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Scripting in Unity begins by creating a new script file, which is a standard text file added to the project. This file defines a program that lists all the instructions for Unity to follow. As mentioned, the instructions can be written in either C#, JavaScript, or Boo; for this book, the language will be C#.

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Alan Thorn. Alan Thorn is a London-based game developer, freelance programmer, and author with over 13 years of industry experience. He founded Wax Lyrical Games in 2010, and is the creator of the award-winning game, Baron Wittard: Nemesis of Ragnarok. He is the author of 10 video-training courses and 11 books on game development, including Unity 4 Fundamentals: Get Started at Making Games ...

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