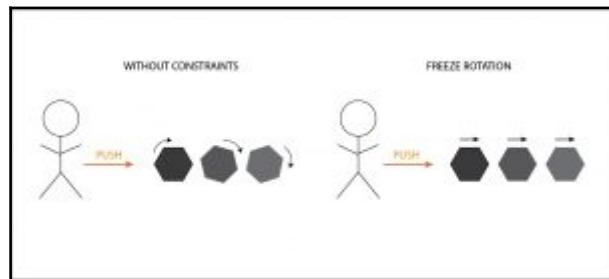
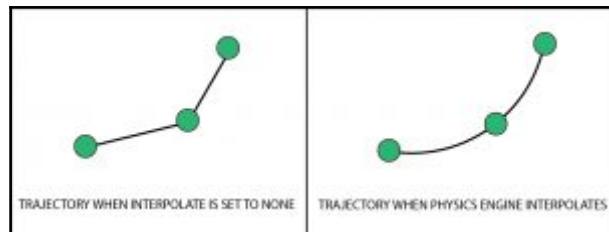
Layer Collision Matrix	
	Default
Default	<input checked="" type="checkbox"/>
TransparentFX	<input checked="" type="checkbox"/>
Ignore Raycast	<input checked="" type="checkbox"/>
Water	<input checked="" type="checkbox"/>
UI	<input checked="" type="checkbox"/>
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Ignore Raycast	<input checked="" type="checkbox"/>
Water	<input checked="" type="checkbox"/>
UI	<input checked="" type="checkbox"/>



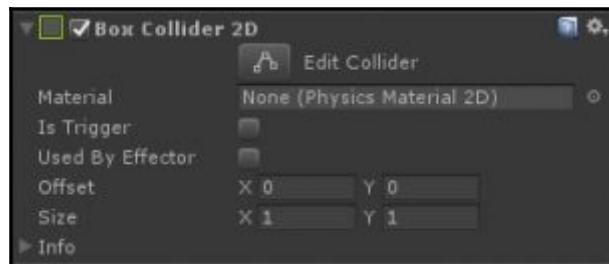
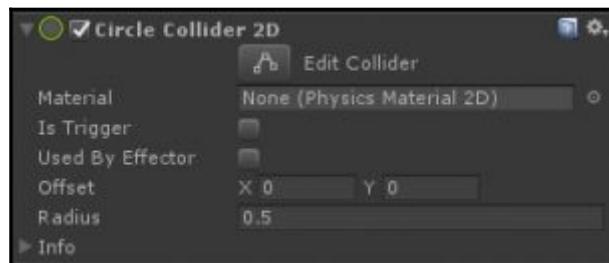


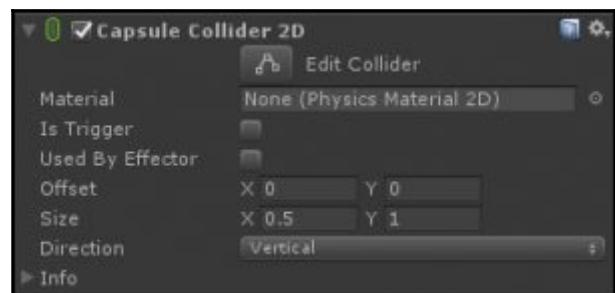
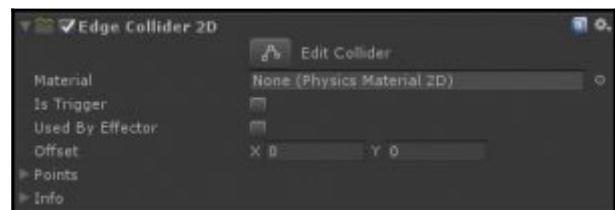
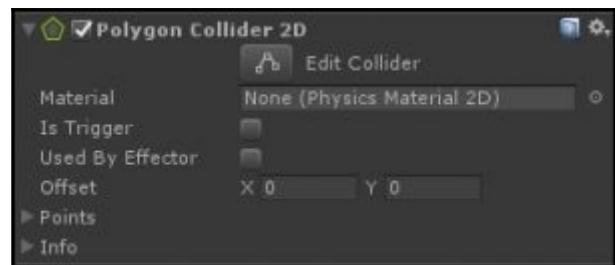
Kind of Parameter	Feature	Body Type		
		Static	Kinematic	Dynamic
Physic Engine	Material	✓	✓	✓
Physic Engine	Simulated	✓	✓	✓
Dynamic	Auto Mass			✓
Dynamic	Mass			✓
Dynamic	Linear Drag			✓
Dynamic	Angular Drag			✓
Dynamic	Gravity Scale			✓
Physic Engine	Use Full Kinematic Contacts	✓	✓	
Kinematic	Collision Detection		✓	✓
Physic Engine	Sleeping Mode		✓	✓
Physic Engine	Interpolate		✓	✓
Kinematic	Constraints		✓	✓
Kinematic	Freeze Position		✓	✓
Kinematic	Freeze Rotation		✓	✓
Physic Engine	Info	✓	✓	✓



