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Beginning Platino Game Engine

By -

Condition: New. Publisher/Verlag: Springer, Berlin | Learn how to build a game using Platino Studio. Follow step-by-step basics to create an app, and then add different functionalities and game logic. With Beginning Platino Game Engine you will be able to develop UWP apps using the Processing JS language. You also will be introduced to Temboo and extending the processing language to IoT. What You'll Learn: Develop using the Platino game engine Build UWP apps using the Processing JS language Extend the processing language to IoT with Temboo Who Is this Book for: Indie game developers, app developers interested in games, and students new to the Platino game engine and perhaps new to game development. | Chapter 1: Introduction to Game Engine Chapter Goal: We will do a brief walk through of what we expect you will learn from this book, including an introduction to Game engine. Why is it useful? What different game engines are available? Chapter 2: Introduction to Platino Game Engine Chapter Goal: This chapter introduces the reader to Platino Game Engine. How it has evolved. How is it different? The flow of Platino Game engine. People behind the game engine. Chapter 3: Installing Platino Game Engine and setting it up. Chapter Goal: In this chapter the...



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