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Learn Unity 4 for iOS Game Development will show you how to use Unity with Xcode to create fun, imaginative 3D games for iPhone, iPad, and iPod touch. You ll learn how to optimize your game for both speed and quality, how to test and profile your game, and how to get the most out of your iOS device features, including the gyroscope and accelerometer. Link: [Learn Unity 4 for iOS Game Development \(Technology in ...](#)

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The excerpt is Chapter 10, which demonstrates how to start using Unity iOS with the Angry Bots project, testing it with the Unity Remote and on the iOS Simulator, before moving on to hardware testing and distribution, and porting the bowling game that was constructed in the first half of the book.

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[Learn Unity 4 for iOS Game Development Chapter 10](#)
Figure 10-1. Example apps from Unity Technologies on

the App Store. Besides Angry Bots, you should also download the Unity Remote app, which acts as a remote control for testing a Unity iOS game.

Learn Unity 4 for iOS Game Development - Unity Connect

Unity project accompanying the book Learn Unity 4 for iOS Game Development published by Apress.