Gamemaker Programming by Example

By Brian Christian, Steve Isaacs

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...

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