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	Titolo	Developing Turn-Based Multiplayer Games : with GameMaker Studio 2 and NodeJS / / by Yadu Rajiv
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	ISBN	1-4842-3861-3
	Edizione	[1st ed. 2018.]
	Descrizione fisica	1 online resource (214 pages)
	Disciplina	794.8
	Soggetti	Computer games—Programming
		Programming languages (Electronic computers)
		Computer graphics
		Game Development
		Programming Languages, Compilers, Interpreters
		Computer Graphics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Chapter 1: An introduction to Game Maker Studio 2 -- Chapter 2: : Introduction to GML -- Chapter 3: Make your first game -- Chapter 4: An introduction to Node.JS -- Chapter 5: Talking to your server -- Chapter 6: Introducing the multiplayer game.
	Sommario/riassunto	Create your first turn-based multiplayer game using GameMaker Studio 2's built-in networking functions as well as using a simple NodeJS server. This book introduces you to the complexities of network programming and communication, where the focus will be on building the game from the ground up. You will start with a brief introduction to GameMaker Studio 2 and GML coding before diving into the essential principles of game design. Following this, you will go through an introductory section on NodeJS where you will learn how to create a server and send and receive data from it as well as integrating it with GameMaker Studio. You will then apply multiplayer gaming logic to your server and unlock multiplayer game features such as locating a player, syncing their data, and recording their session. You will: • Discover the architecture of GameMaker Studio 2 • Master GameMaker Studio 2's built-in networking functions • Integrate GameMaker Studio