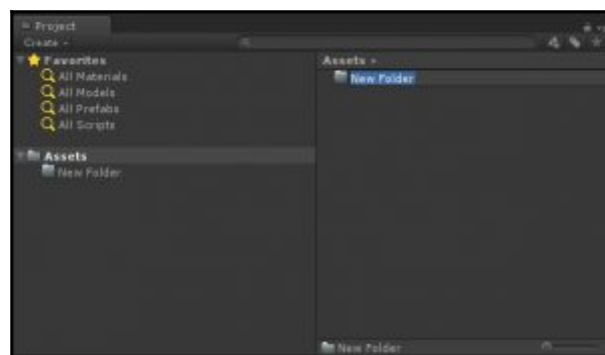
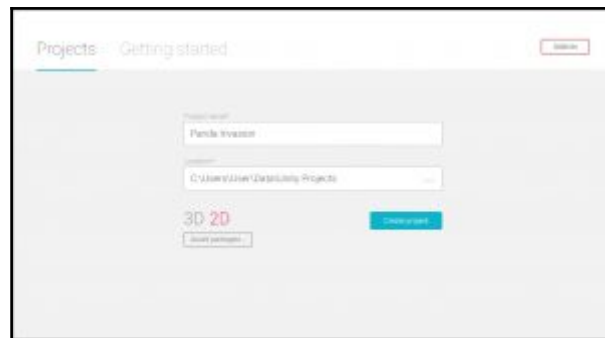
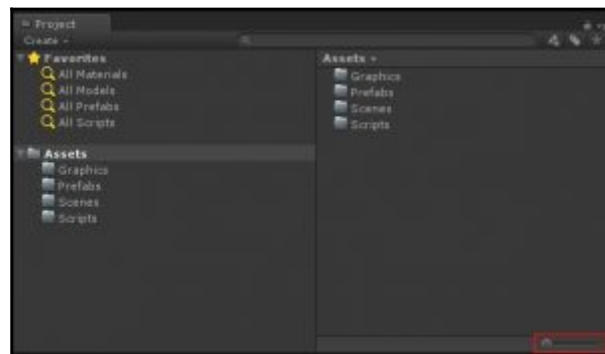
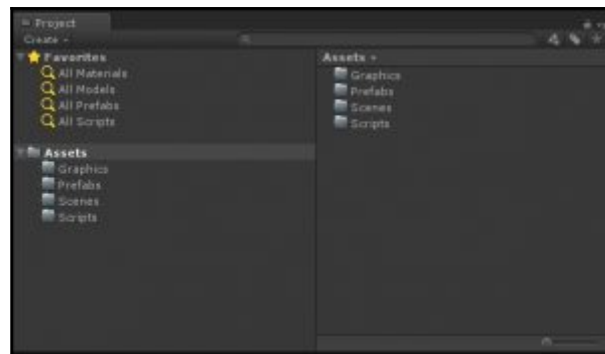


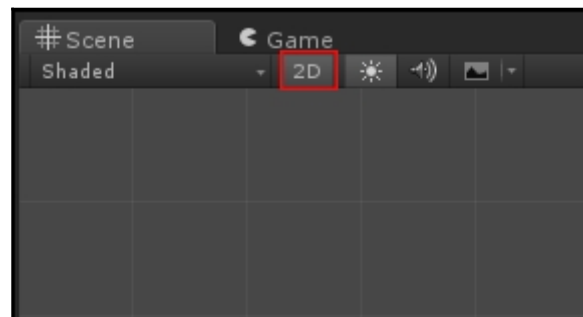
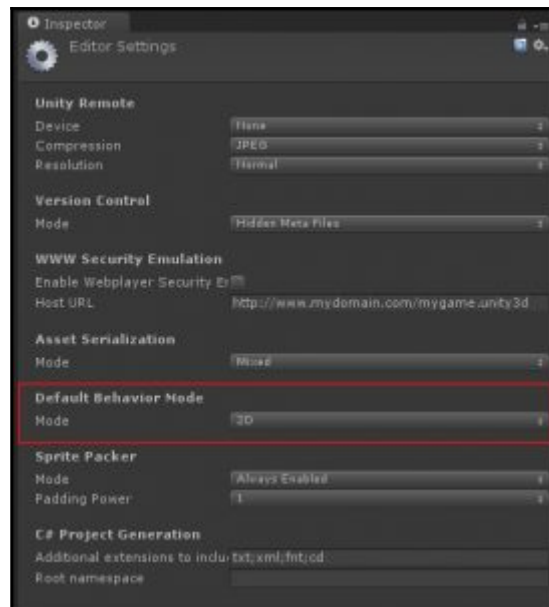
Graphic bundle

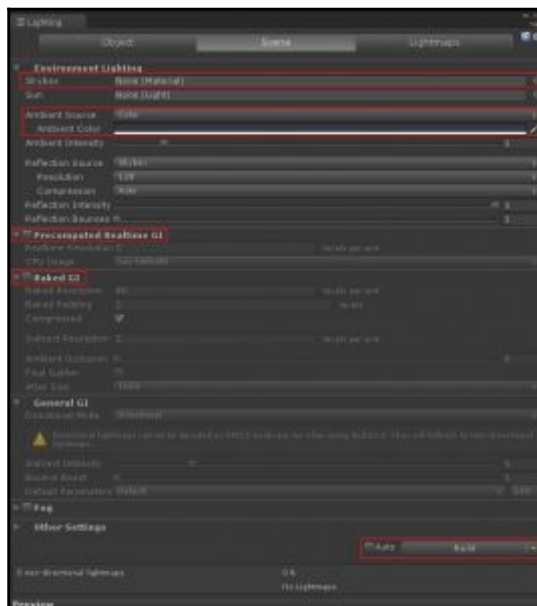
Chapter 1:

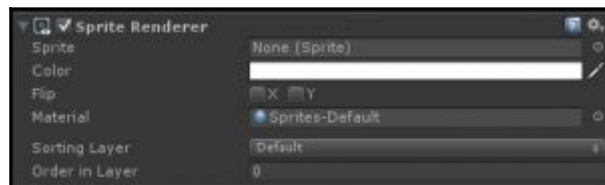
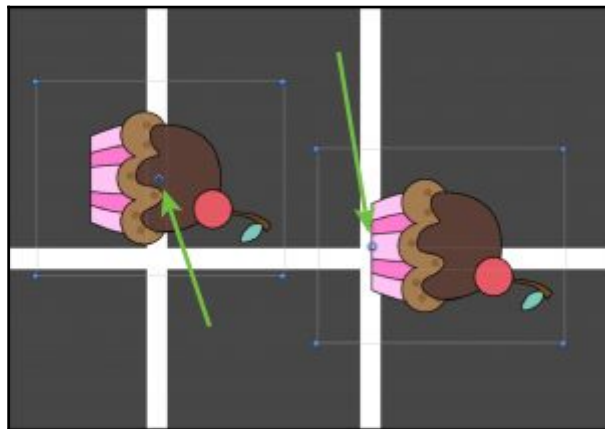
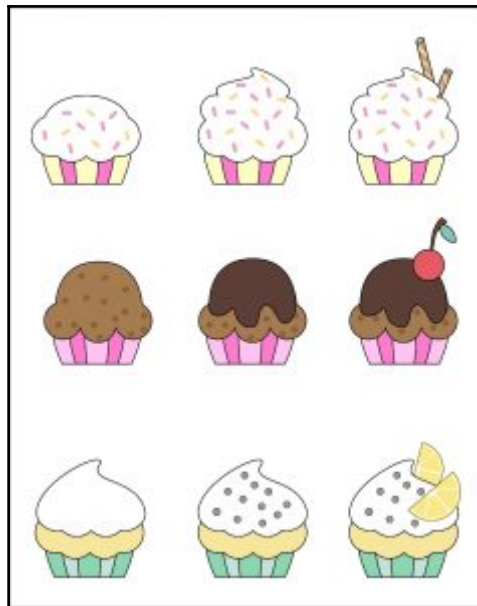


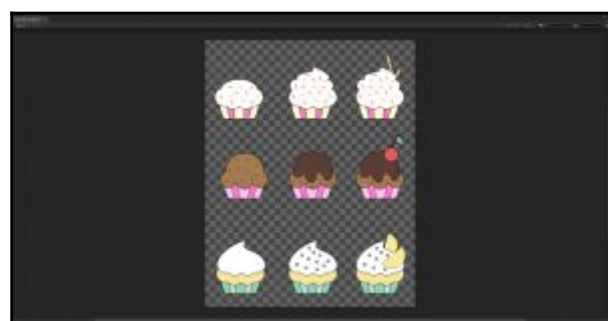
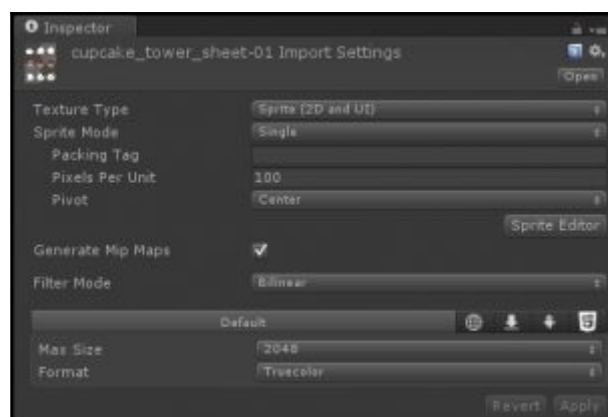


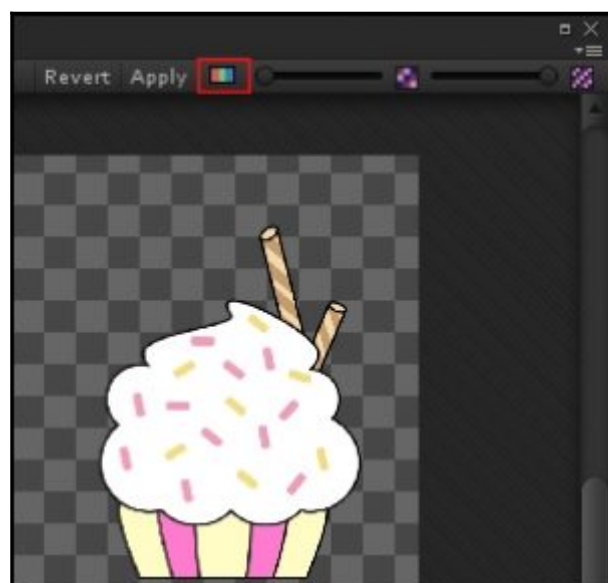
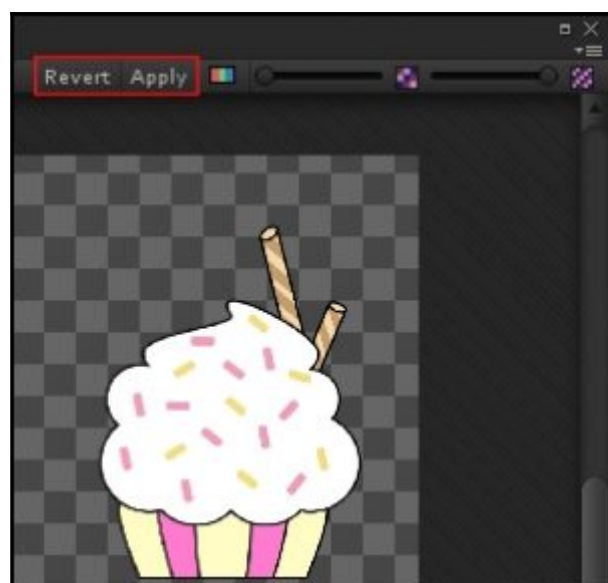




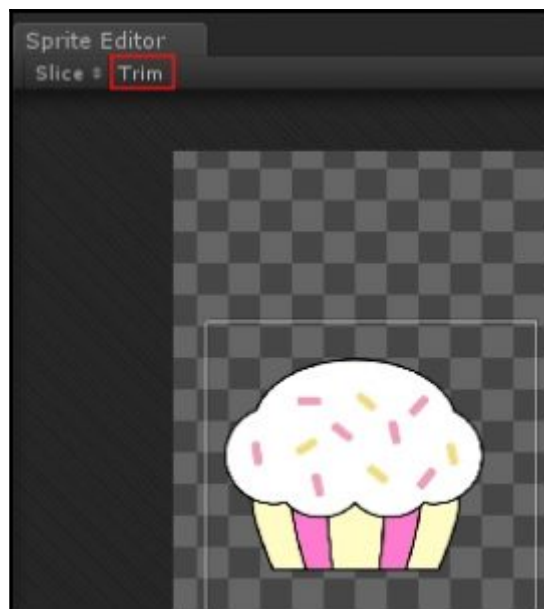


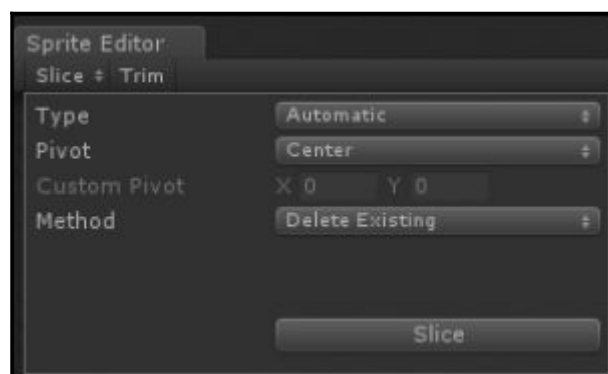
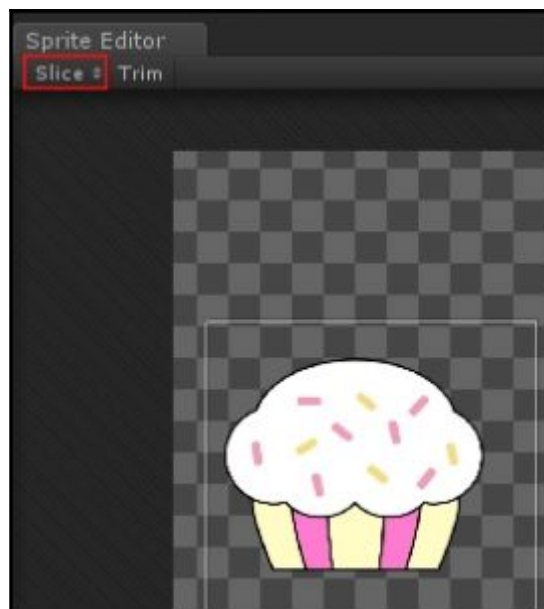








