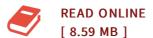# Learning ShiVa3D Game Development

By Wade Tracy

Packt Publishing. Paperback. Book Condition: New. Paperback. 166 pages. Dimensions: 9.1in. x 7.4in. x 0.6in.Get a grip on ShiVa3D mobile game development with this step-by-step, hands-on tutorial Overview Step-by-step hands-on introduction, perfect for those just getting started in mobile development Use the StoneScript scripting language to handle object interactions and game events Use the ShiVa editor to create special effects, realistic physics, and level design In Detail Mobile games have been the recent craze and with so many ways to monetize the popularity of these games, it is no wonder that game developers are excited to get into the market. However, the mobile platforms that are available and their popularity constantly change meaning that developers have to be able to react quickly to the market. ShiVa3D gives developers the power to quickly develop the game once, but deploy to almost every popular mobile platform, which enables them to have greater distribution and a greater opportunity to sell games. Learning ShiVa3D Game Development is a simple, hands-on guide to the key features of the ShiVa3D game engine that will enable you to get up and running with your mobile game ideas. Learning ShiVa3D Game Development will make it possible to easily...

READ ONLINE
[ 8.59 MB ]

## Reviews

*This publication is great. I have study and that i am sure that i will planning to read once more again in the foreseeable future. You will like how the article writer write this publication.*
*-- Dr. Uriel Kovacek*

*This created ebook is great. it was writtern very properly and useful. Its been printed in an exceedingly easy way in fact it is just right after i finished reading this pdf where basically modified me, alter the way i think.*
*-- Aglae Becker*

DMCA Notice | Terms