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Titolo	Practical GameMaker: Studio [[electronic resource]] : Language Projects // by Ben Tyers
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	1-4842-2373-X
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XXXIX, 313 p. 107 illus. in color.)
Disciplina	004
Soggetti	Computer games—Programming Computer programming Game Development Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	0. Introduction -- 1. Variables -- 2. Conditionals -- 3. Drawing -- 4. Drawing Continued -- 5. Keyboard Input & Simple Movement -- 6. Objects & Events -- 7. Sprites -- 8. Health, Lives & Score -- 9. Mouse -- 10. Alarms -- 11. Collisions -- 12. Rooms -- 13. Backgrounds -- 14. Sounds & Music -- 15. Splash Screens & Menu -- 16. Random -- 17. More Movement (Basic AI) -- 18. INI Files -- 19. Effects -- 20. Loops -- 21. Arrays -- 22. ds_lists -- 23. Paths -- 24. Scripts -- 25. Hints & Tips -- 26. Creating A Game - Outline -- 27 . Creating A Game -Sprites -- 28. Creating A Game -Sounds -- 29. Creating A Game - Backgrounds -- 30. Creating A Game -Paths -- 31. Creating A Game - Scripts -- 32. Creating A Game -Fonts -- 33. Creating A Game - Objects - Introduction -- 34. Creating A Game -Parent Objects -- 35. Creating A Game -Objects -- 36. Creating A Game -Rooms -- 37. Progress Sheet -- 38. Marking Guide -- 39. End Of Project Assignment -- 40. End Of Project Test.
Sommario/riassunto	Gain the skills required to create fun and compelling games using GameMaker: Studio, and its GML programming language. In this full-color book you'll learn 24 practical programming elements that are important when creating any game. Each section includes an introduction to a new programming element, some examples, a

worksheet, and mini projects to allow you to test your new knowledge. After completing all elements, you will put into action what you have learned in a classic arcade style game. In *Practical GameMaker: Studio*, you will create a fully featured game, with guidance and in color, using version 1.4. After each section you'll see how you'll apply what you've learned to the final game, and discover additional projects to try. These mini projects include a separate scoring guide, and a working example for each, which is useful if you're using this book in an educational environment. Similarly, the book also contains a number of assignments, which you may include as part of any associated coursework in your classes.

What You Will Learn

- Use GameMaker: Studio and GameMaker Language (GML) to create games
- Work with GML variables, conditionals, drawing, keyport I/O, objects, and events
- Create GML sprites, health/lives, alarms, collisions, and rooms
- Improve your game with GML backgrounds, sound and music, splash screens and menus, and effects
- Include GML random and AI movements in your game
- Use GML loops, arrays, ds_lists, paths, and scripts

Who This Book Is For

Experienced game developers new to GameMaker or for those with at least some prior exposure or experience with GameMaker: Studio but who are new to GML.