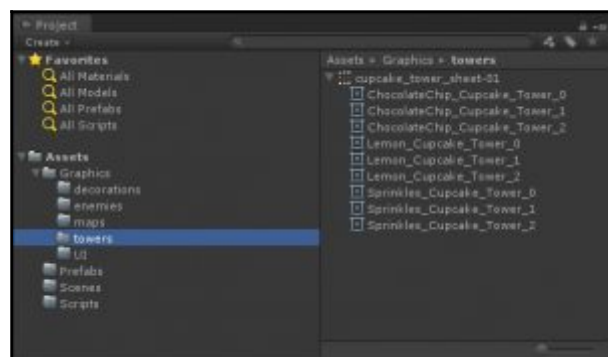




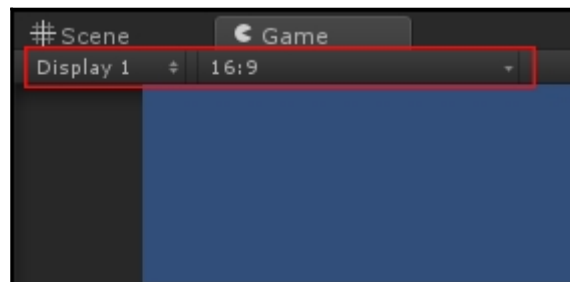




NO SCALING	HORIZONTAL SCALING ONLY	NO SCALING
VERTICAL SCALING ONLY	HORIZONTAL AND VERTICAL SCALING	VERTICAL SCALING ONLY
NO SCALING	HORIZONTAL SCALING ONLY	NO SCALING



File	Edit	Assets	GameObject
	New Scene		Ctrl+N
	Open Scene		Ctrl+O
	Save Scene		Ctrl+S
	Save Scene as...		Ctrl+Shift+S
	New Project...		
	Open Project...		
	Save Project		
	Build Settings...		Ctrl+Shift+B
	Build & Run		Ctrl+B
	Exit		



Add

Label

Type

Width & Height

10x10

Edit	Assets	GameObject	Component
Undo			Ctrl+Z
Redo			Ctrl+Y
Cut			Ctrl+X
Copy			Ctrl+C
Paste			Ctrl+V
Duplicate			Ctrl+D
Delete			Shift+Del
Frame Selected			F
Lock View to Selected			Shift+F
Find			Ctrl+F
Select All			Ctrl+A
Preferences...			
Modules...			
Play			Ctrl+P
Pause			Ctrl+Shift+P
Step			Ctrl+Alt+P
Sign in...			
Sign out			
Selection			»
Project Settings			»
Network Emulation			»
Graphics Emulation			»
Snap Settings...			

General

External Tools

Colors

Keys

GI Cache

2D

Cache Server

Diagnostics

Colors

General

Playmode tint

Scene

Background

Center Axis

Grid

Guide Line

Selected Axis

Selected Outline

Selected Wireframe

Wireframe

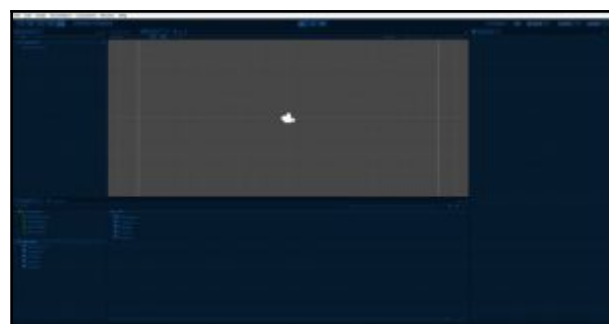
Wireframe Overlay

X Axis

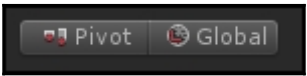
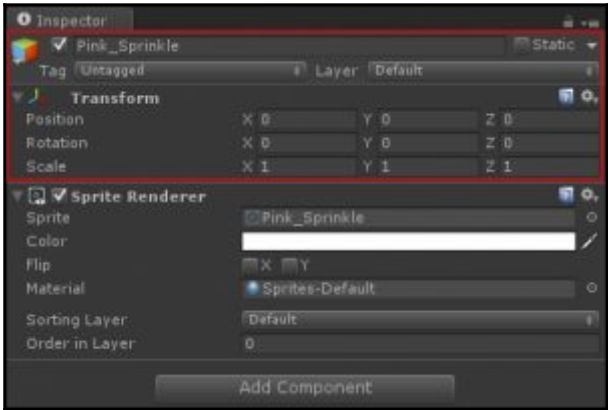
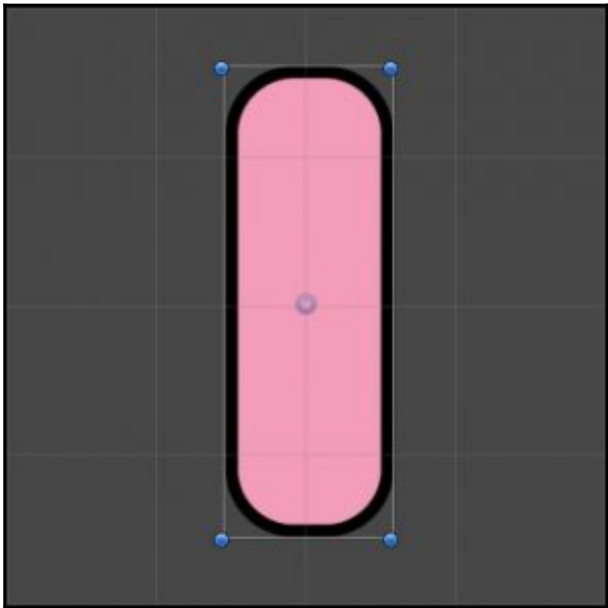
Y Axis

Z Axis

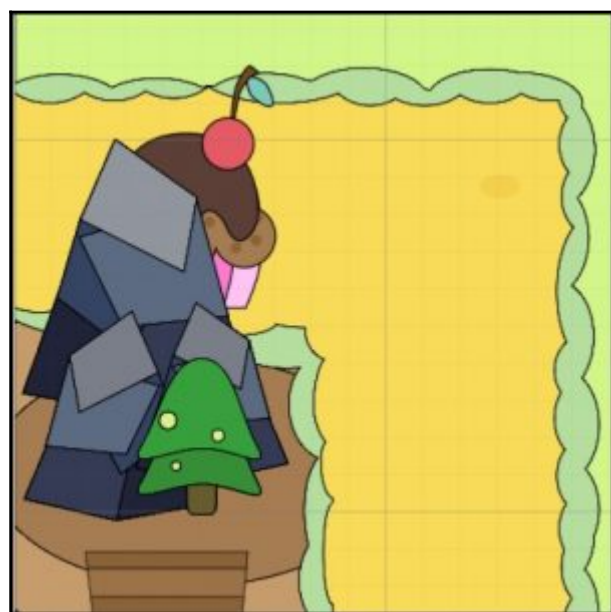
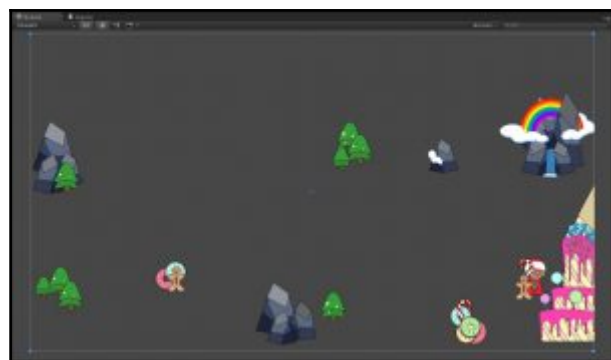
Use Defaults

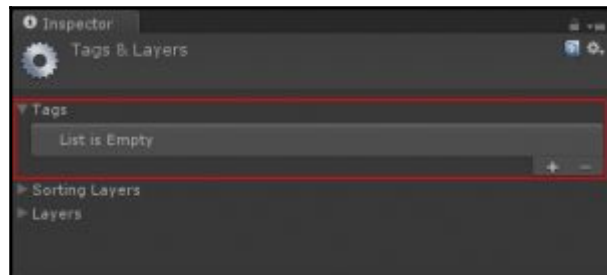
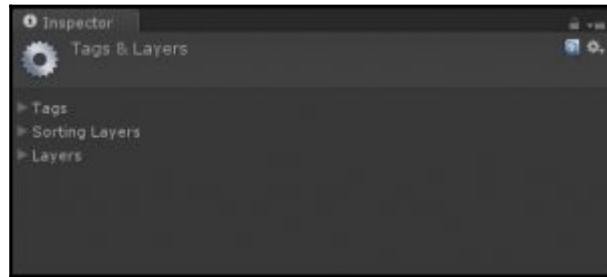


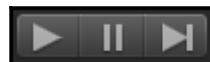
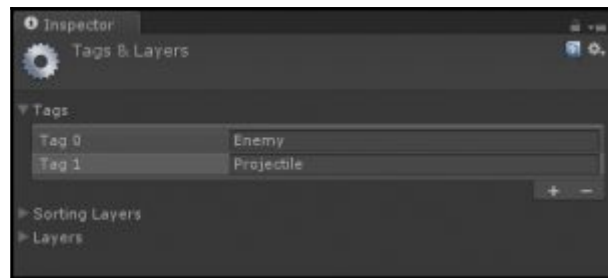
Chapter 2:

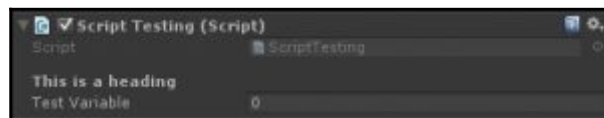
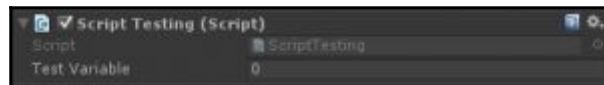


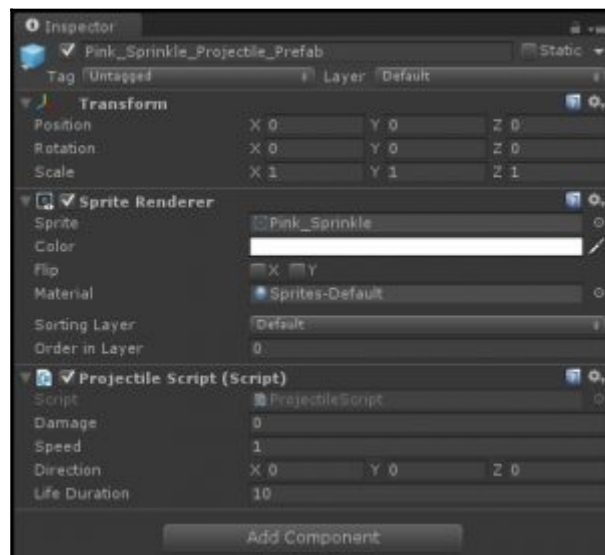
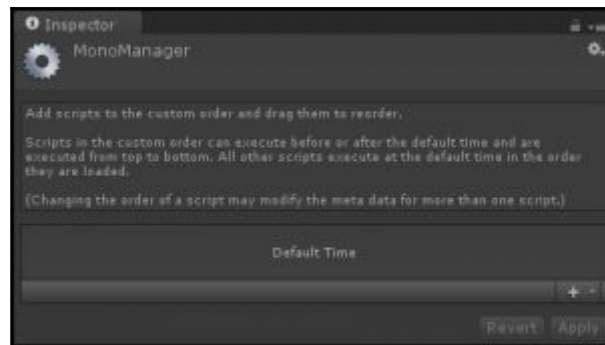
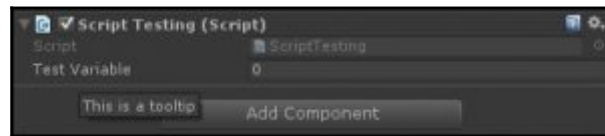
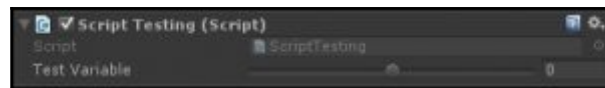


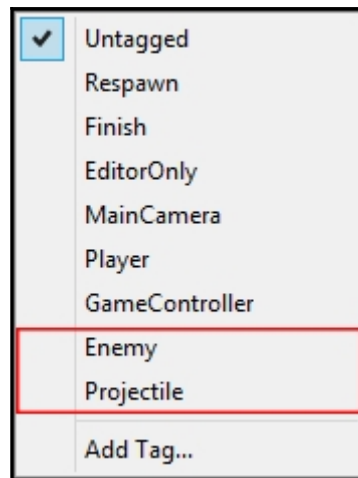
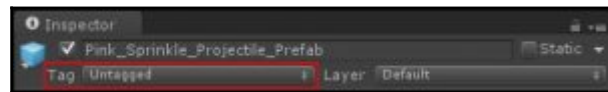
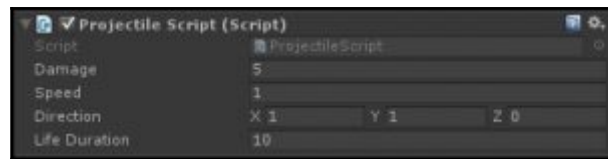


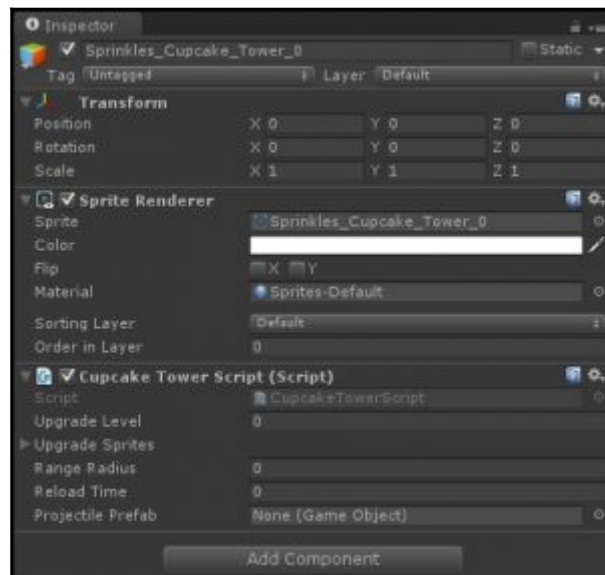
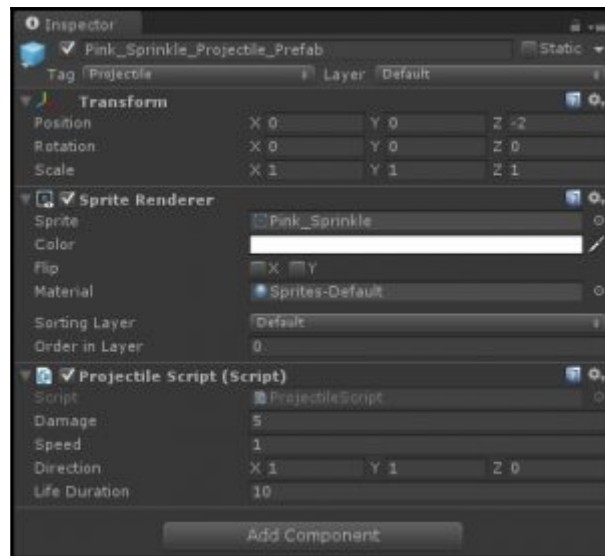


