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	Autore	Perez Darrin
	Titolo	Beginning RPG Maker VX Ace / / by Darrin Perez
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
	ISBN	9781484207840 148420784X
	Edizione	[1st ed. 2014.]
	Descrizione fisica	1 online resource (317 p.)
	Collana	The expert's voice in game development
	Disciplina	794.8
	Soggetti	Software engineering Multimedia systems Software Engineering/Programming and Operating Systems Multimedia Information Systems
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Sommario/riassunto	Beginning RPG Maker VX Ace takes you through the process of using the RPG Maker VX Ace game development engine to create your very own role playing game. The book has been designed with the complete beginner in mind who has little to no experience with the engine. Tutorials and exercises will take you from installing the software to putting the final touches upon your first project. Game design can be quite a daunting challenge, as it generally involves a large amount of programming know-how on top of having to plan everything out that makes a good game what it is. RPG Maker VX Ace is an intuitive system that allows you to make your own game with a fraction of the effort otherwise required. Beginning RPG Maker VX Ace equips you with the knowledge you need to use Enterbrain's newest role playing game development engine. Takes you from the start of a project to the completion of a small game. Provides a step-by-step process that will walk you through each stage of the creation process. Gives many helpful tips and tricks you can apply to your future endeavors with the engine.