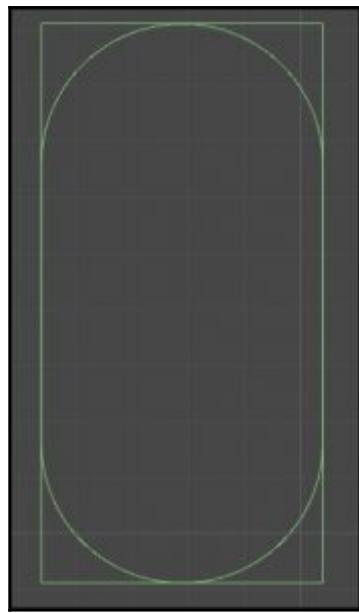


$$\Delta Space = Velocity * \Delta Time$$

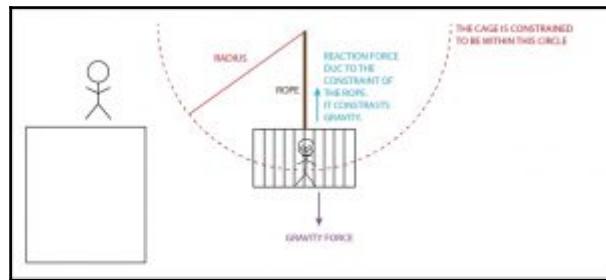


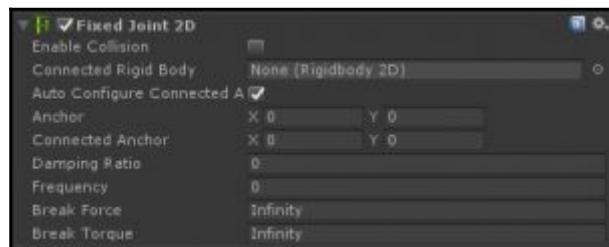
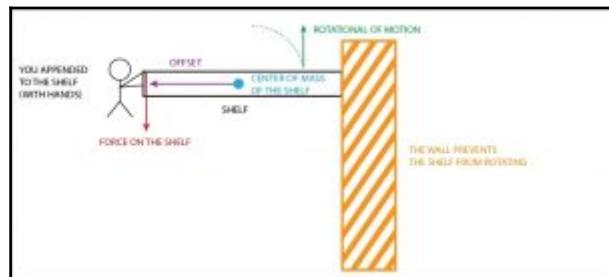
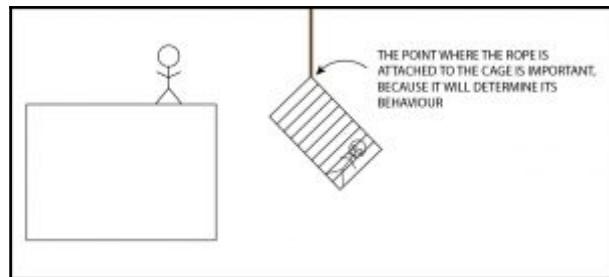


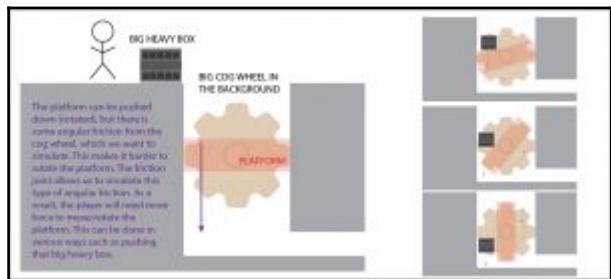
$\text{NextPosition} = \text{CurrentPosition} + \text{Velocity} * \Delta\text{Time}$

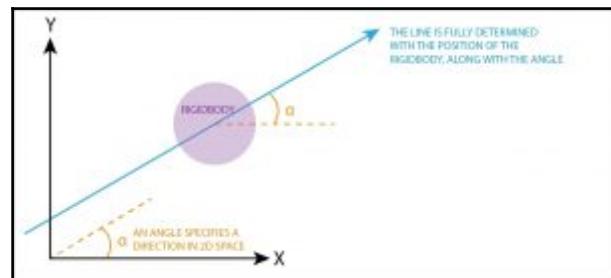
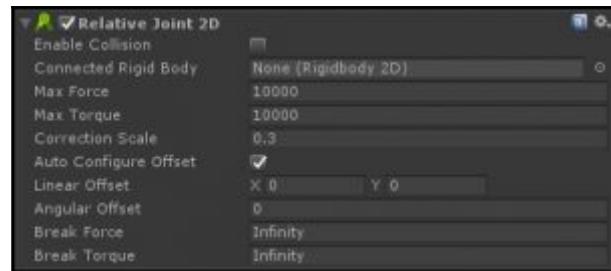


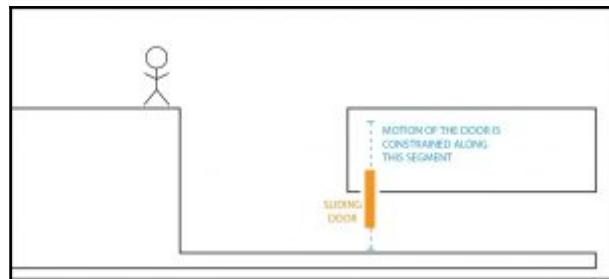
 Edit Collider

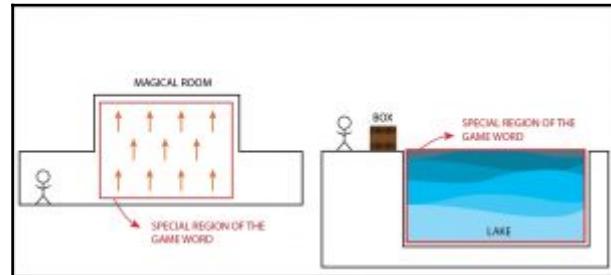
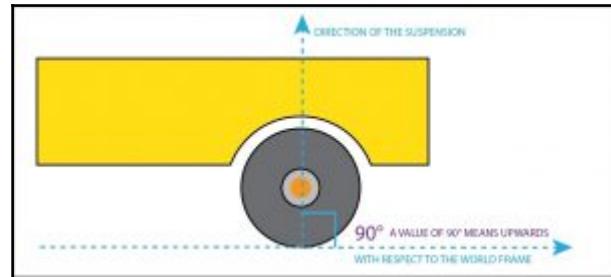


