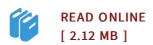# GameMaker Game Programming with GML

By Matthew DeLucas

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, this is the book for you. It is assumed that you can already navigate GameMaker Studio to some degree. This book will primarily focus on scripting and the integration of scripts to aid in the production of a game and not actual game design. It is highly recommended that you have access to (or the ability to) create visual and audio assets for the examples presented.

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