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Autore	Tyers Ben
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Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
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Sommario/riassunto

Push your GameMaker programming skills to the edge with 100 programming challenges using the popular GameMaker: Studio and GML. Each challenge includes an outline of the challenge, a scoring and time guide, useful GML code, and a working example provided in GMZ format. For more advanced programmers, each challenge comes with an additional task to complete. Think you're a good GameMaker game application developer or programmer? Think again with this awesome book! You will: Upgrade your skills with each specific game application coding challenge Create many different game events, action or scenarios Code for many different kinds of game applications or themes from space to adventure to sports to fantasy.
