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GAMEMAKER GAME PROGRAMMING WITH GML



Packt Publishing Limited, United Kingdom, 2014. Paperback. Book Condition: New. 234 x 188 mm. Language: English . Brand New Book. A step by step approach to build your knowledge, starting from a simple hello world to discovering arrays, classes, and so on. Each learning point is explained in a practical way, carrying out tasks within the GameMaker development environment. If you are a GameMaker Studio developer who has little experience with writing scripts and want to expand that skill set,...

Read PDF GameMaker Game Programming with GML

- Authored by Matthew DeLucas
- Released at 2014



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