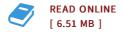# Classic Game Design From Pong to Pacman with Unity Computer Science

By Franz Lanzinger

Mercury Learning & Information. Paperback. Condition: New. 288 pages. Dimensions: 8.9in. x 7.0in. x 0.7in.You too can learn to design and develop classic arcade video games like Pong, Pac-Man, Space Invaders, and Scramble. Collision detection, extra lives, power ups, and countless other essential design elements were invented by the mostly anonymous designers at the early pioneering companies that produced these great games. In this book you ll go step by step, using modern, free software tools such as Unity to create five games in the classic style, inspired by these classics: Pong, Breakout, Space Invaders, Scramble, and Pac-Man. All the source code, art and sound sources for the projects are freely available on the companion DVD. Youll discover the fun of making your own games, putting in your own color graphics, adjusting the scoring, coding the AI, and creating the sound effects. Youll gain a deep understanding of the roots of modern video game design: the classics of the seventies and eighties. Features 1)Uses five Unity projects to allow for quick experimentation with classic game concepts 2)4-color throughout with companion DVD that includes source code, art, and full projects 3)Includes historical anecdotes direct from one of the fabled Atari coin-op...

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