Gamemaker Programming by Example

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Reviews

The most effective book i at any time read through. It is definitely simplistic but surprises in the fifty percent from the ebook. Your daily life span will probably be enhance once you full reading this ebook.

(Jules Dietrich V)

GAMEMAKER PROGRAMMING BY EXAMPLE

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Master the development of 2D games by learning to use the powerful GameMaker Language and tools provided by the GameMaker: Studio workspace and engine! About This Book * Rapidly develop games using the powerful yet easy easy-to to-use GameMaker: Studio engine * Comprehensive: This is a comprehensive guide to help you learn and implement GameMaker s features. * Go through step-by-step tutorials to design and develop unique games Who This Book Is For If you have at least some basic programming experience of JavaScript or any other C-like languages, then this book will be great for you. No experience beyond that is assumed. If you have no game development experience and are looking for a hobby, are an experienced game developer looking to master some advanced features, or fit anywhere in that spectrum, then you will find GameMaker: Studio and this book to be very useful in helping you create exciting games. What You Will Learn * Understand the GameMaker: Studio interface and tools to quickly create the various assets used in your games * Translate some of the GameMaker: Studio drag and drop functions to the GameMaker language * Create games with random elements for exciting gameplay * Use the basic GameMaker file I/O and encryption systems * Utilize the GameMaker networking functions to create multiplayer games * Give AI routines to your enemies to make challenging gameplay * Create particle systems to give your game exciting graphics * Understand the various debugging techniques available in GameMaker: Studio In Detail This book is excellent resource for developers with any level of experience of GameMaker. At the start, we ll provide an overview of the basic...

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