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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Things You Need to Know; Things you need, and things you don't; Time for action - start using the BGE; Exploring the interface of the Logic Editor's; Time for action - exploring the logic bricks world; Time for action - moving the cube; Summary; Chapter 2: Your Characters; An example - save the whale!; How to create a library; Time for action - downloading models from the Internet; Importing other files into Blender; Time for action - cleaning up the model in Blender Involving enemies in the gameTime for action - appending the enemy; Creating a meeting point; Time for action - making the enemy follow a path; Summary; Chapter 3: The First Level; Block out a level environment; Time for action - creating the scene; Creating a player view; Time for action - renaming the scene; Defining the boundaries; Time for action - closing the entry point; Marking the end of level; Time for action - opening the end point; Summary; Chapter 4: Collisions; Respawning the character; Time for action - returning to the original position; Creating trap doors Time for action - moving the blocks of iceReal-time motion; Time for action - rolling objects; Creating looped actions; Time for action - making waves; Summary; Chapter 5: Gameplay; Growing the character; Time for action - counting; Creating a life indicator bar; Time for action

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throwing things; Summary
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making the hunter shoot; Summary; Chapter 7: Game Menu Screens;
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Making an externally executable game; Time for action - exporting
your game; Summary; Chapter 8: Publishing Your Game
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Sommario/riassunto

The non-programmer's guide to creating 3D video games
