1.	Record Nr.	UNINA9910462447403321
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	Titolo	Construct game development [[electronic resource]] : beginner's guide : a guide to escalate beginners to intermediate game creators through teaching practical game creation using Scirra Construct / / Daven Bigelow
	Pubbl/distr/stampa	Olton, Birmingham [England], : Packt Pub., 2012
	ISBN	1-280-67661-2
		9786613653543
		1-84951-661-8
	Descrizione fisica	1 online resource (298 p.)
	Collana	Learn by doing : less theory, more results
	Disciplina	794.81536
	Soggetti	Computer games - Programming
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewer; www. PacktPub.com; Table of Contents; Preface; Chapter 1: Our First Look at Construct; The first step: downloading and installing Construct Classic; Time for action - getting Construct Classic up and running; Step two: creating a game project; Time for action - starting a game project; Creating the project; Changing the project details; Running the project; Step three: navigating the interface of Construct Classic; Time for action - clicking our way around Construct Classic; The layout editor; The properties box; The event editor
		The animator boxThe layers box; The final step: an introduction to objects; Time for action - creating some objects; Creating an object; Drawing the sprite; Changing the appearance of the sprite; Summary; Chapter 2: Hello World! Construct Style; Sprites revisited; Time for action - creating a player sprite; Creating new animations; Animation tags; Choosing the Collisions mode; Tiled backgrounds: defining the world; Time for action - make some tiled backgrounds; Attributes: telling Construct more about our objects; Time for action - adding attributes to our objects

Sommario/riassunto	A guide to escalate beginners to intermediate game creators through teaching practical game creation using Scirra construct with this book and ebook.