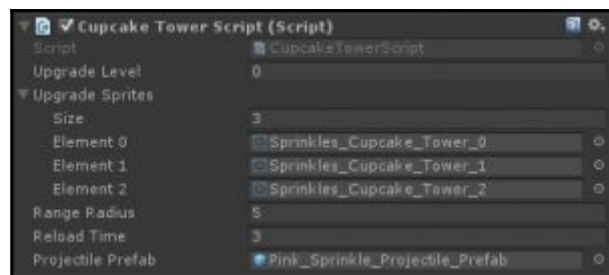




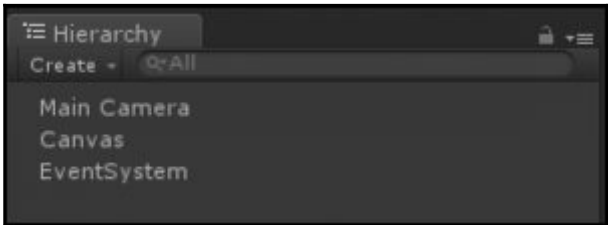
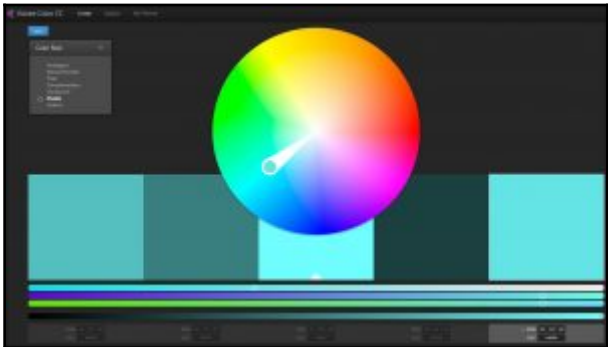


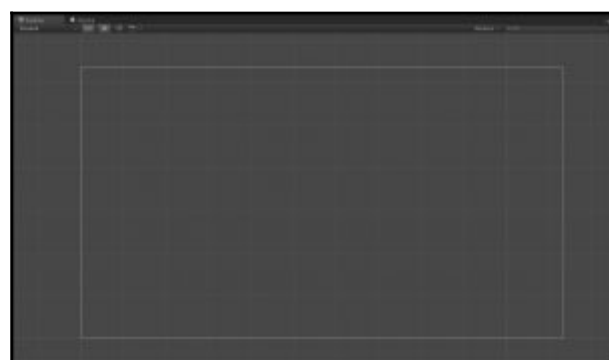
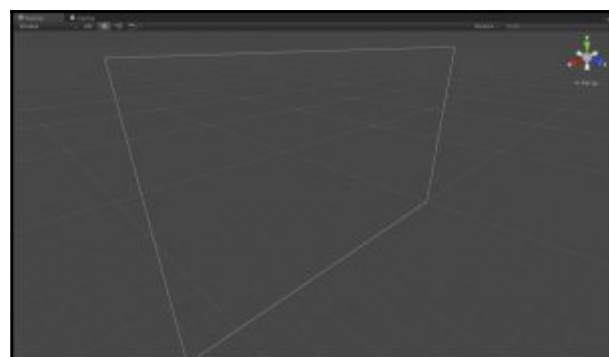


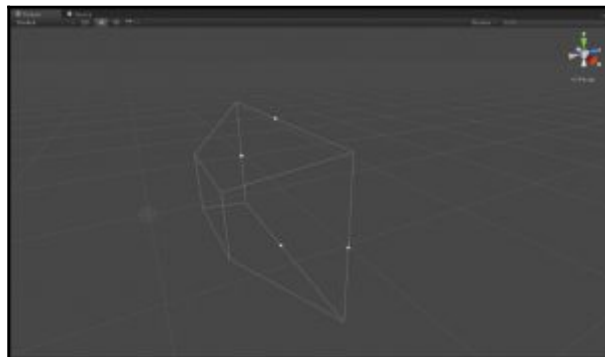
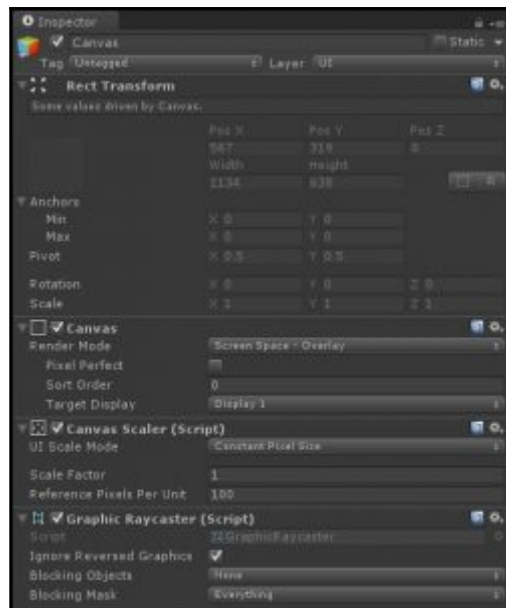


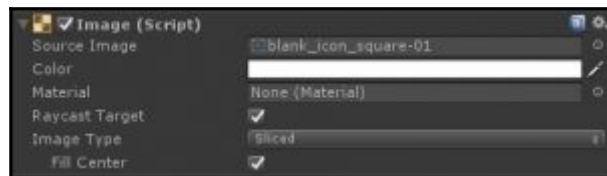
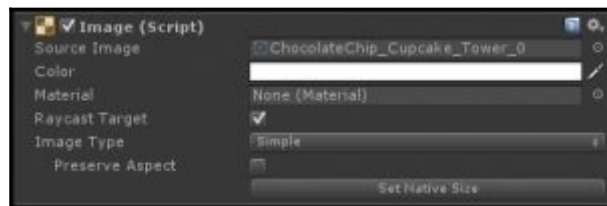
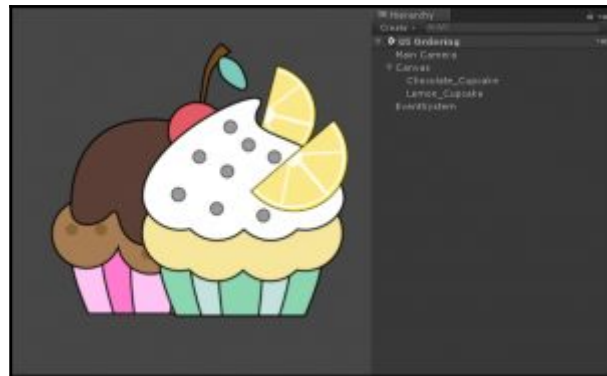


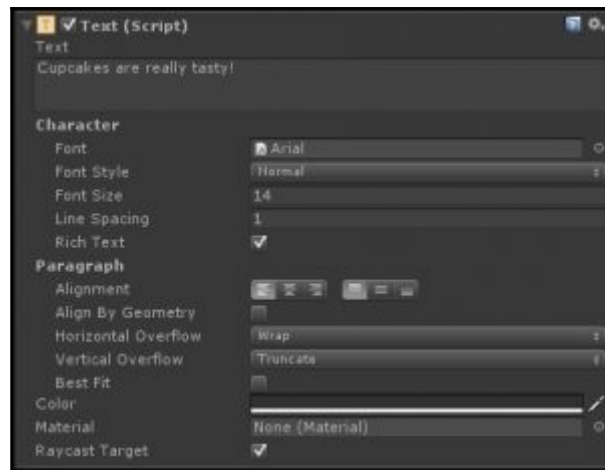
Chapter 3:



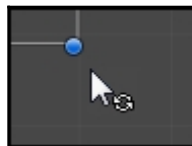
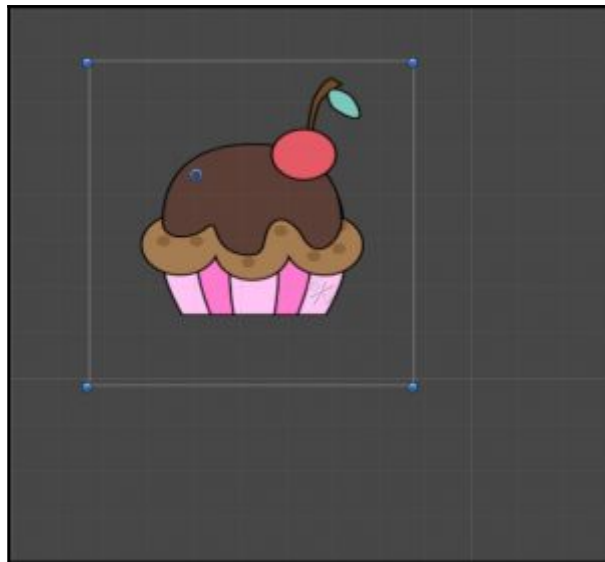












Rect Transform

center
middle

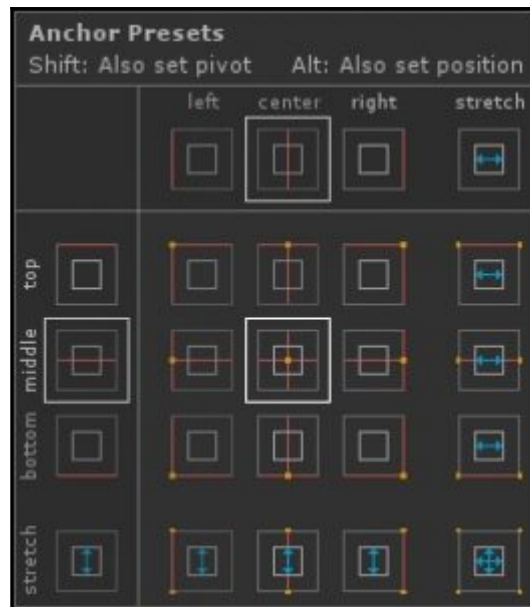
▼ Anchors

Min X 0.5 Y 0.5
Max X 0.5 Y 0.5
Pivot X 0.5 Y 0.5

Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Pos X 0 Pos Y 0 Pos Z 0
Width 100 Height 100

[L] [R]



Horizontal Layout Group (Script)

Padding

Left 0

Right 0

Top 0

Bottom 0

Spacing 0

Child Alignment Upper Left

Child Force Expand Width Height

Grid Layout Group (Script)

Padding

Left 0

Right 0

Top 0

Bottom 0

Cell Size X 100 Y 100

Spacing X 0 Y 0

Start Corner Upper Left

Start Axis Horizontal

Child Alignment Upper Left

Constraint Flexible

Layout Element (Script)

Ignore Layout

Min Width 0

Min Height 0

Preferred Width 100

Preferred Height 100

Flexible Width 1

Flexible Height 1

Interactable

Transition None

Interactable

Transition Color Tint

Target Graphic tasteful cupcake. (Image)

Normal Color

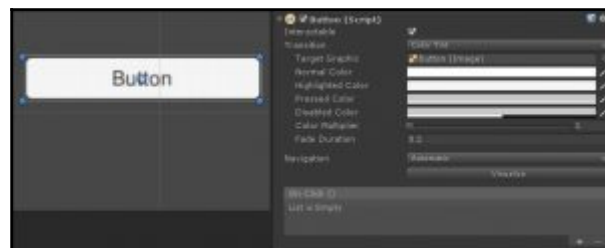
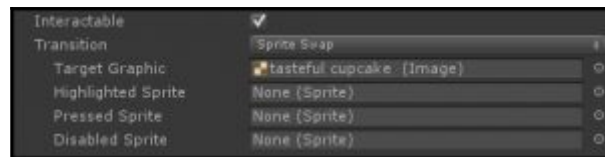
Highlighted Color

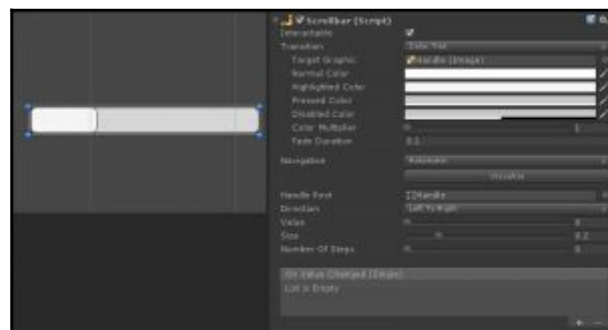
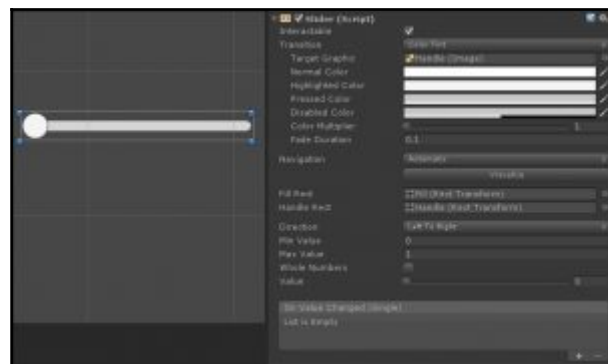
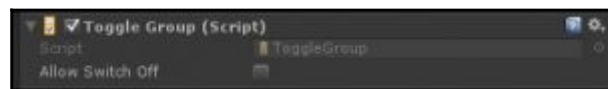
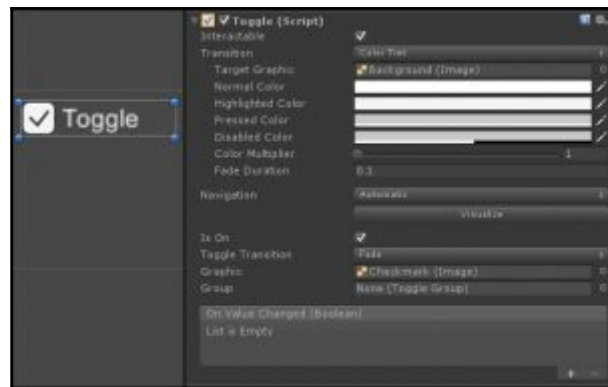
Pressed Color

