

Table of Contents

Preface	1
<hr/>	
Sections 1: Fundamentals	
<hr/>	
Chapter 1: Before We Begin	9
Notes about the new edition	9
The philosophy of the book	10
What are design patterns?	11
Which subjects aren't covered in this book?	11
The game project	12
Summary	13
Chapter 2: The Game Design Document	15
The design document	16
Game overview	16
Unique selling points	16
Minimum requirements	17
Game synopsis	17
Game objectives	18
Game rules	19
Game loop	19
Game environment	20
Camera, control, character (3Cs)	20
Camera	20
Character	21
Character description	21
Character metrics	22
Character states	22
Controller	23
Game ingredients	23
Superbikes	24
Pickups	24
Obstacles	25
Weaponry	25
Game systems	25
Game menu	27
Game HUD	27
Summary	28
Further reading	28
Chapter 3: A Short Primer to Programming in Unity	29
What you should already know	30

C# language features	30
Unity engine features	34
Summary	36
Further reading	36
Section 2: Core Patterns	
Chapter 4: Implementing a Game Manager with the Singleton	39
Technical requirements	40
Understanding the Singleton pattern	40
Benefits and drawbacks	42
Designing a Game Manager	42
Implementing the Game Manager	43
Testing the Game Manager	48
Summary	50
Chapter 5: Managing Character States with the State Pattern	51
Technical requirements	52
An overview of the State pattern	52
Defining character states	54
Implementing the State pattern	55
Implementing the State pattern	56
Testing the State pattern implementation	61
Benefits and drawbacks of the State pattern	62
Reviewing alternative solutions	64
Summary	65
Chapter 6: Managing Game Events with the Event Bus	67
Technical requirements	68
Understanding the Event Bus pattern	68
Benefits and drawbacks of the Event Bus pattern	70
When to use the Event Bus	71
Managing global race events	71
Implementing a Race Event Bus	72
Testing the Race Event Bus	74
Reviewing the Event Bus implementation	79
Reviewing some alternative solutions	80
Summary	80
Chapter 7: Implement a Replay System with the Command Pattern	81
Technical requirements	82
Understanding the Command pattern	82
Benefits and drawbacks of the Command pattern	85
When to use the Command pattern	85
Designing a replay system	86

Implementing a replay system	88
Implementing the replay system	88
Testing the replay system	92
Reviewing the implementation	96
Reviewing alternative solutions	97
Summary	97
Chapter 8: Optimizing with the Object Pool Pattern	99
Technical requirements	100
Understanding the Object Pool pattern	100
Benefits and drawbacks of the Object Pool pattern	101
When to use the Object Pool pattern	102
Implementing the Object Pool pattern	103
Steps for implementing the Object Pool pattern	103
Testing the Object Pool implementation	108
Reviewing the Object Pool implementation	110
Reviewing alternative solutions	110
Summary	110
Chapter 9: Decoupling Components with the Observer Pattern	111
Technical requirements	112
Understanding the Observer pattern	112
Benefits and drawbacks of the Observer pattern	113
When to use the Observer pattern	114
Decoupling core components with the Observer pattern	114
Implementing the Observer pattern	116
Testing the Observer pattern implementation	122
Reviewing alternative solutions	124
Summary	124
Chapter 10: Implementing Power-Ups with the Visitor Pattern	125
Technical requirements	126
Understanding the Visitor pattern	126
Benefits and drawbacks of the Visitor pattern	128
Designing a power-up mechanic	129
Implementing a power-up mechanic	130
Implementing the power-up system	130
Testing the power-up system implementation	136
Reviewing the power-up system implementation	138
Summary	139
Chapter 11: Implementing a Drone with the Strategy Pattern	141
Technical requirements	142
Understanding the Strategy pattern	142
Benefits and drawbacks of the Strategy pattern	143
When to use the Strategy pattern	144

Designing an enemy drone	145
Implementing an enemy drone	147
Steps to implementing an enemy drone	147
Testing the enemy drone implementation	152
Reviewing the enemy drone implementation	154
Reviewing alternative solutions	154
Summary	155
Chapter 12: Using the Decorator to Implement a Weapon System	157
Technical requirements	157
Understanding the Decorator pattern	158
Benefits and drawbacks of the Decorator pattern	159
When to use the Decorator pattern	160
Designing a weapon system	161
Implementing a weapon system	162
Implementing the weapon system	162
Testing the weapon system	169
Reviewing the weapon system	172
Reviewing alternative solutions	173
Summary	173
Chapter 13: Implementing a Level Editor with Spatial Partition	175
Technical requirements	176
Understanding the Spatial Partition pattern	176
When to use the Spatial Partition pattern	178
Designing a level editor	178
Implementing a level editor	181
Steps for implementing a level editor	181
Using the level editor	187
Reviewing the level-editor implementation	187
Reviewing alternative solutions	187
Summary	188
Section 3: Alternative Patterns	
Chapter 14: Adapting Systems with an Adapter	191
Technical requirements	192
Understanding the Adapter pattern	192
Benefits and drawbacks of the Adapter pattern	194
When to use the Adapter pattern	195
Implementing the Adapter pattern	196
Implementing the Adapter pattern	196
Testing the Adapter pattern implementation	199
Summary	200
Chapter 15: Concealing Complexity with a Facade Pattern	201

Technical requirements	201
Understanding the Facade pattern	202
Benefits and drawbacks	203
Designing a bike engine	204
Implementing a bike engine	205
Testing the engine facade	210
Reviewing alternative solutions	211
Summary	211
Chapter 16: Managing Dependencies with the Service Locator Pattern	213
Technical requirements	214
Understanding the Service Locator pattern	214
Benefits and drawbacks of the Service Locator pattern	216
When to use the Service Locator pattern	216
Implementing a Service Locator pattern	217
Testing the Service Locator pattern	221
Reviewing alternative solutions	222
Summary	223
About Packt	225
Other Books You May Enjoy	227
Index	231