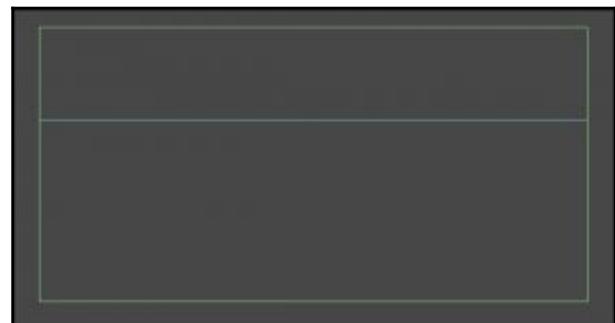


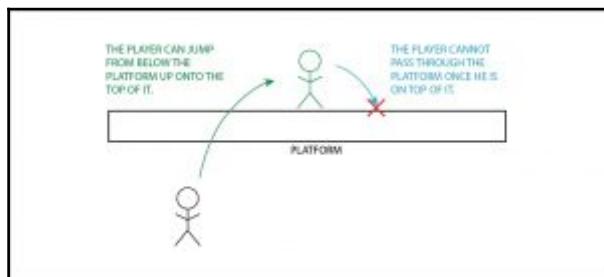
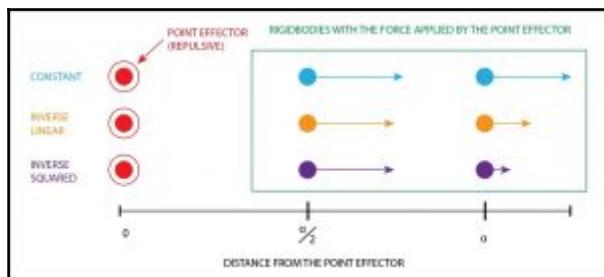
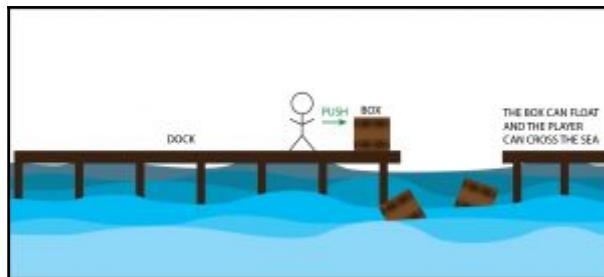


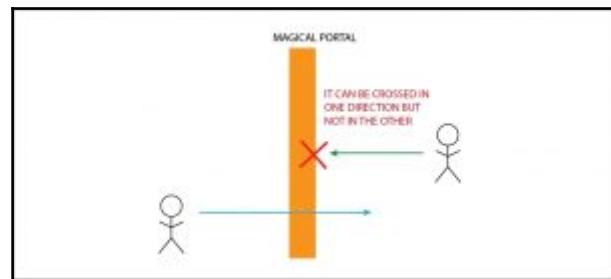
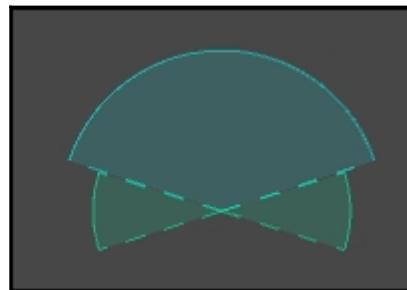
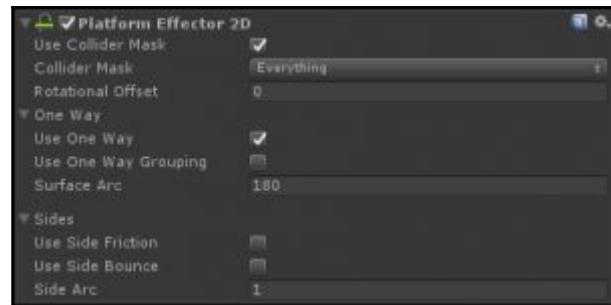


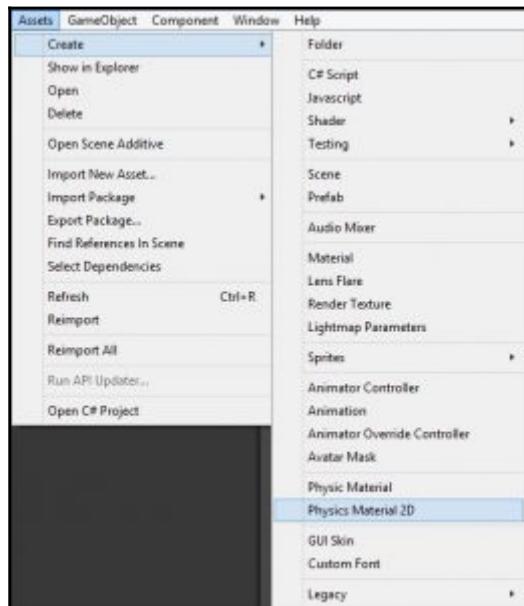
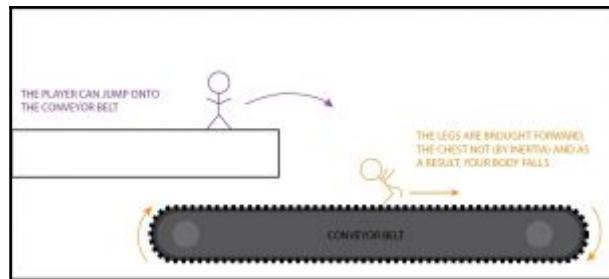