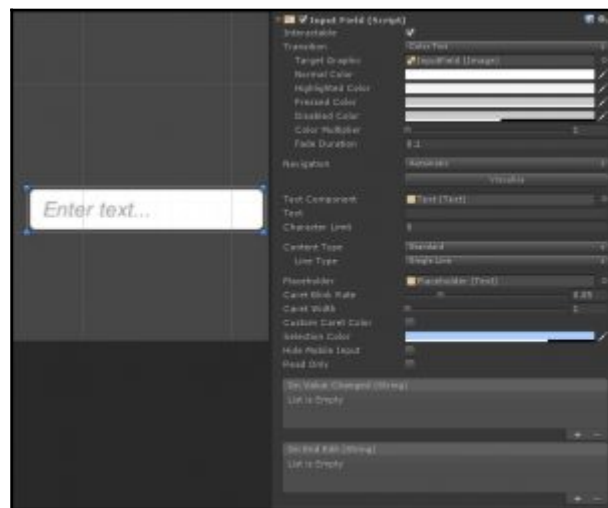
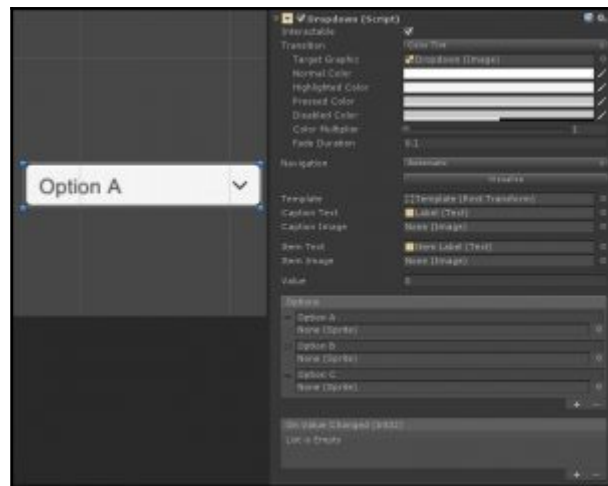
Disabled Color

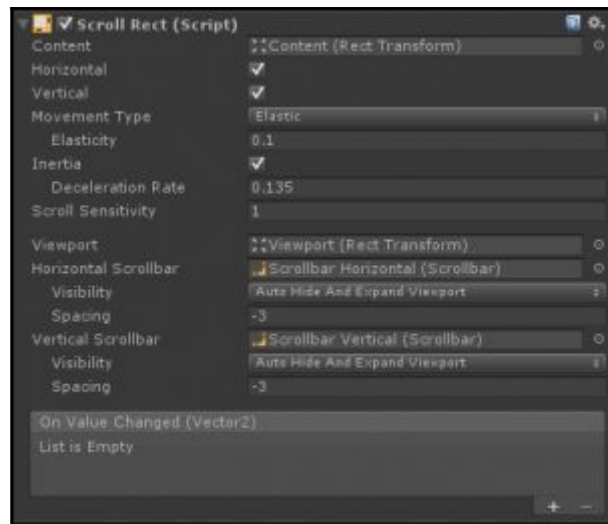
Color Multiplier 1

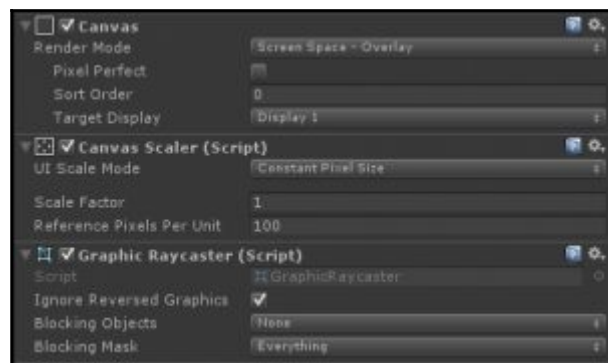
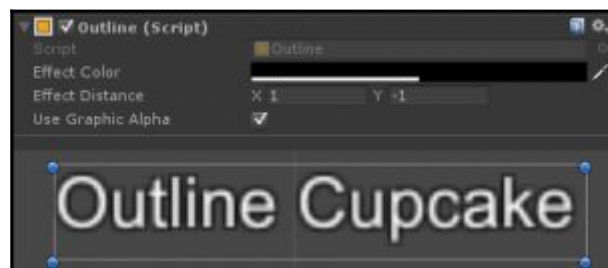
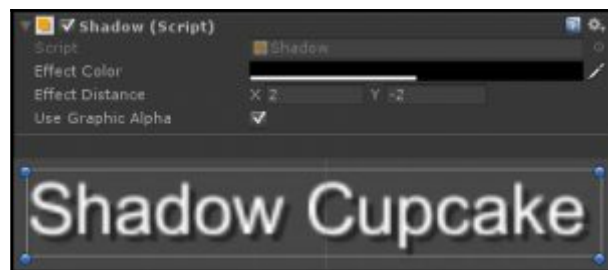
Fade Duration 0.1

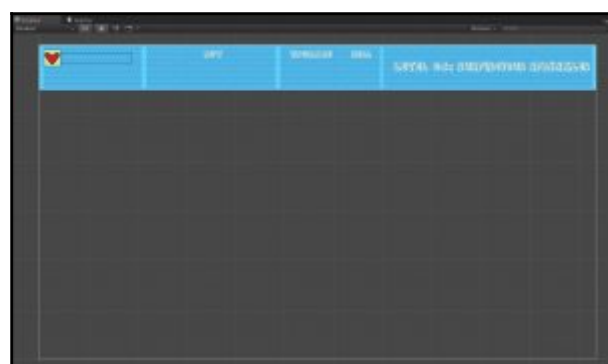
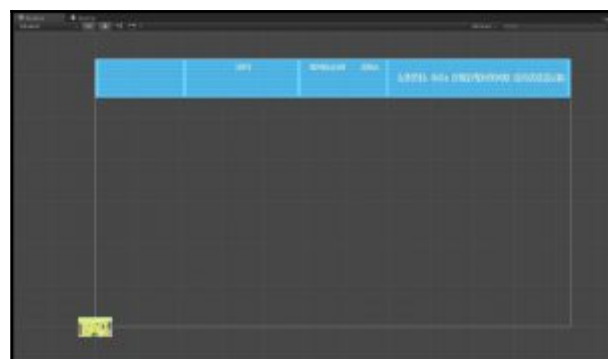


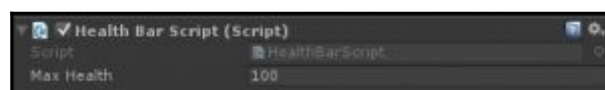
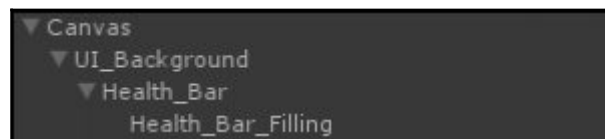
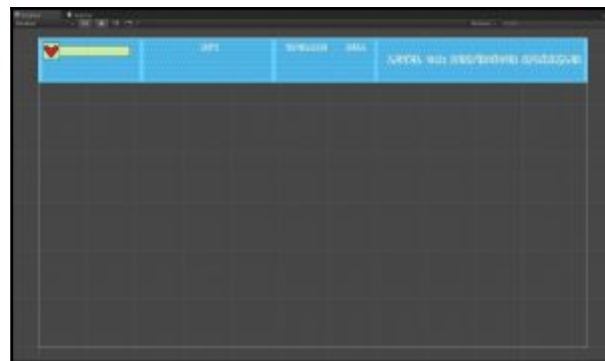


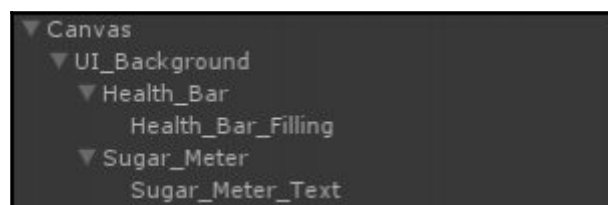
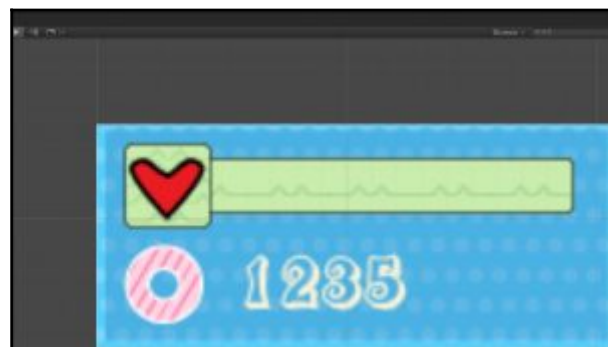
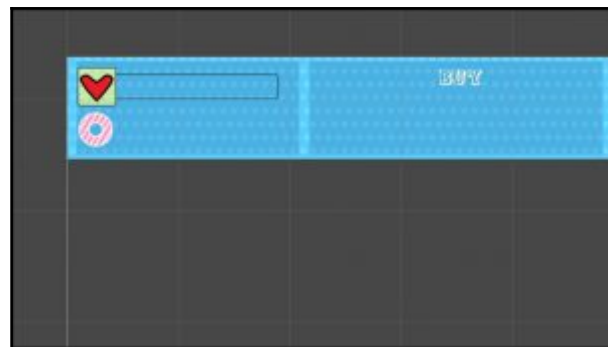




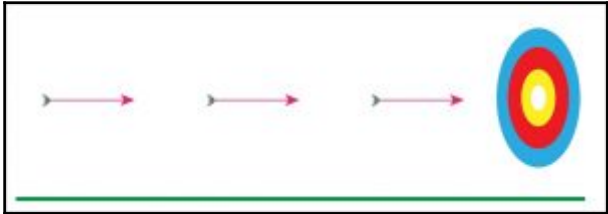


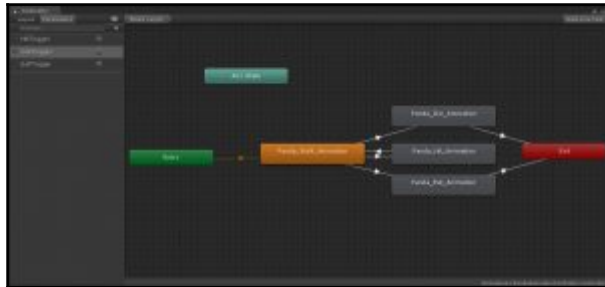


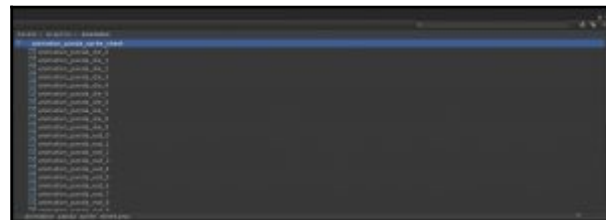




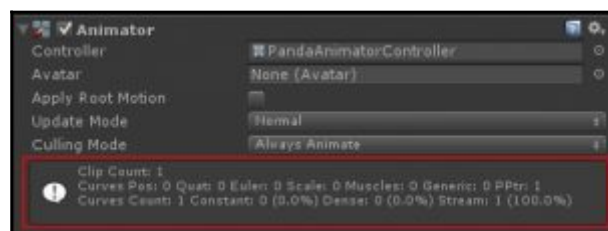
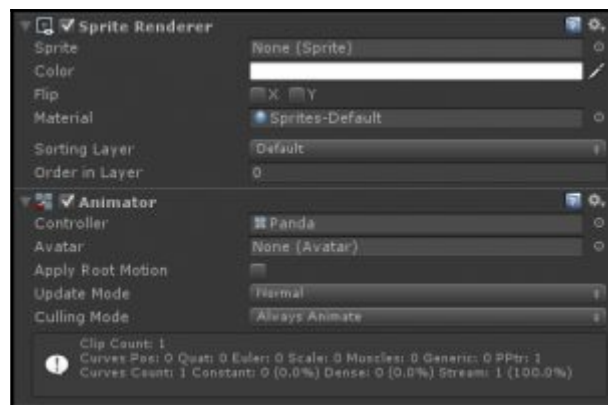
Chapter 4:

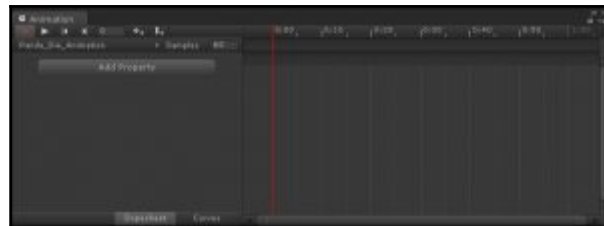


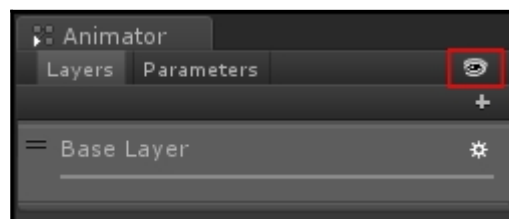
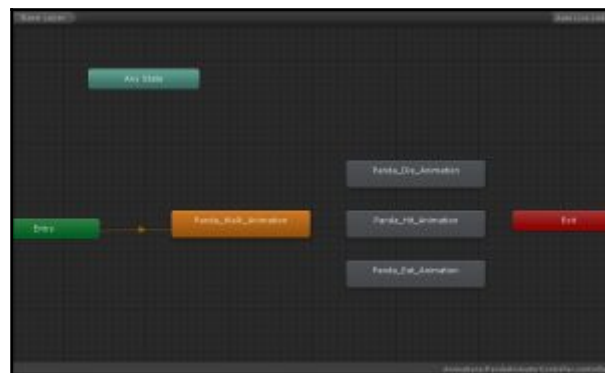
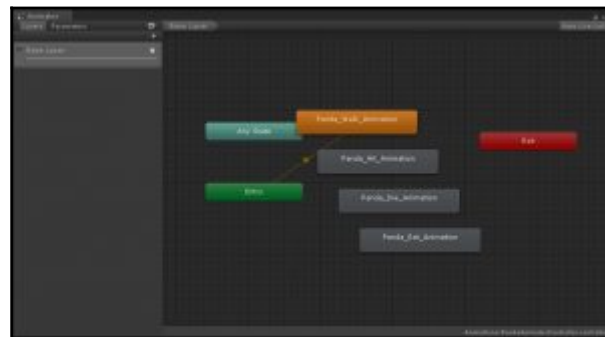


