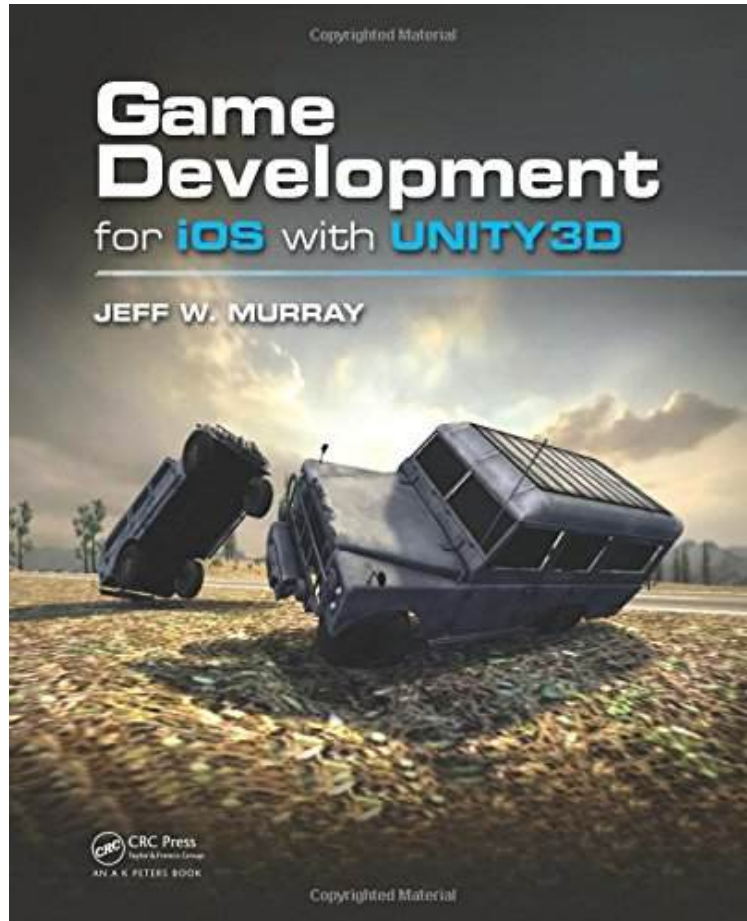


# Game Development for iOS with Unity3D

*By Jeff W. Murray*



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the author presents production proven techniques and valuable tips and tricks needed to plan build test and launch games for the iPhone iPod and iPad He walks you through all the necessary procedures including how to publish your game to the App About the Author Jeff W Murray runs PsychicParrot Games which develops iOS Android downloadable and browser based games and explores experimental game technologies such as brainwave readers and robotics He has programmed and designed game

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