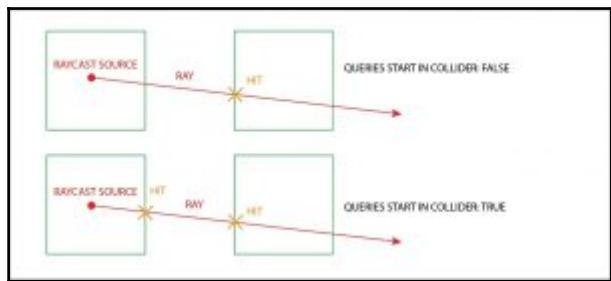
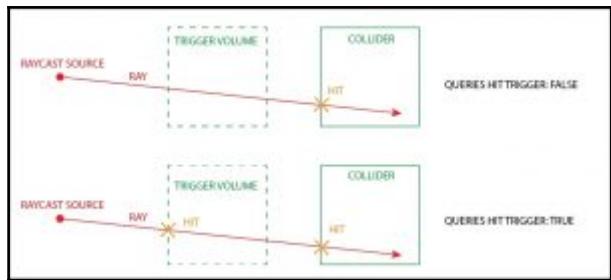


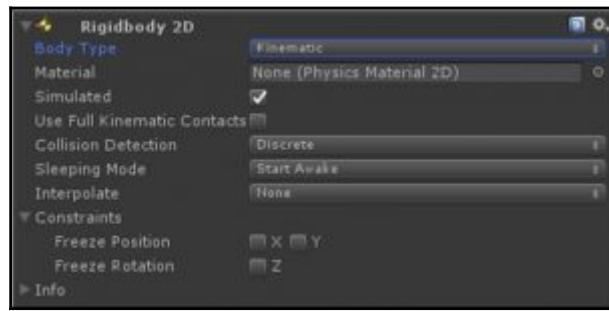




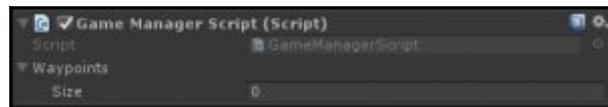








# Chapter 6:

A screenshot of the Unity Inspector window for the "GameManager Script (Script)" component. The "Waypoints" field is expanded, showing a table with 11 rows. The first row is labeled "Size" and contains the value "11". The subsequent rows are labeled "Element 0" through "Element 10", each with X, Y, and Z coordinates all set to 0.

Size	11
Element 0	X 0 Y 0 Z 0
Element 1	X 0 Y 0 Z 0
Element 2	X 0 Y 0 Z 0
Element 3	X 0 Y 0 Z 0
Element 4	X 0 Y 0 Z 0
Element 5	X 0 Y 0 Z 0
Element 6	X 0 Y 0 Z 0
Element 7	X 0 Y 0 Z 0
Element 8	X 0 Y 0 Z 0
Element 9	X 0 Y 0 Z 0
Element 10	X 0 Y 0 Z 0

**Game Manager Script (Script)**

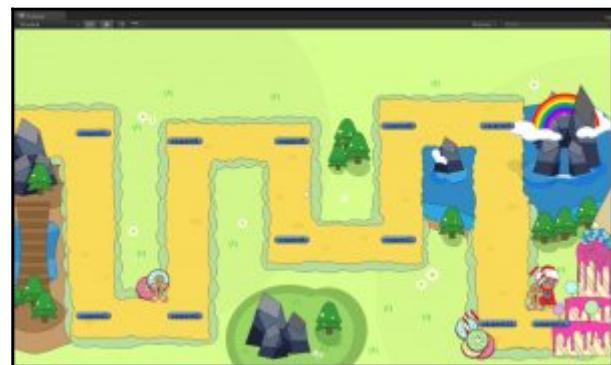
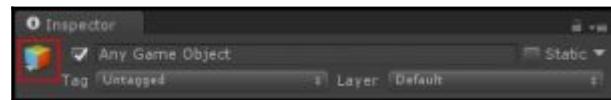
Element	X	Y	Z
Element 0	-28	8	-1
Element 1	-28	-16	-1
Element 2	-16	-16	-1
Element 3	-16	7	-1
Element 4	-2	7	-1
Element 5	-2	-6	-1
Element 6	12	-6	-1
Element 7	12	9	-1
Element 8	25	9	-1
Element 9	25	-17	-1
Element 10	32	-17	-1