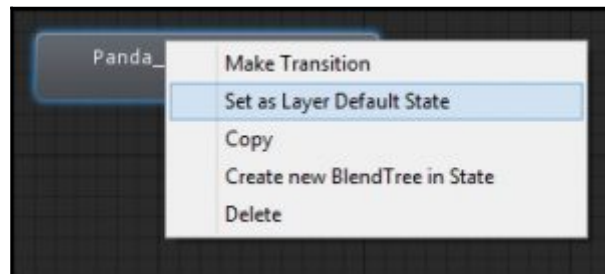
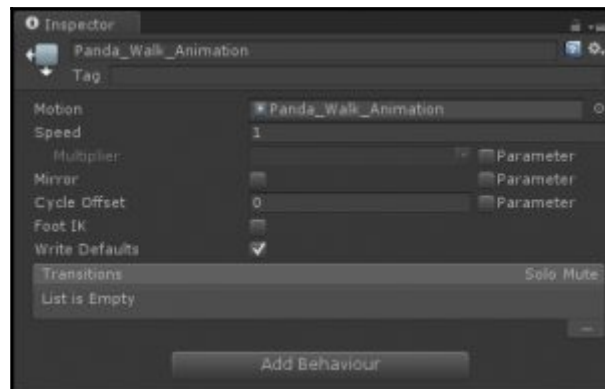
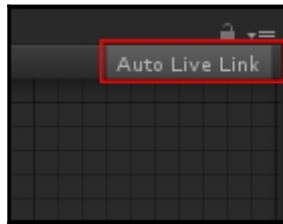
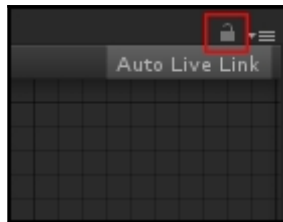


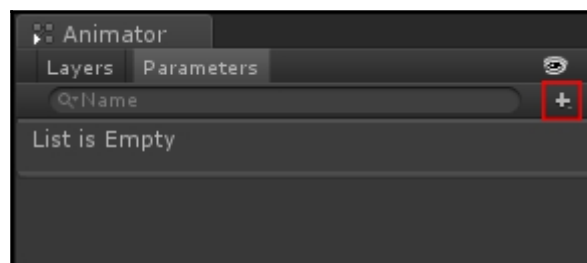
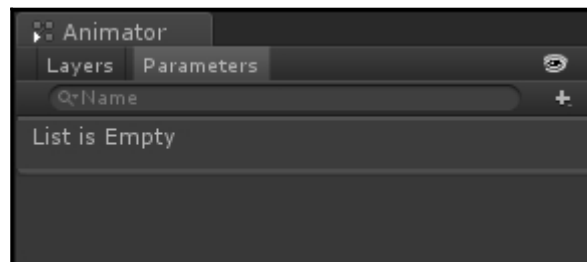
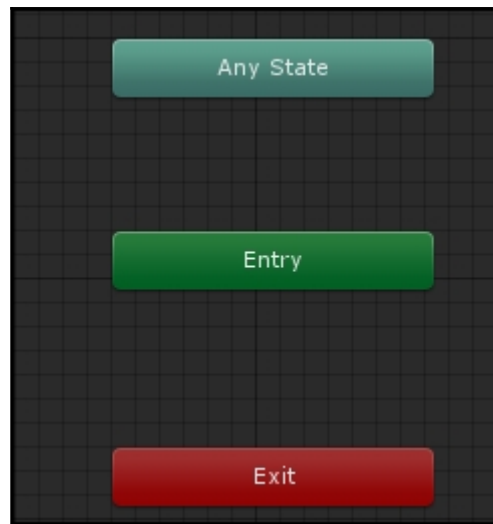


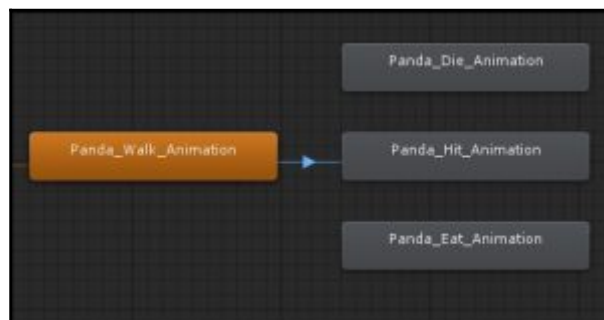
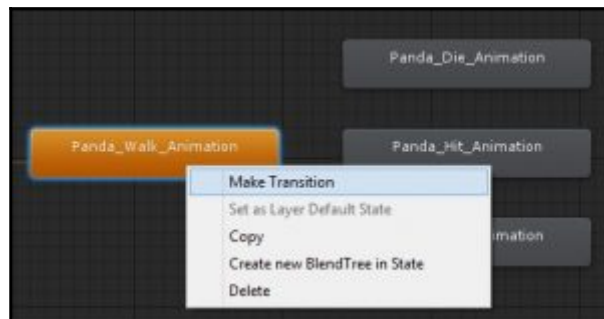
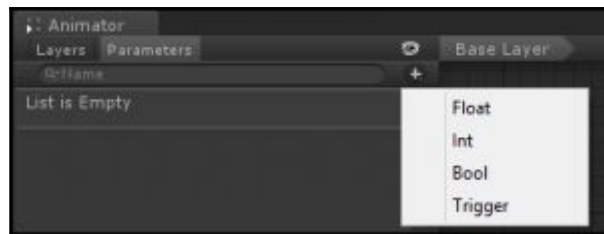


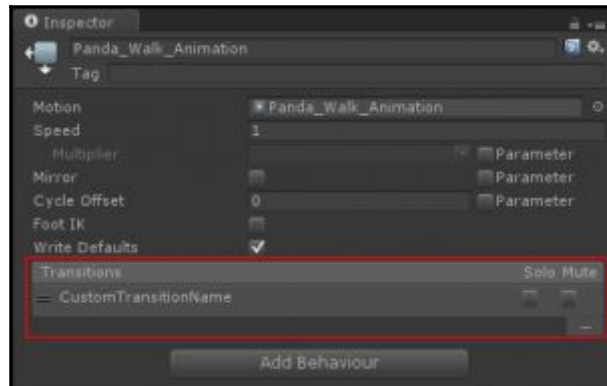
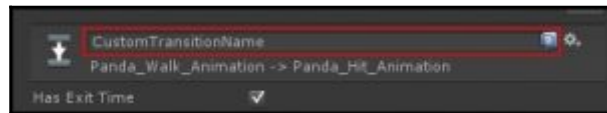
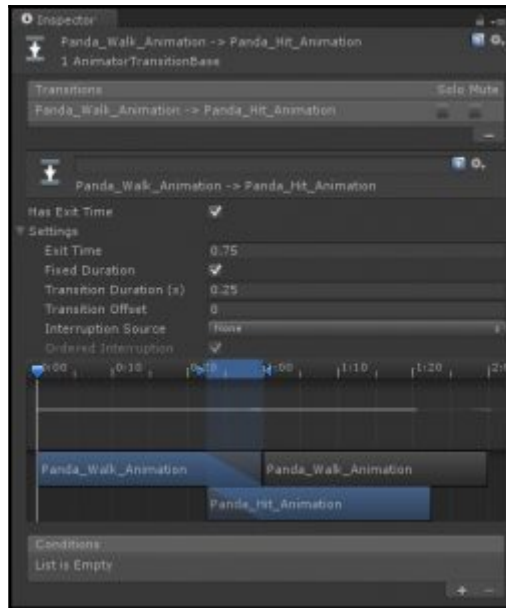


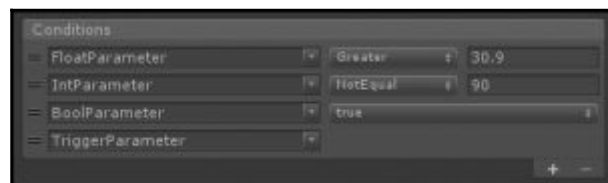
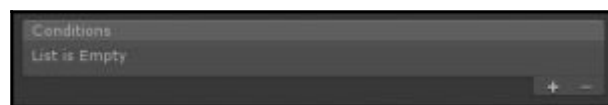
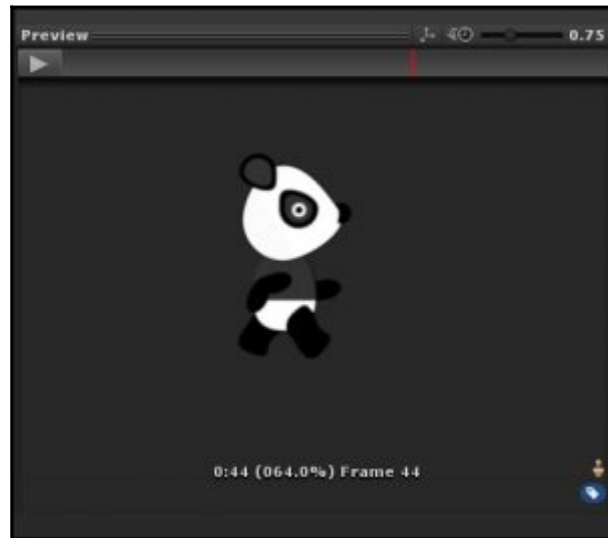


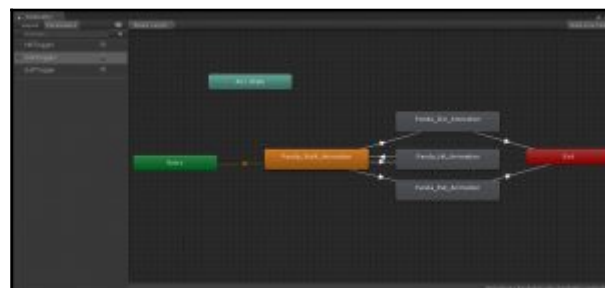
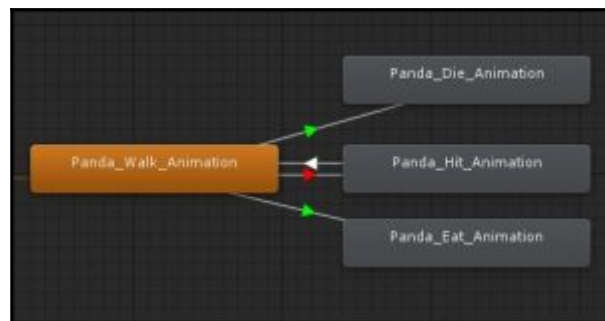


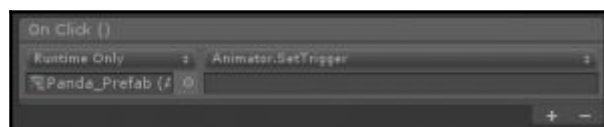
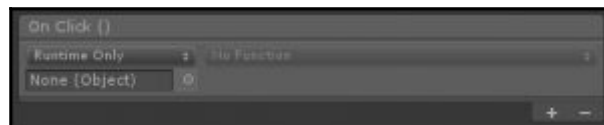
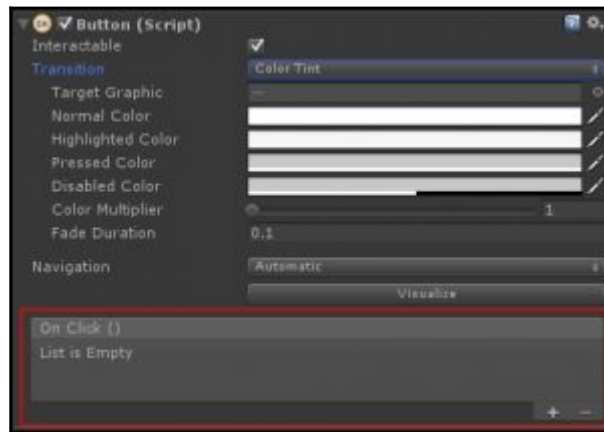


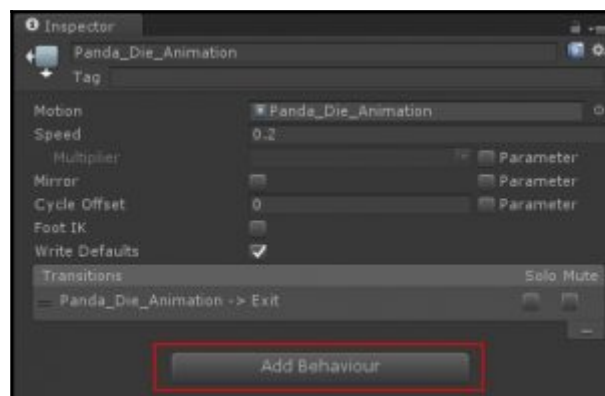
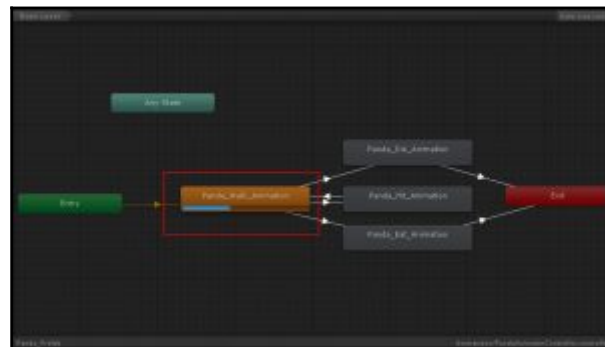
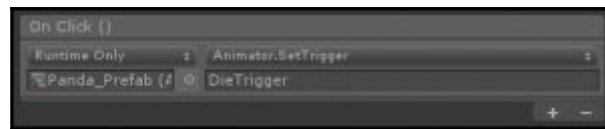


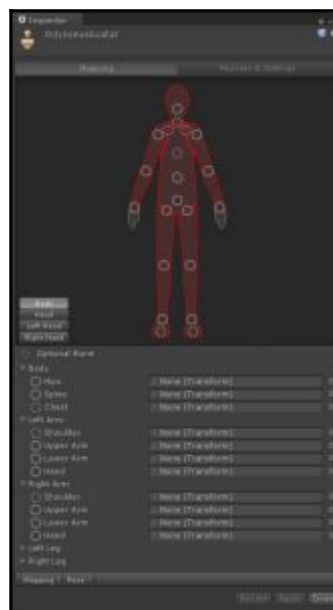
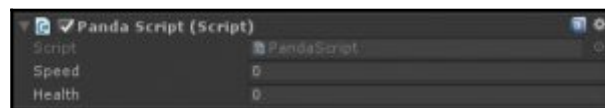
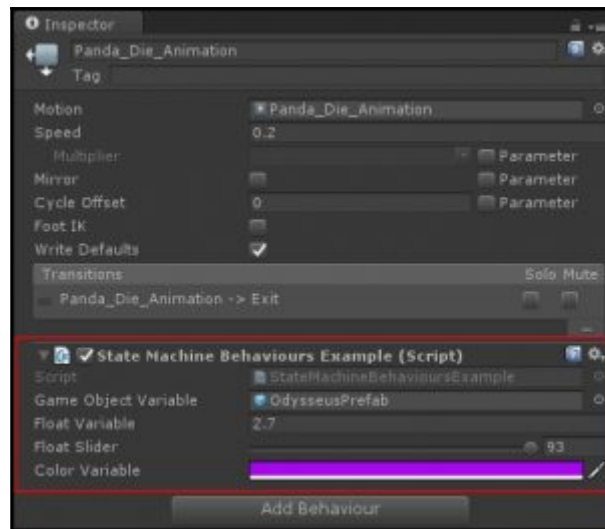


