

1. Record Nr.	UNISA996384535003316
Autore	Sheffield John <d. 1680.>
Titolo	Antapologia, or, A discourse of excuses [[electronic resource]] : setting forth the variety and vanity of them, the sin and misery brought in by them, as being the greatest bar in the way to heaven, and the ready high way to hell : being the common snare wherein most of the children of men are intangled and ruined / / by Jo. Sheffield .
Pubbl/distr/stampa	London, : Printed for Tho. Parkhurst ..., 1672
Descrizione fisica	[32], 281, [9] p
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Advertisement: p. [2]-[9] at end. Reproduction of original in Bristol Public Library, Bristol, England.
Sommario/riassunto	eebo-0016

2. Record Nr.	UNINA9910164049403321
Autore	Tyers Ben
Titolo	GameMaker: Studio 100 Programming Challenges // by Ben Tyers
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2017
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XXVII, 210 p. 100 illus. in color.)
Disciplina	004
Soggetti	Computer games—Programming Computer graphics Computer programming Game Development Computer Graphics Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1 Maths Bar Graph -- 2 Clickable & Moveable Object -- 3 Room Fade In & Out Transition -- 4 Typewriter Text Effect -- 5 Audio Volume Change Based On Distance -- 6 Move Object To Position Using Path 11 -- 7 Make The Screen Shake 13- 8 Create Snow Effect -- 9 Password Easter Egg -- 10 Follow Two Objects In View -- 11 High / Low Number Game -- 12 Calculate Average Position Of Two Clicks -- 13 Retrieve Text File Web From & Save Locally -- 14 Shuffle Pack Of Playing Cards & Deal -- 15 Reverse Sentence Order -- 16 Rotate & Move Object To Mouse Position -- 17 Firework Display Using Effects -- 18 Random Sentence Generator -- 19 Pop Up RPG Style Text Box -- 20 Room Wrapping -- 21 Sprite Shadow -- 22 Make A Jukebox Player For 4 Songs -- 23 Scrolling Credits -- 24 Random Dice Roller -- 25 Substitution Cipher -- 26 Save Highscore To INI -- 27 Spawn Point -- 28 Dictionary Check -- 29 Draw Text With Shadow -- 30 Classic Brick & Ball Game Remake -- 31 Fire Projectile -- 32 World Clock -- 33 Text Based Quiz -- 34 On Screen Keyboard -- 35 Create A Driveable Tank That Leaves Tyre Tracks -- 36 Parallax Background -- 37 Click The Ghost -- 38 Particle Fire Effect -- 39 Bubble Sort -- 40 Unlockable Levels Select Screen -- 41 Moon Lander AI -- 42 Dodge The Barrels -- 43 Convert Celsius To

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Much Flour -- 88 Rotating Mini Map -- 89 Selectable Troops -- 90
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Multiplication Table -- Appendix A: Points Chart.

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.
