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Turbo stars game app

Fashion lovers have been inspired by movie stars for years. A Bollywood star wears something and it either becomes an anger or a flop, but it never goes unnoticed. And if it becomes angry, anyone who is conscious of the style is trying to emulate it. With Fashin, we found an app that combines your love of Bollywood with your love of clothes and shoes. We tried the app to see what it was doing and how well it was doing it and absolutely loved the concept. Read the rest of our review to learn more about it: Let's start by telling you exactly what the app does and how it differs from other e-commerce platforms. Fashin will show you clothes and shoes from various other shopping places like Flipkart and Amazon that you can buy. But what makes it really different is that it has a number of videos that you can watch from the latest Bollywood songs. Then, using artificial intelligence technology, the app analyzes what clothes the characters are wearing in the video, and then tells you where you can buy the same or similar-looking clothes from. So that's the basic concept of the app, and when we read about it, we thought it was very different from what we've seen so far, and we just had to try it out. Launched quite recently, Fashin is available on both Android and iOS. It has a simple interface, despite the fact that it combines features that we otherwise find in two applications. Once you open the app, you'll see a series of videos. As you scroll down, you'll come across several categories from which you can shop. However, do not use Fashin for accessories, as it offers only from a collection of clothes and shoes. You can go to the desired category and buy clothes, as you do on a regular shopping site. It's just that you'll need your Jabong password if you're buying a dress from Jabong showing off at Fashin. Or you can go watch the video. Now the first thing we say is, don't go with thinking that the app is YouTube. It has a collection of videos of all the latest Bollywood movies on YouTube, but don't expect to find a video from a movie that got released two or three years back. When we returned to the videos, we played quite a few during our testing and were not disappointed. Fashin really does what he promises. It analyzes the clothes that people wore in the videos, takes small screenshots of clothes, and shows where similar clothing is available. It also shows the price of clothing in various online stores. Once you are sure which one you want to buy and click on it, Fashin takes you to a page where you can either buy clothes or add them to your bag. However, keep in mind that if you are buying something from Flipkart, it will be added to the Flipkart shopping bag and not to the Fashin shopping bag. Similarly, if you press the Buy Now button, you make a purchase from Flipkart. And of course, if you want to do one of these two, you will need an account password. That being said, we found that the whole process is quite simple. The quality of the videos is good, and so is the app recognition of clothing. We can't complain about the fact that we have to log into different e-commerce platforms in order to make a purchase because it's just a matter of entering a password. But then we know that some people may not like it, especially those who have trouble remembering passwords. But that's not all. There's another feature of the app that we really liked. There are times that you have a picture on your phone of the exact clothes you want to wear to the next party, but you have to hunt the markets to find them. With Fashin, you can forget to go from one market to another and waste time doing so. You can simply click on the photo icon in the app, select an image from your phone's gallery and select the piece of clothing you're looking for. Once you do this, the app takes you to the shopping section and there you can choose the exact category where you can find that piece of clothing. For example, I chose a dress in the picture, which I chose from the gallery. When the app takes me to the shopping section, I would first choose women's clothing, then Western clothes, and then get dressed. Once I get into the category, there are other filters available to tone down my search too. Isn't this feature to make shopping so much more convenient? That's not all. You can also click on an image using the app's camera to search for the clothes you just clicked on. Fashin is literally your spy who hunts so many shopping portals for you. If you like shopping, you really like the app. And if you also have a love for Bollywood, you will absolutely love it. Verdict We think Fashin has a very different concept, and it really does what it promises. We found that the application is simple and artificial intelligence is fast and intuitive. If there is one thing we would like the application to improve, it is the variety. We would like to see clothes from multiple shopping portals and other categories such as earrings and accessories, which would make it a one-stop place for all our shopping. We'd also like to expand our diversity in videos, and maybe popular Hollywood ones too. But since the app was recently launched, there is hope that it will expand its scope. In addition, we do not have any complaints from the application and we are quite satisfied with it. Unity is a game engine and integrated development environment used by millions of developers to bring games for Android, iOS, Windows, consoles and many