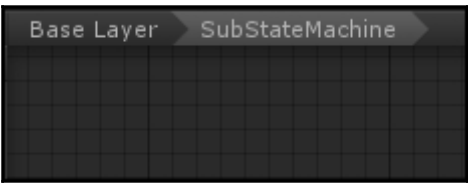
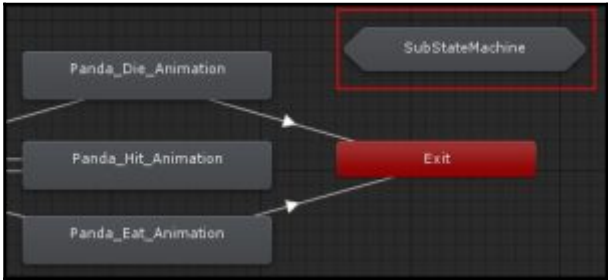
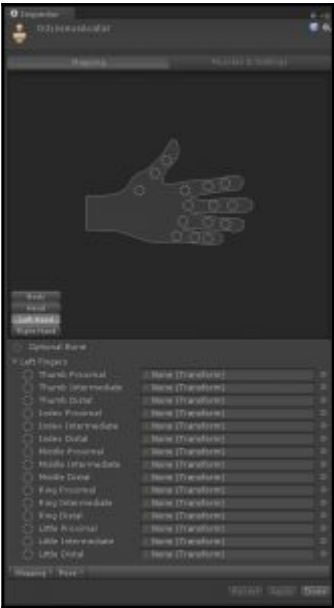


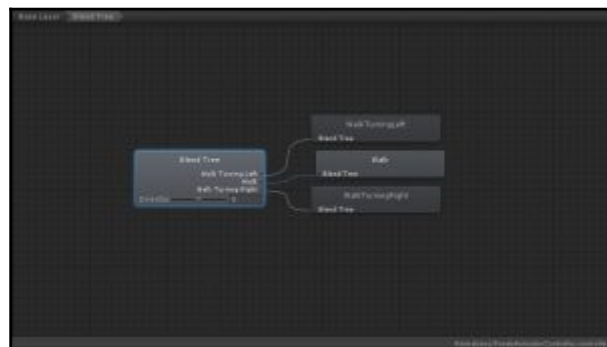
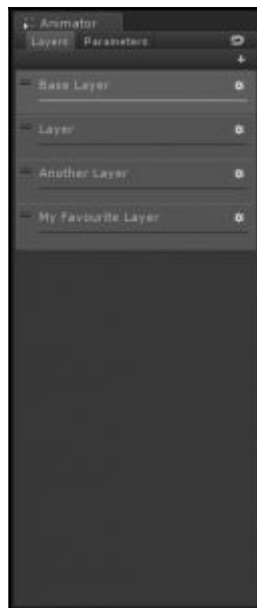


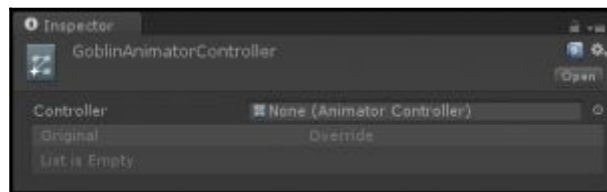
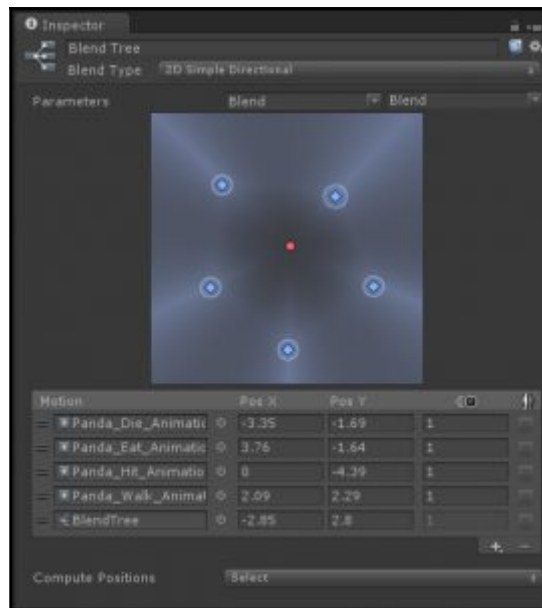


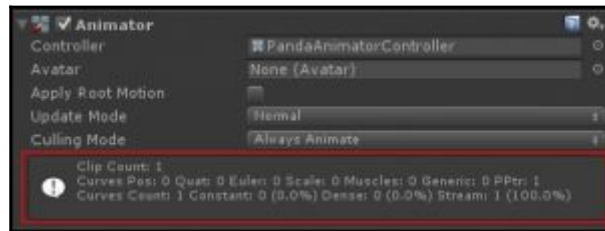




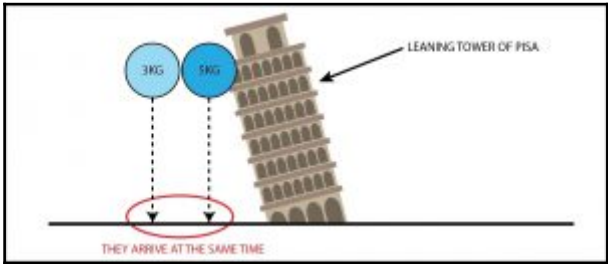
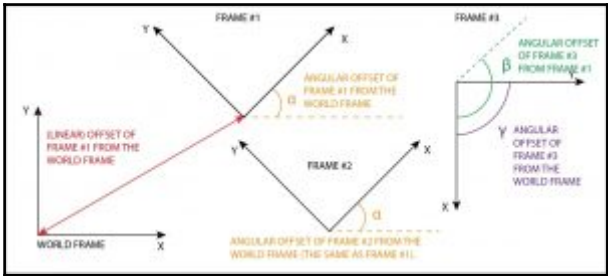


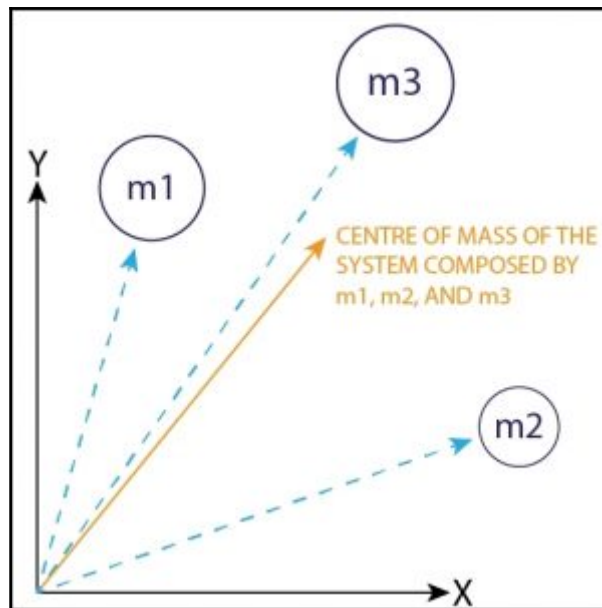






Chapter 5:

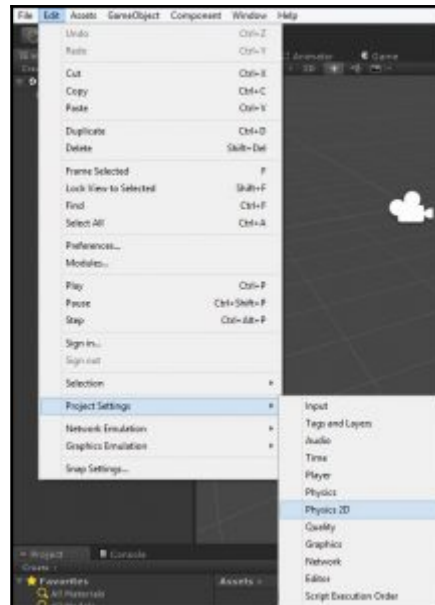


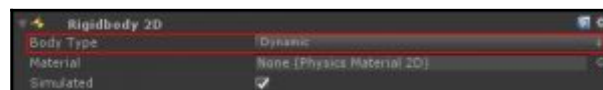
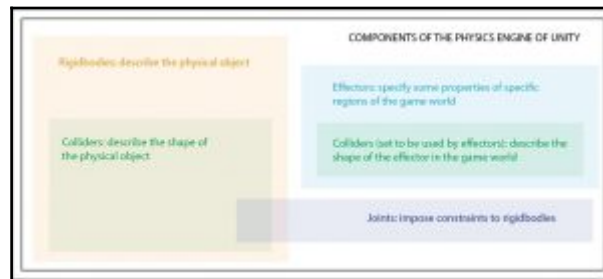
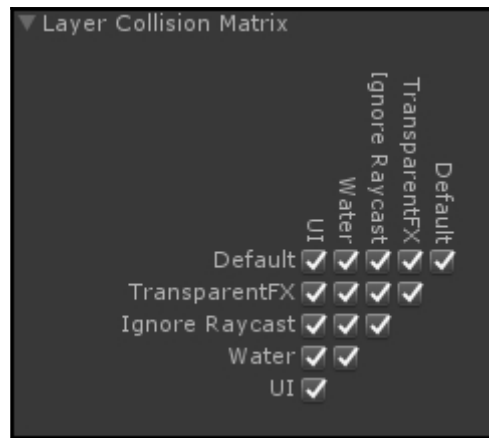


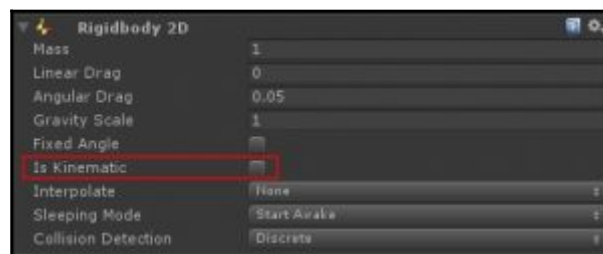
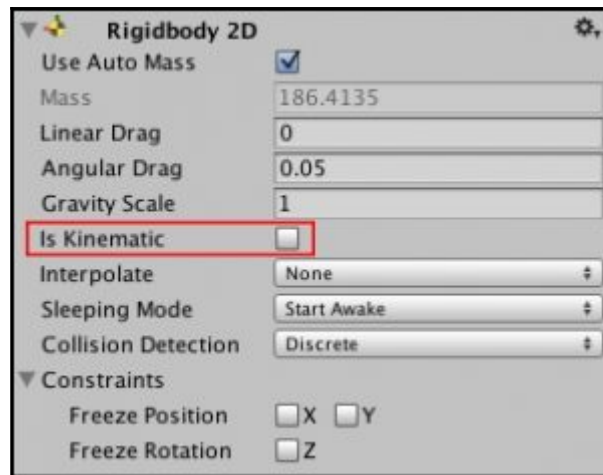
$$\vec{F} = m\vec{a}$$

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

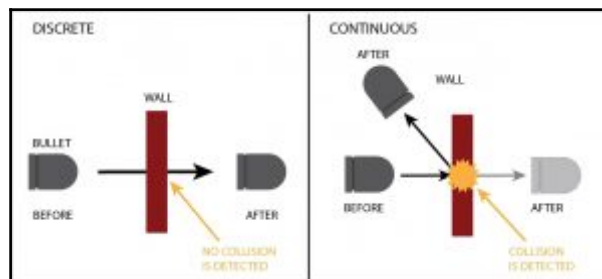
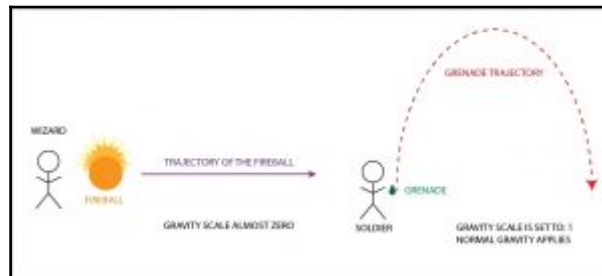


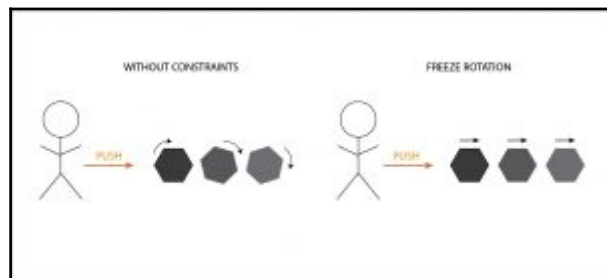
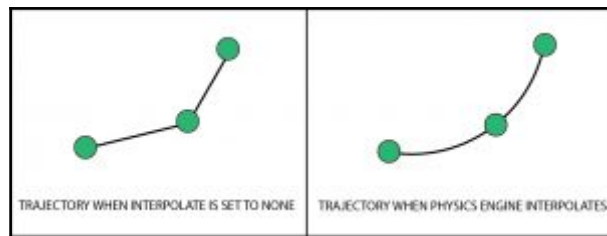




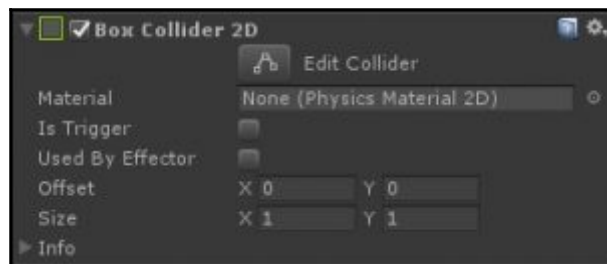
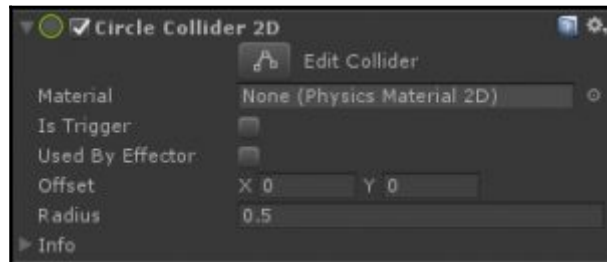


