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Titolo	Beginning Game Development with Amazon Lumberyard : Create 3D Games Using Amazon Lumberyard and Lua // by Jaken Chandler Herman
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ISBN	9781484250730 1484250737
Edizione	[1st ed. 2019.]
Descrizione fisica	1 online resource (XI, 234 p. 107 illus., 2 illus. in color.)
Disciplina	794.815
Soggetti	Computer games—Programming Programming languages (Electronic computers) Game Development Programming Languages, Compilers, Interpreters
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Environment Setup and Introduction to the Engine -- Chapter 2: Learning to Navigate the Engine -- Chapter 3: Creating your first Project -- Chapter 4: Terrain Development -- Chapter 5: Entities and Slices -- Chapter 6: Components -- Chapter 7: Creating the Enemy -- Chapter 8: Scripting and Physics -- Chapter 9: Polishing -- Chapter 10: Setting up a User Interface -- Chapter 11: Exporting the Game.
Sommario/riassunto	Create stunning 3D games in a short amount of time using Amazon Lumberyard, a free and exciting game development platform. This book is a ground-up, out-of-the-box tutorial on 3D game development and programming with Lua and Amazon Lumberyard with little or no game development experience required. Beginning Game Development with Amazon Lumberyard walks you through the user interface of the Amazon Lumberyard engine; teaches you how to develop detailed terrain using heightmaps, megatextures, weather, and vegetation; and takes you through exporting the game for distribution. The book will show you how to create a player as well as enemies while not getting bogged down with third-party tools for animation or model creation. You will also work with simple physics, colliders, meshes,

weather generation, Lua scripting, user interface development, and much more. By the end of the book, you will be able to create many different types of video games using the Amazon Lumberyard engine and even have a completed project ready to release or put in your portfolio. You will: Discover the mechanics and terminology of game development Familiarize yourself with the Amazon Lumberyard game engine in detail Modify game scripts using the Lua language Discover how to optimally structure game layers.
