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Imagine playing this using the iPhone's accelerometer
unity3d.com

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Unity Technologies expands its support for iPhone game development

It sounds (but mostly looks) too good to be true but there's really no indication that this is a hoax of any sort, even though it is April Fools'. **Unity Technologies**, a **3D game development tool provider**, is said to have begun supporting the **iPhone**, through its Unity development tool. Big names such as Shockwave, **Freeverse** and Disney are already familiar with Unity. Unity is the only Mac-based high-end game development tool sporting a pro-app GUI (graphical user interface), no-friction workflow, extensible graphics, particle effects, highly optimized scripting, the Ageia physX Engine, skinned character animation and ragdolls and more. The tool is perfect for making standalone games for Mac and Windows (Dashboard Widgets and web-plugins), according to Unity Technologies. As for the Unity Engine itself, it is the foundation of visually-rich, engaging 3D games, whether "on a traditional desktop, or on the Web at major gaming sites like shockwave.com, or now on the world's leading mobile device - the iPhone," the company states. "With iPhone support, Unity is poised to become the single source for game developers who want to create best-of-breed, 3D-quality games that can be easily and quickly ported to all platforms, including consoles, devices, PC/Mac, and now, the iPhone," says David Helgason, CEO of Unity Technologies. "Specifically, Unity's support of iPhone addresses the developer's need to create more and better mobile/portable games that support the consumers 'on-the-go' lifestyle." Here's a **small sample** of what Unity can do. Avert Fate is a game in which players must fight off killer droids and airborne drones with heavy weaponry, while exploring a next-gen environment. Picture it on your iPhone during gameplay - it's most likely going to hit the handset anyway. Below you have more samples of what developers have been able to accomplish using Unity.