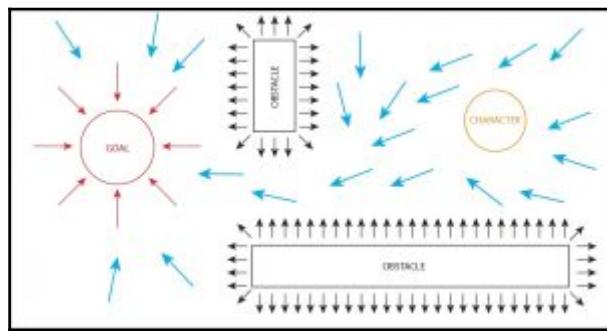
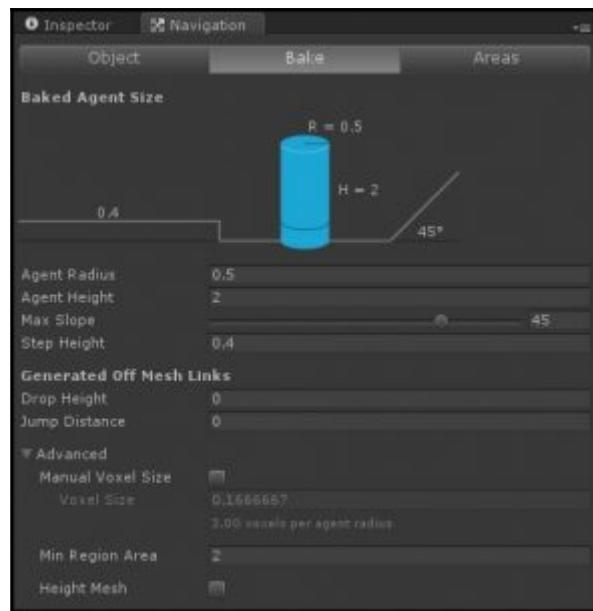
**Hierarchy**

Object
Level_01
waypoint1
waypoint2
waypoint3
waypoint4
waypoint5
waypoint6
waypoint7
waypoint8
waypoint9
waypoint10
Waypoint11

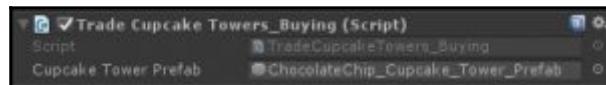
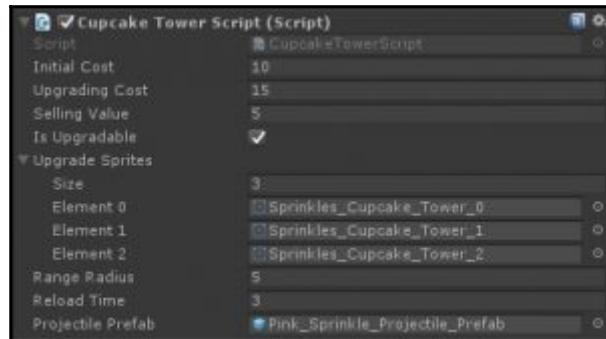
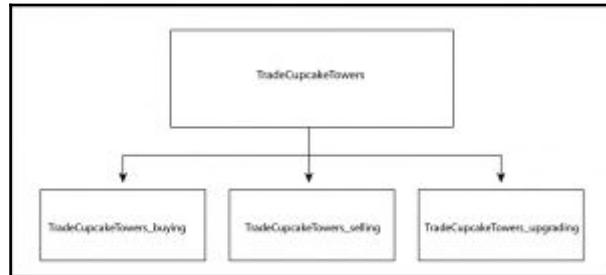
**Inspector**

waypoint3	Static
Tag	Untagged
Prefab	Select
Transform	Revert
Position	X 0 Y 0 Z 0
Rotation	X 0 Y 0 Z 0
Scale	X 1 Y 1 Z 1
<b>Waypoint (Script)</b>	
Script	Waypoint
Next Waypoint	waypoint4 (Waypoint)

