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Titolo	HTML5 game development with GameMaker [[electronic resource] ] : experience a captivating journey that will take you from creating a full-on shoot 'em up to your first social web browser game // Jason Lee Elliott
Pubbl/distr/stampa	Birmingham, U.K., : Packt Publishing, c2013
ISBN	1-84969-411-7
Edizione	[1st edition]
Descrizione fisica	1 online resource (364 p.)
Collana	Community experience distilled
Disciplina	005.72
Soggetti	HTML (Document markup language) Electronic games - Design Computer games - Design Computer games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Community Experience Distilled"--Cover. Includes index.
Nota di contenuto	Getting to know the studio with your first game -- Triple 'A' games : art and audio -- Shoot 'em up : creating a side-scrolling shooter -- The adventure begins -- Platform fun -- Toppling towers -- Dynamic front ends -- Playing with particles -- Get your game out there.
Sommario/riassunto	The book is a friendly but explosive reference for all skill levels, with several action packed projects. You will develop the ability to build games from scratch with a comprehensive practical tutorial guide. This book is assured to boost your skill set to another level. This book is for anyone with a passion to create fun and action packed web browser games using GameMaker Studio. This intuitive practical guide appeals to both beginners and advanced users wanting to create and release online games to share with the world, using the powerful GameMaker tool.