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Titolo	Learning Stencyl 3.x game development beginner's guide [[electronic resource]] : a fast-paced, hands-on guide for developing a feature-complete video game on almost any desktop computer, without writing a single line of computer code // Innes Borkwood
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2013
ISBN	1-84969-597-0
Descrizione fisica	1 online resource (336 p.)
Soggetti	Computer games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Learn by doing: less theory, more results"--Cover. Includes index.
Nota di contenuto	Let's make a game! -- Detecting collisions -- Creating behaviors -- Animation in Stencyl -- Managing displaying information -- Polishing the game -- Implementing sounds -- Publishing and making money from your games -- Targeting mobile platforms.