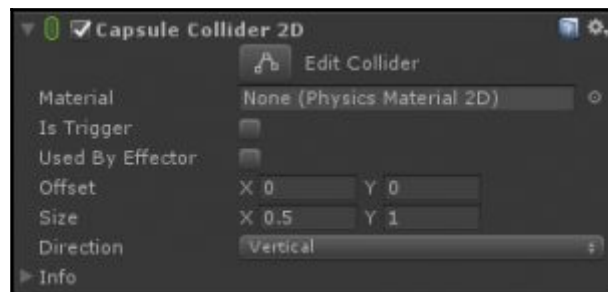
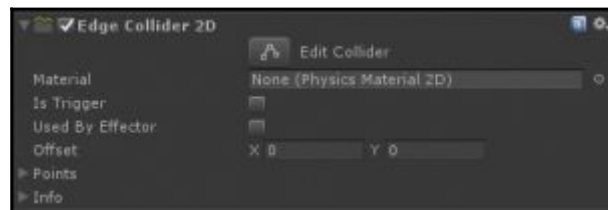
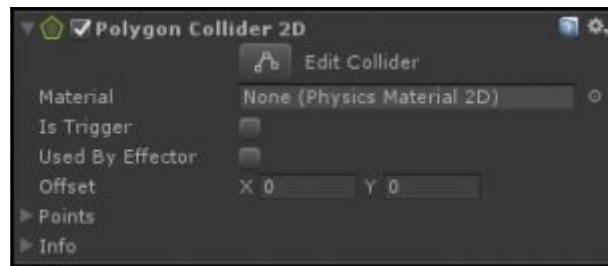
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	Feature			
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Physic Engine	Simulated	✓	✓	✓
Dynamic	Auto Mass			✓
Dynamic	Mass			✓
Dynamic	Linear Drag			✓
Dynamic	Angular Drag			✓
Dynamic	Gravity Scale			✓
Physic Engine	Use Full Kinematic Contacts	✓	✓	
Kinematic	Collision Detection		✓	✓
Physic Engine	Sleeping Mode		✓	✓
Physic Engine	Interpolate		✓	✓
Kinematic	Constraints		✓	✓
Kinematic	Freeze Position		✓	✓
Kinematic	Freeze Rotation		✓	✓
Physic Engine	Info	✓	✓	✓



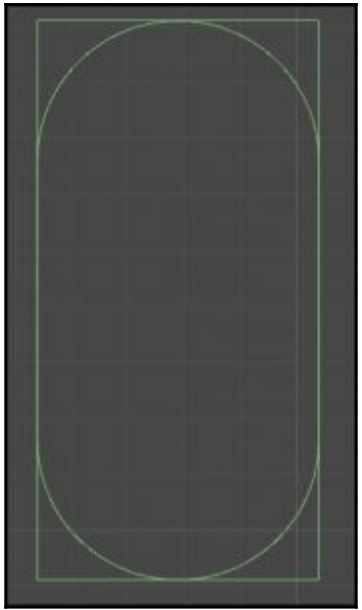



$$\Delta Space = Velocity * \Delta Time$$

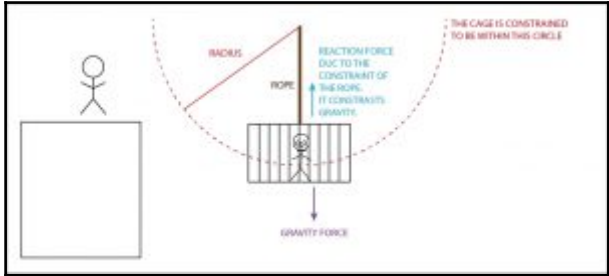


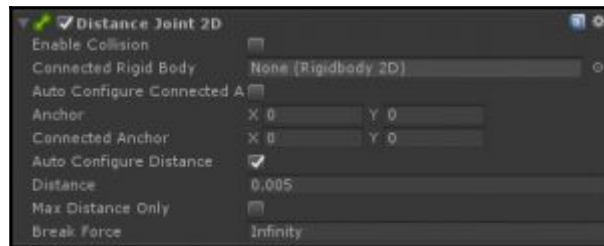
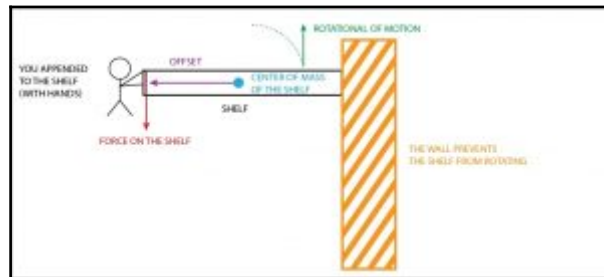
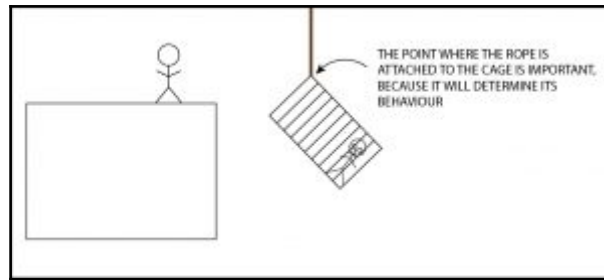


$$NextPosition = CurrentPosition + Velocity * \Delta Time$$

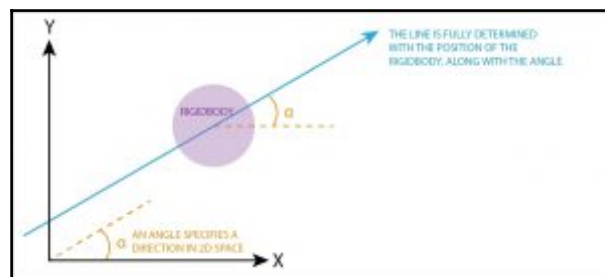
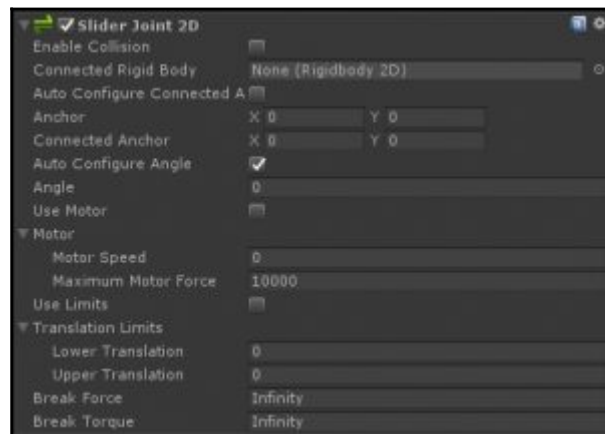
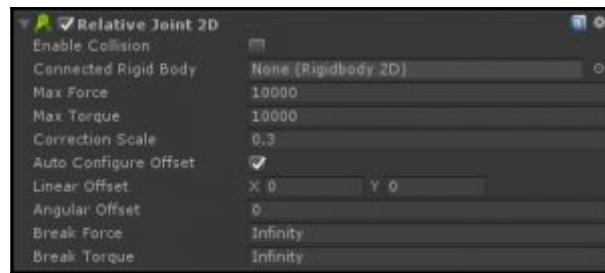


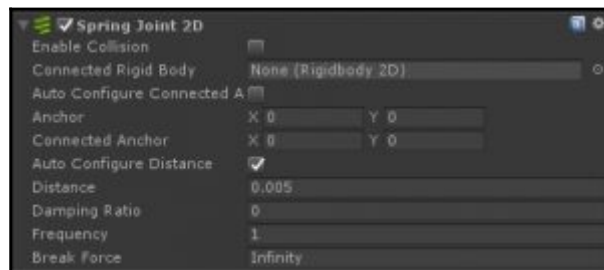
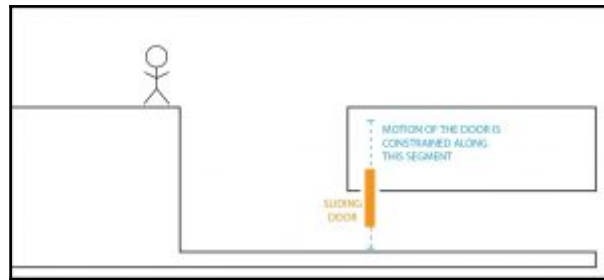
 Edit Collider

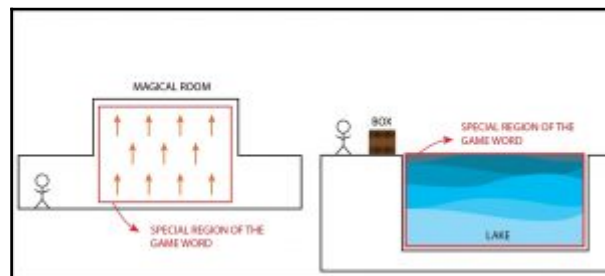
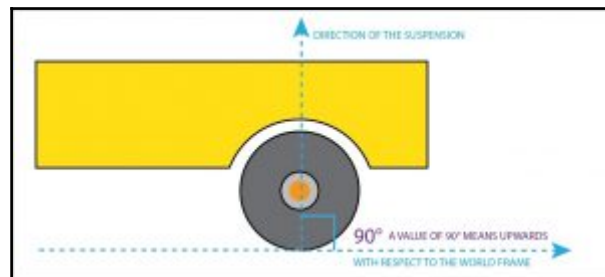


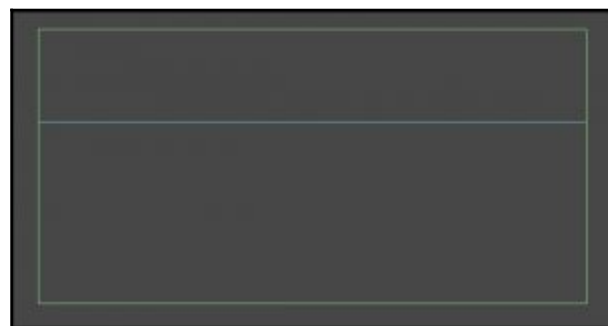


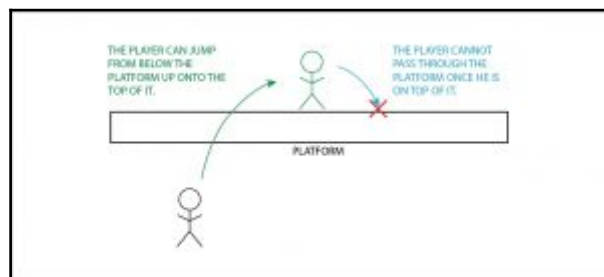
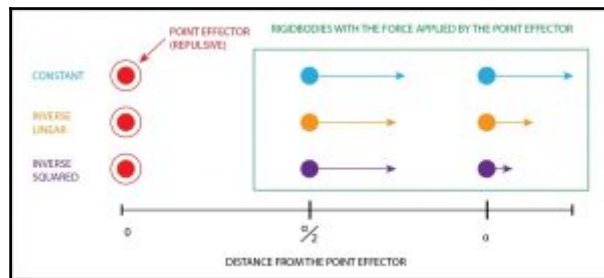
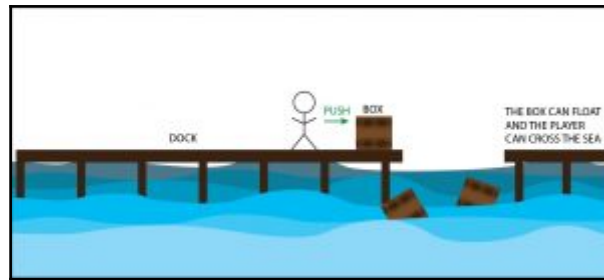


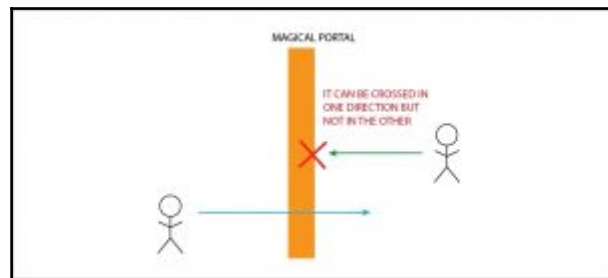
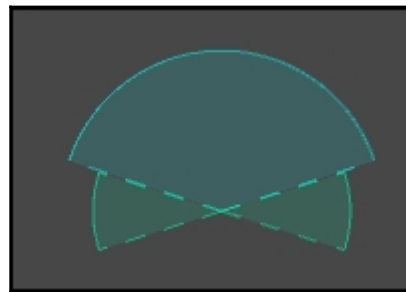
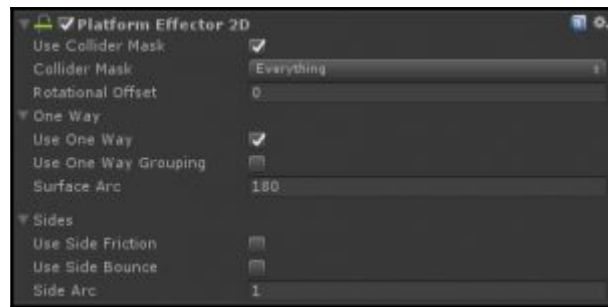


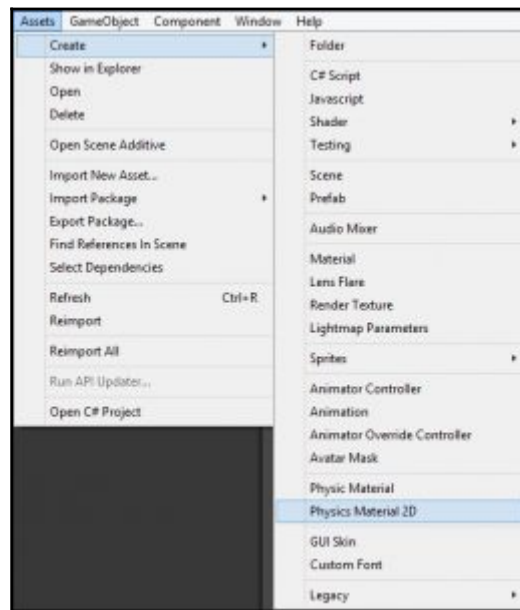
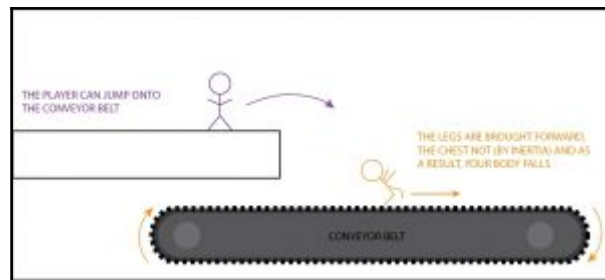


