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Getting Started with Unity 5.x 2D Game Development
He is an active writer on game development, authoring Getting Started with Unity 5.x 2D Game Development, Unity UI Cookbook, and many other books. Finally, Francesco loves math, philosophy, logic, puzzle solving, and, most importantly, creating video games.

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It's extremely basic and some of the code has errors or is outdated and simply won't work in the latest version of Unity (5.4 as of this book's publication). Ironically, it did help me learn more about Unity 2D game development because it often forced me to search for the correct answers online or figure them out myself.

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