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engine so that it can publish builds that Apple will approve of. We will overcome some technical issues, such as how to get the users touch input to control the game from an Apple device, how to unlock achievements that show up in Apple's Game Center, and how to show

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games developed using Unity engine. The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store.

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