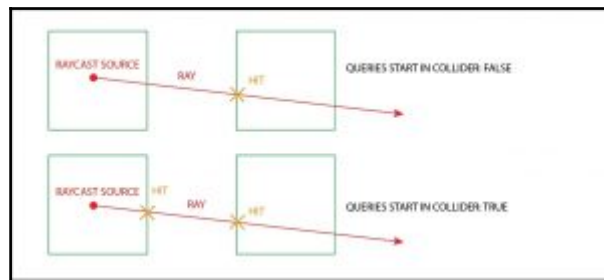
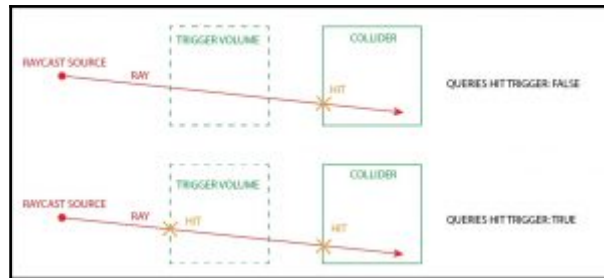


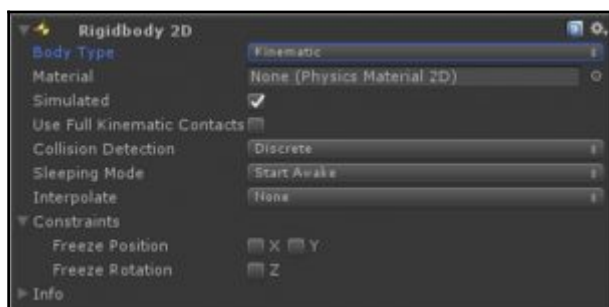




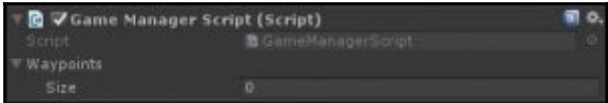


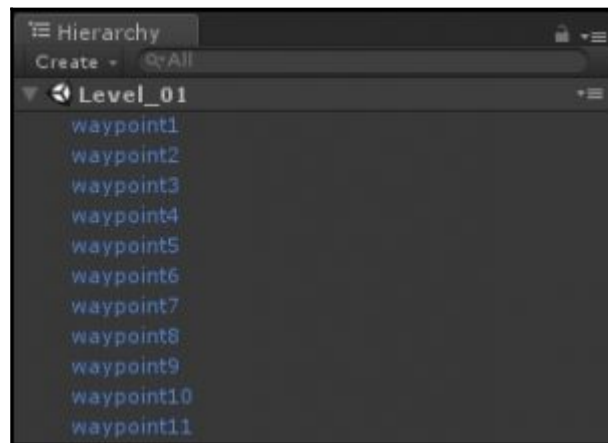
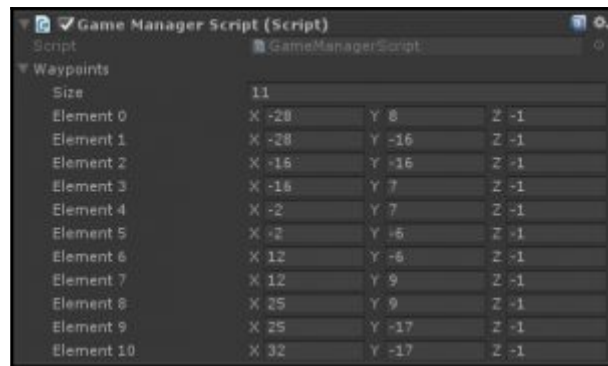


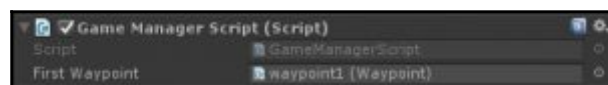
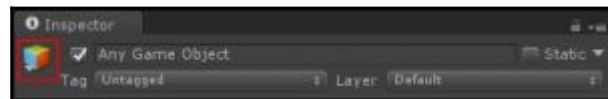


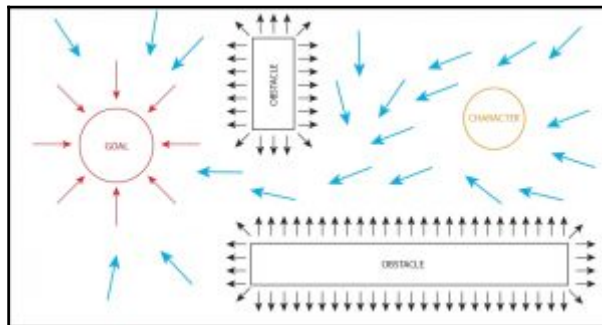
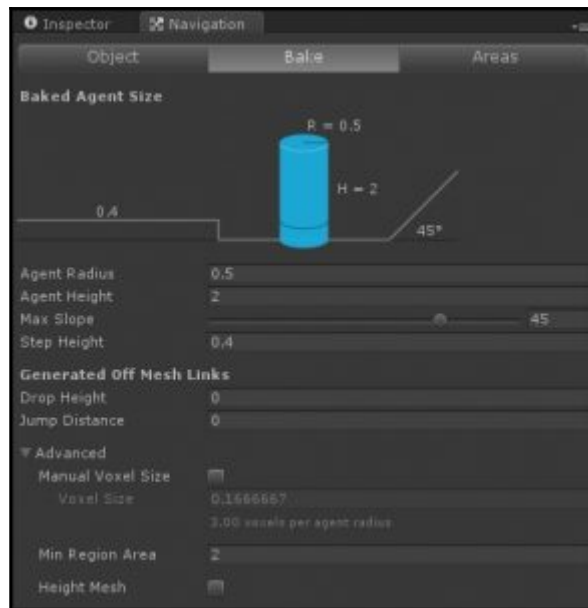


Chapter 6:

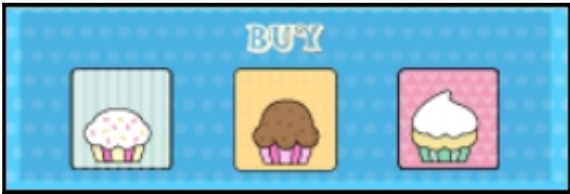
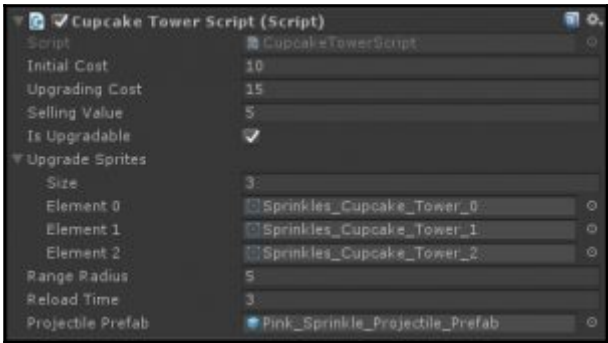
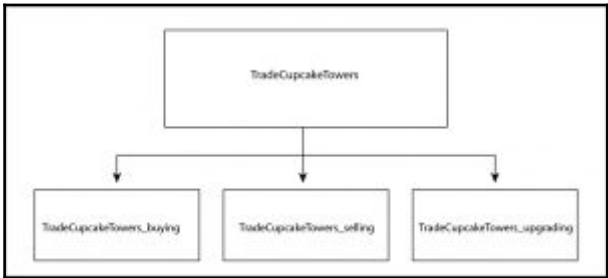


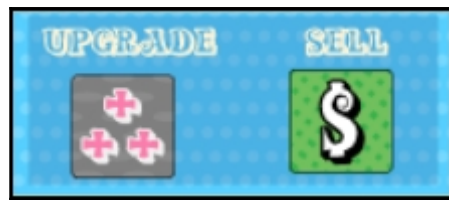


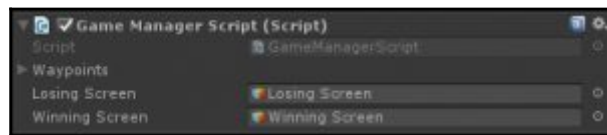


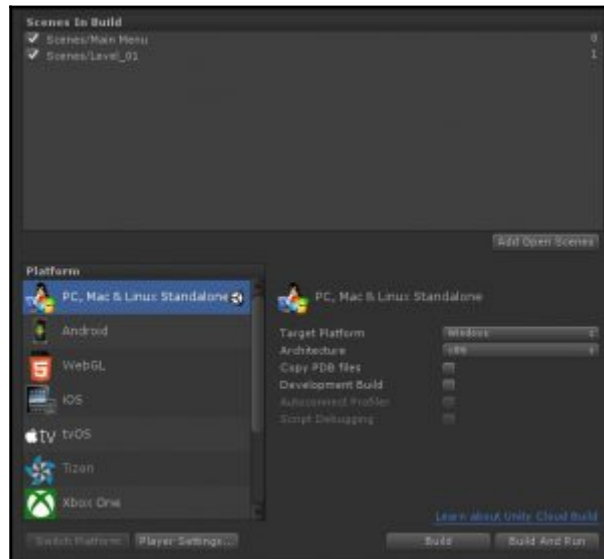


Chapter 7:









Chapter 8:



SPAWNING SYSTEM

WAVE #1

RED PANDAS

12

BLUE PANDAS

7

GREEN PANDAS

3

WAVE #2

RED PANDAS

16

BLUE PANDAS

10

GREEN PANDAS

5

WAVE #3

RED PANDAS

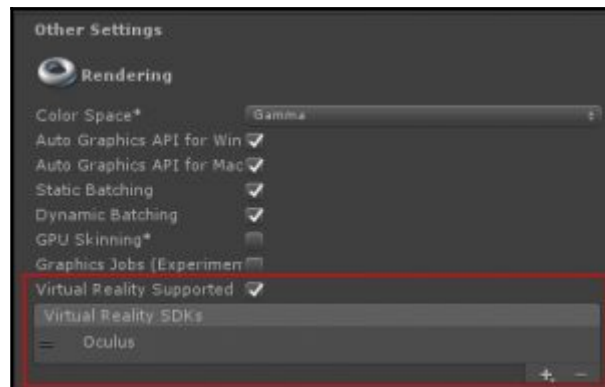
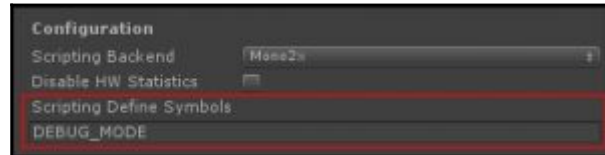
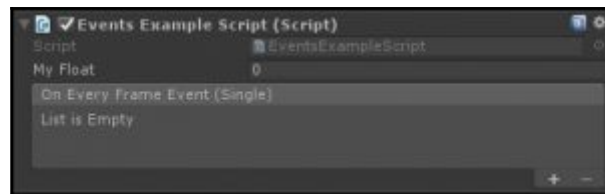
20

BLUE PANDAS

16

GREEN PANDAS

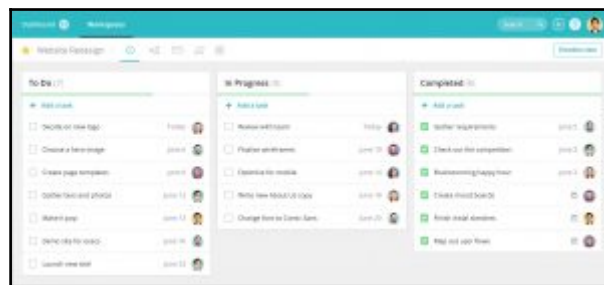
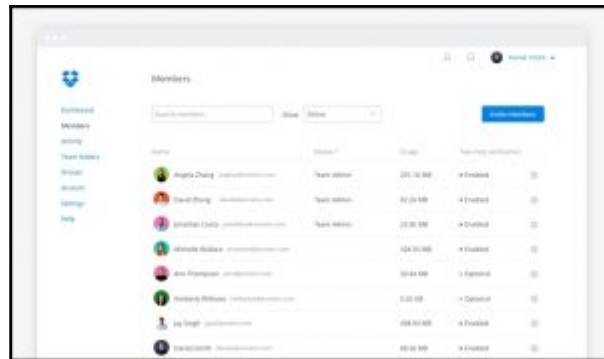
9

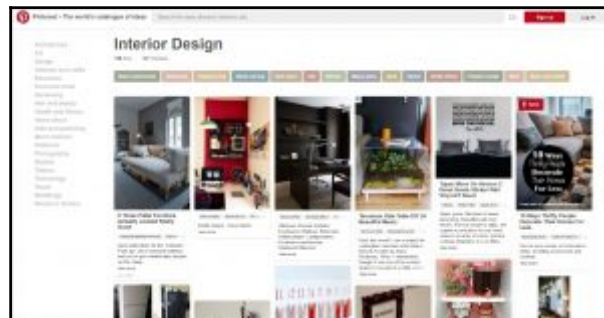


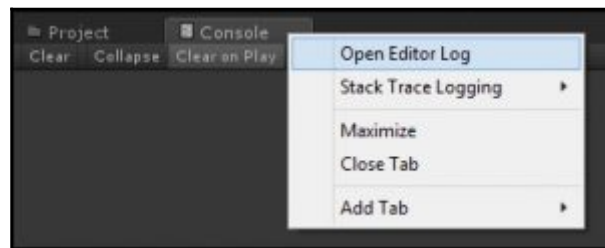






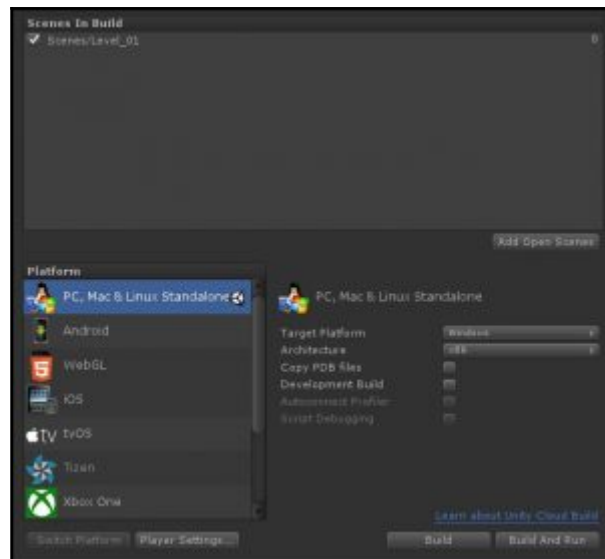






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Shaders	9.0 kb	0.0%
Other Assets	28.4 kb	0.0%
Levels	14.3 kb	0.0%
Scripts	542.9 kb	0.6%
Included DLLs	3.9 mb	4.6%
File headers	9.2 kb	0.0%
Complete size	85.6 mb	100.0%






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.

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