other platforms. It is currently the most popular gaming engine on Android thanks to its simplified interface and workflow, as well as its rich range of features and excellent versatility. Read also: Start building Unity games in less than 3 hoursAltho time Unity is primarily focused on game development, it is not limited to games. In fact, there's no reason why you can't use Unity to create a variety of other tools, tools, business applications, and so on. And there are some compelling reasons to do so! In this post, I will why you might want to create an app without a game in Unity and how you can stop by. Reasons for creating a non-gaming application in UnityFor why would you like to develop non-games with Unity when you have a perfectly good IDE in Android Studio? There are several serious reasons. Rapid developmentThe first use case is that Unity makes developing Android apps faster and easier in many situations. Unity allows you to use C# rather than Java or Kotlin. While C# is not for everyone's taste, it is generally considered a little easier to deal with versus Java. Not only that, but if you are already familiar with C#, then you will find that it is much easier to transition. The IDE also keeps the file structure of your Android app hidden, without having to worry about things like AndroidManifest or the resources folder. Creating an application in Unity requires much less encoding than most traditional alternatives. In addition, Unity uses a particularly intuitive and fast user interface. Much of this is a case of dragging and creating a UI that does not require a background in XML. When creating non-game apps in Unity, you'll need to perform much less real coding, and many things like adding a picture to a button or using your own font is very simple. This is as it should be, but if you try any of these things with Android Studio, you'll find it's headache-inducing! Testing and deploying applications is also very effective. Adding assets created by other users couldn't be easier. Even the installation and setup is quick and easy! Cross-platform development unity is a cross-platform tool, which means you can easily create apps for Android, iOS, and Windows with very little-needed changes. If you're a developer and want to reach the widest possible audience, then this is a significant advantage (although it's fair to point out that other tools like Xamarin will also allow you to do so). Read also: How to create an Android app with XamarinPowerfulAI features although most of its features are designed with game development in mind, there are also a number of powerful features that could be useful for developing games-free apps in Unity. These are primarily graphical features, so if you want to include 3D elements in your application, Unity can be a very good choice. Reasons not to create non-game apps in UnityAltho you can create a variety of powerful non-gaming apps with Unity, you'll find that it has limitations. As with everything, it's a case of choosing the right tool to work with. Here are a few reasons why unity may not be the best choice for your app. Larger app sizesMousness is a game engine and contains a lot of code to support the various features that the developer provides. This means that you will immediately increase your size and rely on it. This will put some developers out of using Unity unless absolutely necessary. But in reality the difference in size is rather small and is very unlikely to affect the subjective user experience Way. The lack of native support for some featuresAs much unity across platforms means that it can not keep up with every new development on any operating system or hardware. Likewise, the game-centric nature of the tool means that promoting things like fingerprint sensors is not a priority. Do you want to create an app using Material Design that includes a standard set of buttons and text boxes and allows users to do things like turn off Wi-Fi or send text? You will have a much easier time using Android Studio.If this is not important to you, then unity should still be considered. How to create a non-game application in Unity: Quick tutorialYou now know why Unity is a valuable tool for creating non-gaming applications, the next step is just to get started. How can you use Unity to create quizzes, calculators, business apps, and so on? Here's a quick tutorial using a simple exercise app as an example. Use the Canvas First to create a new 2D unity project. From there, we will primarily use the canvas, so you will need to add one to your scene. To do this, head over to GameObject &t; UI &t; Canvas.The canvas is a large invisible layer that covers the screen. It is usually used to display controls, high scores, etc. However, it can also be used as the primary view when creating menus and so on. You can also change the background color of an app by find, double-click, and choose Background in the Hierarchy window. This is the default color a game camera sees when there are no elements in a scene, and will serve as a background for your text and buttons. Now we add our first text with a title to the gameobject &t; UI &t; text. This will be our title, and when I see how I'm building an exercise app, I'll title mine Dynamic Workouts. You can change the color of this text in the inspector along with the font. To change the font, just find the .tff file you want to use and drag it to a new folder that you'll call the fonts in your data source. Now you can simply drag this file to the correct field to