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# HTML5 GAME DEVELOPMENT WITH GAMEMAKER



Packt Publishing. Paperback. Book Condition: New. Paperback. 364 pages. Dimensions: 9.1in. x 7.5in. x 1.1in. Experience a captivating journey that will take you from creating a full-on shoot em up to your first social web browser game Overview Build browser-based games and share them with the world Master the GameMaker Language with easy to follow examples Every game comes with original art and audio, including additional assets to build upon each lesson. In Detail The introduction of HTML5 has revolutionized the...

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- Authored by Jason Lee Elliott
- Released at -



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