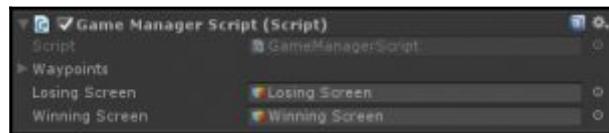


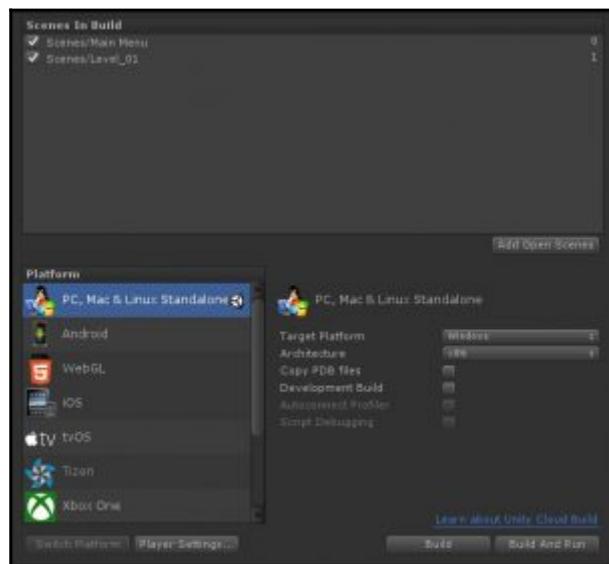


# Chapter 7:

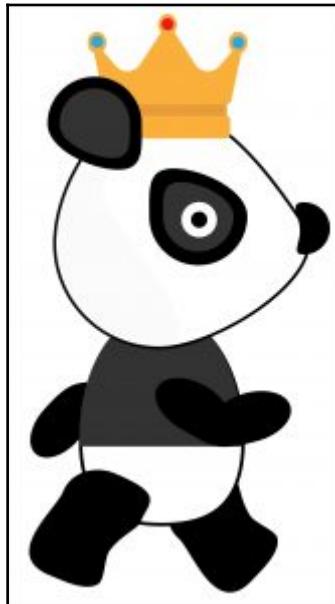




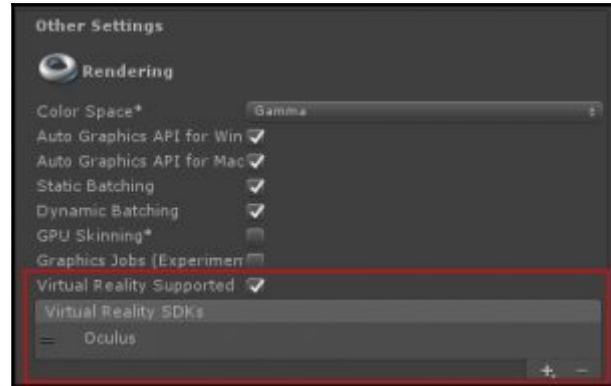
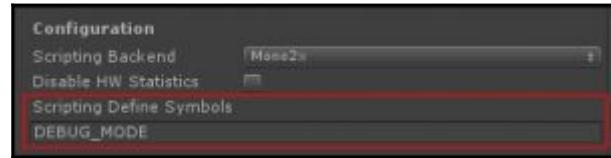
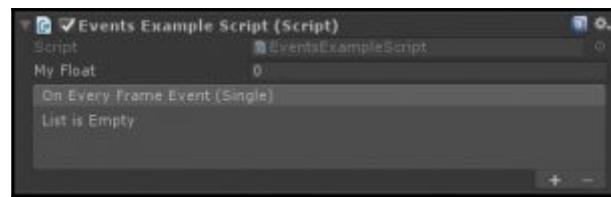


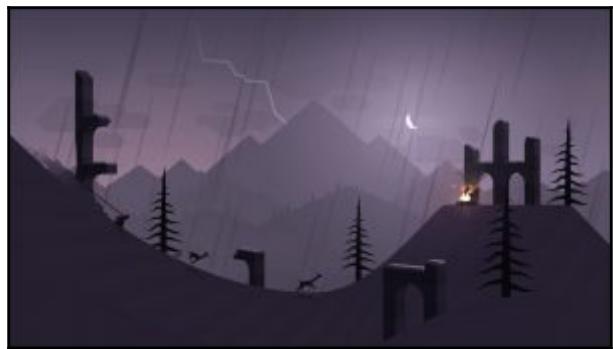


# Chapter 8:

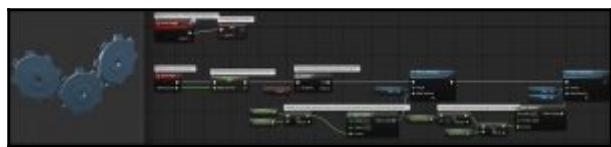


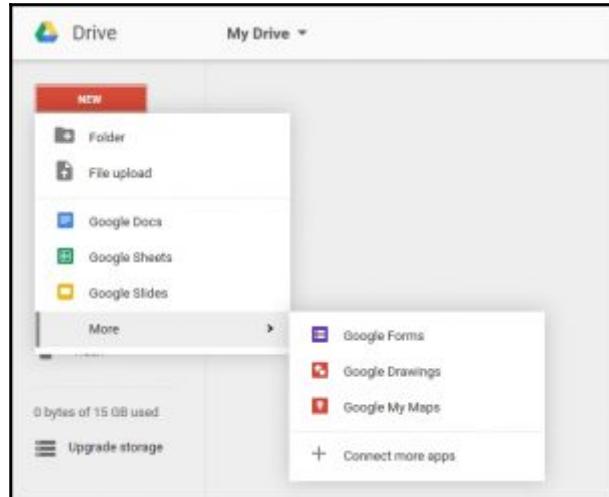
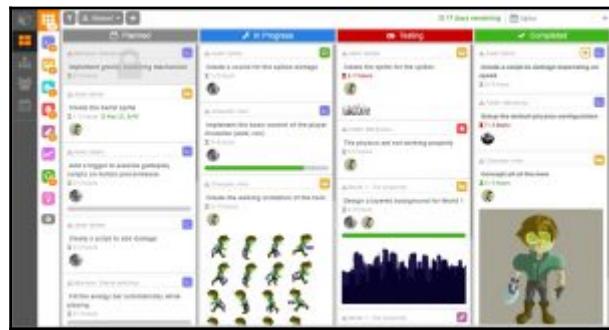
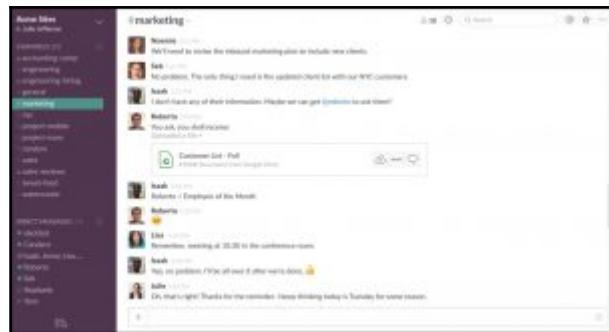
SPawning System		
WAVE #1		
RED PANDAS	12	<input type="text"/>
BLUE PANDAS	7	<input type="text"/>
GREEN PANDAS	3	<input type="text"/>
WAVE #2		
RED PANDAS	16	<input type="text"/>
BLUE PANDAS	10	<input type="text"/>
GREEN PANDAS	5	<input type="text"/>
WAVE #3		
RED PANDAS	20	<input type="text"/>
BLUE PANDAS	16	<input type="text"/>
GREEN PANDAS	9	<input type="text"/>











This screenshot shows a digital workspace interface with a sidebar on the left containing links like 'Dashboard', 'Members', 'Team Notes', 'Threads', 'Recent', 'Settings', and 'Help'. The main area is titled 'Members' and displays a list of users with their names, email addresses, user counts, status, and verification status. A 'Search members...' input field and a 'New member' button are also present.

