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Nikhil Malankar started his journey into game development in 2011 by founding his company, GameEon, as the CEO, at the age of 17. GameEon has developed over 70+ games, of which 10 are available for download on Play Store and others are distributed worldwide via multiple distribution channels.

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Pursuing B.Tech in Computer Science and Engineering. ? I'm
currently learning Android Development. ? I'm looking to
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Development . Get to Know the Author. Matt Edmonds Matt
Edmonds has been a lover of games for as long as he can remember,
and a professional maker of PC, console, and mobile games since
summer 2000. Having graduated with a degree in physics and
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how to market games. I have worked with Packt Publishing, a major
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The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications.

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