

## *Основна література*

1. Hocking J. Unity in Action, Third Edition: Multiplatform game development in C# / Joe Hocking., 2022. – 416 с. – (3rd ed. Edition).
2. Hardman C. Game Programming with Unity and C#: A Complete Beginner's Guide / Casey Hardman., 2023. – 456 с. – (2nd ed. edition).
3. Tykoski S. Mastering Game Design with Unity 2021: Immersive Workflows, Visual Scripting, Physics Engine, GameObjects, Player Progression, Publishing, and a Lot More / Scott Tykoski., 2022. – 752 с.
4. Borromeo N. Hands-On Unity 2020 Game Development: Build, customize, and optimize professional games using Unity 2020 and C# / Nicolas Alejandro Borromeo. – Birmingham-mumbai: Packt Publishing, 2020. – 580 с.
5. Wells R. Unity 2020 By Example: A project-based guide to building 2D, 3D, augmented reality, and virtual reality games from scratch / Robert Wells. – Birmingham-mumbai: Packt Publishing, 2020. – 676 с. – (3rd Edition).
6. Braun A. XR Development with Unity: A beginner's guide to creating virtual, augmented, and mixed reality experiences using Unity / A. Braun, R. Rizzo., 2023. – 495 с. – (1st Edition).
7. Christian S. Enhancing Virtual Reality Experiences with Unity 2022: Use Unity's latest features to level up your skills for VR games, apps, and other projects / Steven Antonio Christian., 2023. – 911 с. – (1st Edition).

## *Допоміжна література*

1. Manning J. Unity Development Cookbook: Real-Time Solutions from Game Development to AI/ J. Manning, T. Nugent, P. Buttfield-Addison. – USA: O'Reilly, 2023. – 430 с.
2. Buttfield-Addison P. Unity Game Development Cookbook: Essentials for Every Game / P. Buttfield-Addison, J. Manning, T. Nugent. – Sebastopol, California, USA: O'Reilly, 2019. – 558 с. – (1st edition)
3. Borromeo N. Hands-On Unity 2022 Game Development: Learn to use the latest Unity 2022 features to create your first video game in the simplest way possible / Nicolas Alejandro Borromeo., 2022. – 712 с. – (3rd ed. Edition).
4. Ferrone H. Learning C# by Developing Games with Unity: Get to grips with coding in C# and build simple 3D games in Unity 2023 from the ground up / Harrison Ferrone., 2022. – 466 с. – (7th ed. Edition).
5. Felicia P. Unity From Zero to Proficiency (Beginner): A step-by-step guide to coding your first game with Unity in C#. / Patrick Felicia., 2019. – 372 с.

## **12. Інформаційні ресурси в Інтернеті**

1. Unity User Manual 2022.3 [Електронний ресурс] // Unity Technologies. – 2024. – Режим доступу до ресурсу: <https://docs.unity3d.com/Manual/UnityManual.html>.

2. Lighting [Электронный ресурс] // Unity Technologies. – 2024. – Режим доступа до ресурсу: <https://docs.unity3d.com/Manual/LightingOverview.html>.

3. Unity Resources [Электронный ресурс] // Unity Technologies. – 2024. – Режим доступа до ресурсу: <https://unity.com/resources>.

4. USER INTERFACE DESIGN AND IMPLEMENTATION IN UNITY [Электронный ресурс] // Unity Technologies. – 2024. – Режим доступа до ресурсу: <https://unity.com/resources/user-interface-design-and-implementation-in-unity>.

5. Unity's Asset Store [Электронный ресурс] // Unity Technologies. – 2024. – Режим доступа до ресурсу: <https://docs.unity3d.com/Manual/AssetStore.html>.