Name	Email address	User count	Status	Recently updated
Angela Zhang	angela.zhang@example.com	221,16,000	✓ Enabled	10 hours ago
Frank Zhang	frank.zhang@example.com	87,24,000	✓ Enabled	10 hours ago
Jonathan Chen	jonathan.chen@example.com	12,33,000	✓ Enabled	10 hours ago
Amitava Bhattacharya	amitava.bhattacharya@example.com	124,31,000	✓ Enabled	10 hours ago
Ane D'Souza	ane.dsouza@example.com	51,44,000	✓ Enabled	10 hours ago
Amber Williams	amber.williams@example.com	3,11,000	✓ Enabled	10 hours ago
Jay Singh	jay.singh@example.com	108,31,000	✓ Enabled	10 hours ago
Tracy Johnson	tracy.johnson@example.com	10,00,000	✓ Enabled	10 hours ago

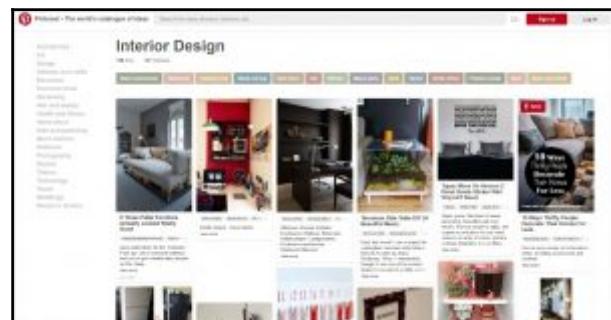
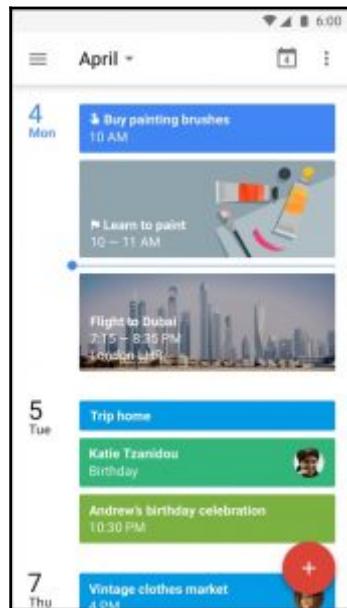
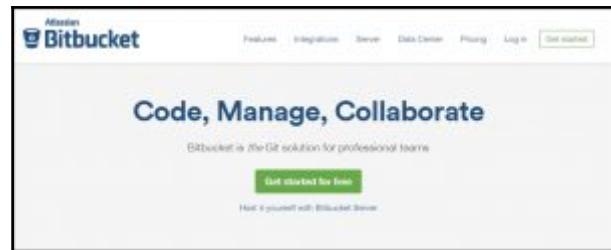
This screenshot shows a digital workspace interface with a sidebar on the left containing links like 'Dashboard', 'Members', 'Team Notes', 'Threads', 'Recent', 'Settings', and 'Help'. The main area is titled 'To Do' and displays a list of tasks categorized into 'To Do', 'In Progress', and 'Completed'. Each task has a title, a progress bar, and a due date.

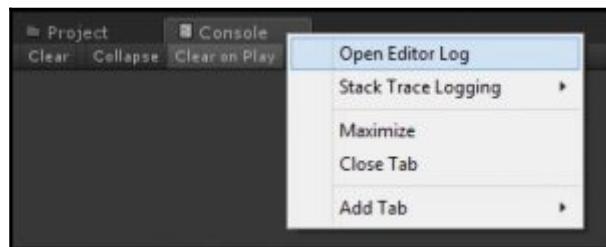
Category	Task Title	Progress	Due Date
To Do	Create a new logo	0%	June 12
To Do	Create a new page	0%	June 12
To Do	Create page template	0%	June 12
To Do	Update text and photo	0%	June 12
To Do	Update page	0%	June 12
To Do	Define role for team	0%	June 12
To Do	Launch new tool	0%	June 12
In Progress	Review wireframes	10%	June 12
In Progress	Refine wireframes	10%	June 12
In Progress	Finalize site mockup	10%	June 12
In Progress	Notify New M&P/UX team	10%	June 12
In Progress	Change theme in Demo-Site	10%	June 12
Completed	Define requirements	100%	June 12
Completed	Check first draft completion	100%	June 12
Completed	Reviewing design mockup	100%	June 12
Completed	Create initial SPRINT	100%	June 12
Completed	Assign initial priorities	100%	June 12
Completed	Plan next user stories	100%	June 12

This screenshot shows a digital workspace interface with a sidebar on the left containing links like 'Dashboard', 'Members', 'Team Notes', 'Threads', 'Recent', 'Settings', and 'Help'. The main area is titled 'Members' and displays a list of users with their names, email addresses, user counts, status, and verification status. A 'Search members...' input field and a 'New member' button are also present.

