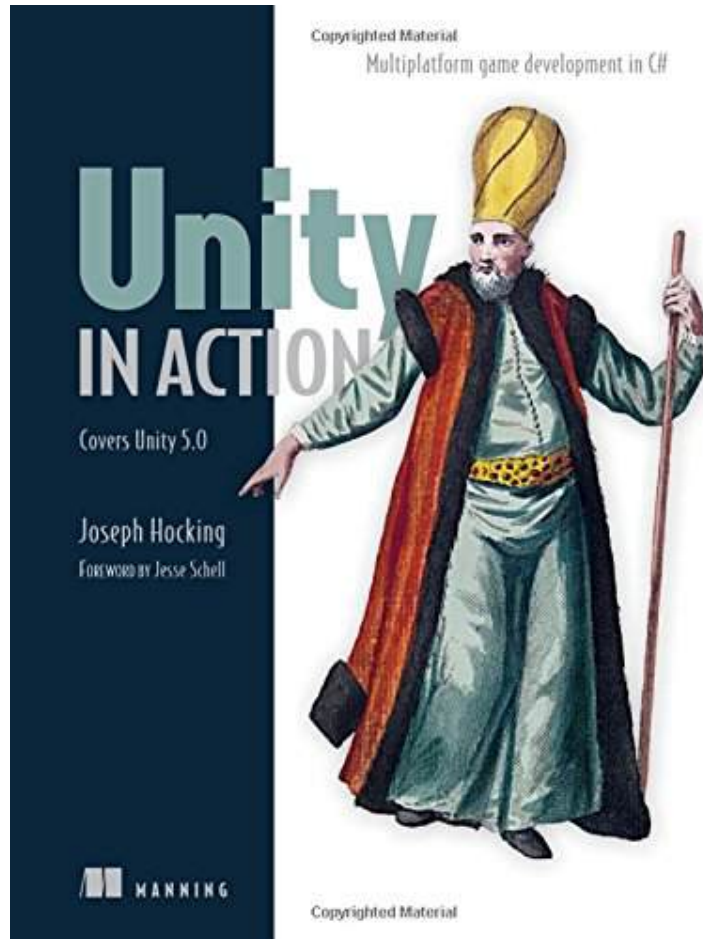


Unity in Action: Multiplatform Game Development in C# with Unity 5

By Joe Hocking



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