start using it. Again, it's much easier than doing the same in Android Studio! Resizing to different device sizes Also, you need to make sure that the text remains in the same position on devices of all sizes. The way you do this is to open the text in the inspector and then click on the square image in the upper left corner that is written anchors below it. This allows you to anchor the position of any UI element on the screen so that all values are related to that position. For example, if you anchor text to the center of the screen, the X and Y coordinates read 0 as long as it is exactly in the middle. Now the text will always be in the middle, no matter how large the device. You could also dock in the upper left or lower right corner, and then build other elements around it. For more click the GameObject Base Page object in your hierarchy to open it in the inspector. Here you will be able to choose UI Scale Mode. By default, it is set to a constant pixel size that refers to resizing actual elements on the canvas in shape and size. Play around and test the app on multiple devices to create something that works for you. Creating interactivity Next, you'll need to handle clicks and let people actually interact with the UI that you've created. To do this, add some images to the screen. Go to gameobject &t; UI &t; image, and a white object appears in the scene. This is where you can add a picture posing button that will do something in your app. Use the inspector and drop any image in the Source Picture box to change the appearance of this white frame accordingly. I'm adding a Play button to dock to the bottom of the screen. Maybe for now, the best option would be to just have this button to take us to the next scene that could play our exercises, for example. We're going to have to write a script for that. Create a new C# script (and a new script folder if you want to be organized) and call it MenuControl. All you need to add is one method called Play(). This will look like this: Public Invald Play() { SceneManager.LoadScene(Level 1); } You must also add the following line at the top:Using UnityEngine.SceneManagement; This tells Unity that we want to get access to features related to level and screen switching. In the future, Level 1 will be the file name for the next scene. Scenes are often levels in Unity, but they contain a copy of everything in your project at any given time – this includes not only the level layout itself, but also the player character instance, menu, UI elements, etc. In other words, a scene is more than a level because it contains things that we don't usually consider part of a level. And it makes a lot of sense once you start trying to use Unity as more than just a tool for making games: because the scene could also be a menu, or another screen utility app. The elements used from one scene to another can be completely different! Scenes in Unity are usually game levels, but can be used for different screen utility applications. Take this opportunity to save the current scene and call it The Front Page or something. Now we have a situation where calling the MenuControl.Play() method starts the next screen (where we would theoretically start the exercise). All we have to do now is link this method to the button. To do this, you'll want to add the Event &t; Event Trigger component to a button in the hierarchy, and then choose Down Pointer to find out when the button is pressed. Next, create an empty game object that will house the script, and then add that to a field that says None (Object). Unfortunately, you can't just drag the script here because you need an instance Refer. Once in place, you can use the pop-up menu next to this field on the right to select the method you want to activate. In this case, it will be MenuControl.Play(). Now save the scene as Level 1 and make some changes (show what you want on this screen) to see when it was loaded. Keep in place

that you need to add all scenes to your build settings to reference them— even when you're testing them. As you can see, it's a fairly simple process and it's just as easy to add as many other methods as you like. Now you have the option to add buttons and text, and then add interactions to these elements, you can do pretty much anything! Other tricks of tradeButtons in different scenes can do a variety of different things. For example, you can get them to show or move a 3D object, or maybe play a short video. You can also manipulate variables and values and display them as part of a string through a text label. Saving files works the same as when creating a game, as does playing sounds. If you want to access native features and still want to use Unity, then just search quickly around Google or the asset store. Here's a quick solution for sending messages via SMSManager for example. Remember that you will need to change these aspects if you are going to build for multiple platforms. If you know how to use Unity for game development, you can use all these skills here. You'll also find a number of useful UI components that you can add to the canvas, such as check boxes that are useful when you're creating an online form or questionnaire. In other words, if you know how to use Unity for game development, then you can use all these skills here as well. Hopefully this tutorial gave you a quick overview of how to think about Unity in this context so you can get out and create your own non-gaming app in Unity today! Today!

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