

1. Record Nr.	UNINA9910338017003321
Autore	Kenlon Seth
Titolo	Developing Games on the Raspberry Pi : App Programming with Lua and LÖVE // by Seth Kenlon
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2019
ISBN	1-4842-4170-3
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (319 pages)
Disciplina	005.3
Soggetti	Computer input-output equipment Computer games—Programming Hardware and Maker Game Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Sommario/riassunto	Learn to set up a Pi-based game development environment, and then develop a game with Lua, a popular scripting language used in major game frameworks like Unreal Engine (BioShock Infinite), CryEngine (Far Cry series), Diesel (Payday: The Heist), Silent Storm Engine (Heroes of Might and Magic V) and many others. More importantly, learn how to dig deeper into programming languages to find and understand new functions, frameworks, and languages to utilize in your games. You'll start by learning your way around the Raspberry Pi. Then you'll quickly dive into learning game development with an industry-standard and scalable language. After reading this book, you'll have the ability to write your own games on a Raspberry Pi, and deliver those games to Linux, Mac, Windows, iOS, and Android. And you'll learn how to publish your games to popular marketplaces for those desktop and mobile platforms. Whether you're new to programming or whether you've already published to markets like Itch.io or Steam, this book showcases compelling reasons to use the Raspberry Pi for game development. Use Developing Games on the Raspberry Pias your guide to ensure that your game plays on computers both old and new, desktop or mobile.