Name	Email address	User count	Status	Recently updated
Angela Zhang	angela.zhang@example.com	221,16,000	✓ Enabled	10 hours ago
Frank Zhang	frank.zhang@example.com	87,24,000	✓ Enabled	10 hours ago
Jonathan Chen	jonathan.chen@example.com	12,33,000	✓ Enabled	10 hours ago
Amitava Bhattacharya	amitava.bhattacharya@example.com	124,31,000	✓ Enabled	10 hours ago
Ane D'Souza	ane.dsouza@example.com	51,44,000	✓ Enabled	10 hours ago
Amber Williams	amber.williams@example.com	3,11,000	✓ Enabled	10 hours ago
Jay Singh	jay.singh@example.com	108,31,000	✓ Enabled	10 hours ago
Tracy Johnson	tracy.johnson@example.com	10,00,000	✓ Enabled	10 hours ago

This screenshot shows the GitHub homepage with a banner featuring the GitHub logo and the text 'How people build software'. Below the banner, there is a section with the text 'Millions of developers use GitHub to build personal projects, support their businesses, and work together on open source technologies.' and a 'Sign up for GitHub' button.



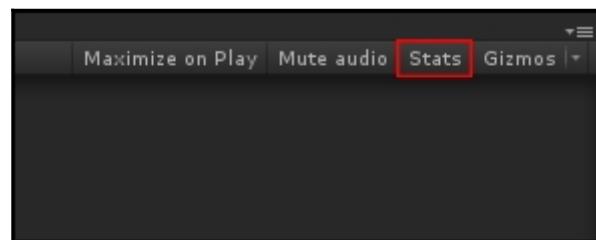


Textures	81.1 mb	94.7%
Meshes	0.0 kb	0.0%
Animations	9.1 kb	0.0%
Sounds	0.0 kb	0.0%
Shaders	9.0 kb	0.0%
Other Assets	28.4 kb	0.0%
Levels	14.3 kb	0.0%
Scripts	542.9 kb	0.6%
Included DLLs	3.9 mb	4.6%
File headers	9.2 kb	0.0%
Complete size	85.6 mb	100.0%

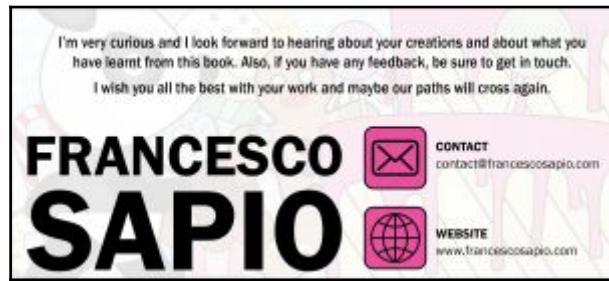
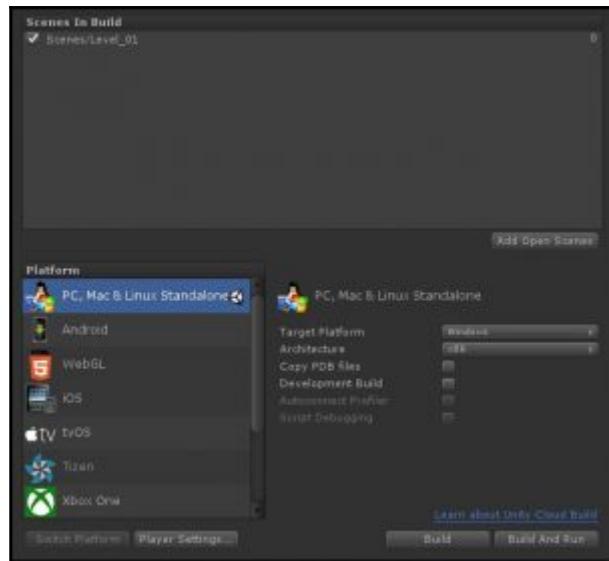
```

Used Assets and files from the Resources folder, sorted by uncompressed size:
16.8 mb      19.6% Assets/Graphics/towers/cupcake_tower_sheet-01.png
14.3 mb      16.7% Assets/Graphics/enemies/anileation_panda_sprite_sheet.png
12.0 mb      14.8% Assets/Graphics/maps/candy_mountain_asset_overaly-01.png
12.0 mb      14.8% Assets/Graphics/maps/candy_mountain_without_bar-01.png
12.0 mb      14.8% Assets/Graphics/maps/candy_mountain-01.png
7.0 mb      8.1% Assets/Graphics/projectiles/projectiles_sheet_B1.png
2.0 mb      2.3% Assets/Graphics/UI/map_complate.png
1.9 mb      2.2% Assets/Graphics/UI/ui_health_bar_frame.png
1.7 mb      2.0% Assets/Graphics/UI/ui_blue_top_with_text.png
1.2 mb      1.3% Assets/Graphics/UI/ui_health_bar_filling.png
346.9 kb    0.4% Assets/Graphics/UI/ui_sugar_meter.png
9.2 kb      0.6% Resources/unity_builtin_extra
4.1 kb      0.6% Assets/Animations/PandaAnimatorController.controller
4.1 kb      0.6% C:/Program Files/Unity
5.5.0f3/Editor/Data/UnityExtensions/Unity/GUISystem/UnityEngine.UI.dll
4.1 kb      0.6% C:/Program Files/Unity
5.5.0f3/Editor/Data/UnityExtensions/Unity/GUISystem/Standalone/UnityEngine.UI.dll
2.5 kb      0.6% Assets/Animations/Panda_Eat_Animation.anim
2.3 kb      0.6% Assets/Animations/Panda_Walk_Animation.anim
2.3 kb      0.6% Assets/Animations/Panda_Die_Animation.anim
2.1 kb      0.6% Assets/Animations/Panda_Hit_Animation.anim

```







I'm very curious and I look forward to hearing about your creations and about what you have learnt from this book. Also, if you have any feedback, be sure to get in touch.

I wish you all the best with your work and maybe our paths will cross again.

**FRANCESCO  
SAPIO**



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