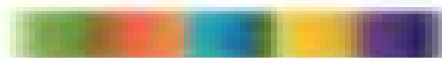
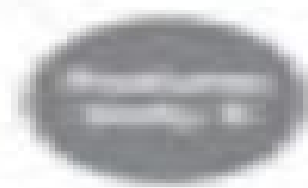


Game Development
Mastering Unity

Second Edition



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Robert Hunter



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