

1. Record Nr.	UNINA9910461724303321
Autore	Hartlef Michael
Titolo	Monkey game development [[electronic resource]] : beginner's guide : create monetized 2D games deployable to almost any platform // Michael Hartlef
Pubbl/distr/stampa	Birmingham [England], : Packt Pub., 2012
ISBN	1-280-37758-5 9786613555496 1-84969-209-2
Descrizione fisica	1 online resource (403 p.)
Collana	Learn by doing : less theory, more results
Disciplina	004.019 794.8/1526
Soggetti	Video games - Design Computer games - Design 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 Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Monkey-Huh?; Game development for the rest of us; Cross-platform development; Compiler or translator?; The Monkey toolbox; Time for action - installing Monkey; Please welcome... Monk; MSERVER-Monkey's own web server; Let's have a little playtime; Time for action - playing Pirate TriPeaks; Time for action - playing Surviball; Playing to have fun, playing to study; So let's go for something big? No!; The alternative; Time for action - read the manual The Trans tool and the supported target platforms HTML5; FLASH; iOS; Android; XNA; GLFW; The Monkey standard modules; Lang; Lists; Map; Math; Random; Set; Stack; Mojo - The 2D framework/modules; App; Audio; Graphics; Input; Monkey is extendable; Your own modules; Native source code; Third-party modules; Your own targets; Your game is easily portable; Summary; Chapter 2: Getting to Know your Monkey-a Trip to the Zoo; Call the Monk and start praying-the Monkey IDE; Why learn about Monk?; Starting up Monk; Monk's user interface; The

toolbar; The code editor area; The info box

Time for action - opening a sample scriptWhere is my navi?; Time for action - navigating to the Main() function; Save... save... save!; Time for action - saving a script; Projects-bringing in some organization; Time for action - creating a project; The Monkey programming language; Time for action - Monkey's Hello World; Running your first script in a browser; Our first little game... PONGO; Time for action - the basic structure of your game; Pongo's data structure; Time for action - adding some data fields; Time for action - rendering the game field Time for action - drawing the ball and the paddlesTime for action - player paddle movement; Time for action - moving the enemy paddles; Time for action - moving the ball; Time for action - controlling the ball with the player's paddle; Time for action - letting the enemy paddles fight back; Time for action - acting on the different game modes; Exporting your game as an HTML5 website; One more thing... comment your code!; Summary; Chapter 3: Game #2, Rocket Commander; The game objects; The basic file structure; Time for action - building the basic file structure of the game

Hold that data-RocketCommander's data structureTime for action - creating the general data structure of the game; Detailing the Update process; Time for action - detailing the Update process; Detailing the Render process; Time for action - detailing the Render event; Enhancing the OnCreate event; Time for action - detailing the OnCreate process; Let's build some cities; Time for action - building some cities; Implementing the city class into the game; Time for action - changing the gameClasses file; Modifying the RocketCommander class; Time for action - spawning some cities in the game

Rendering the ground and the cities

Sommario/riassunto

The first two chapters will provide you with grounding in Monkey. In each subsequent chapter you will create a complete game deployable to either iOS, Android, HTML5, FLASH, OSX, Windows and XNA. The last chapter will show you how to monetize the games so you can be commercially successful in the app development world. Do you want to quickly create games deployable to all the major desktop and mobile platforms?, if so look no further. You will learn how to utilize the highly versatile Monkey compiler to create 2d games deployable almost anywhere. No game development or programming experience i

2. Record Nr.	UNISA996395439803316
Autore	Meadows Philip, Sir, <1626-1718.>
Titolo	A narrative of the principal actions occurring in the wars betwixt Sueden and Denmark [[electronic resource]] : Before and after the Roschild Treaty: with the counsels and measures by which those actions were directed: together with a view of the Swedish and other affairs, as they stood in Germany in the year 1675 with relation to England. Licensed, Aug. 20, 1677. Roger L'Estrange
Pubbl/distr/stampa	London, : Printed by A. C[larke] for H. Brome at the Gun in S. Pauls Church-yard, M. DC. LXXVIII. [1678]
Descrizione fisica	[4], 176 p
Soggetti	Dano-Swedish War, 1643-1645 Denmark History 1660-1814 Early works to 1800 Sweden History Charles X Gustav, 1654-1660 Early works to 1800 Sweden History Charles XI, 1660-1697 Early works to 1800 Great Britain Foreign relations Sweden Early works to 1800 Sweden Foreign relations Great Britain Early works to 1800
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Epistle dedicatory signed: Philip Meadowe. "View of the Suedish and other affairs, as they now stand in Germany this present year, 1675 with relation to England" has special t.p.; pagination and register are continuous. Errata on p. 176. Reproduction of original in: Queen's College (University of Oxford).
Sommario/riassunto	eebo-0119

3. Record Nr.	UNISALENT0991000205009707536
Autore	Wadding, Luke <1588-1657>
Titolo	Scriptores ordinis minorum quibus accessit syllabus illorum qui ex eodem ordinem pro fide Christi fortiter occubuerunt : Priores atramento, posteriores sanguine christianam religionem asseruerunt / recensuit fr. Lucas Waddingus
Pubbl/distr/stampa	Frankfurt : Minerva G.M.B.H., 1967
Descrizione fisica	332 p. ; 21 cm.
Lingua di pubblicazione	Latino
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Rist. anast. : Romae 1806.
4. Record Nr.	UNINA9910713869803321
Titolo	Audit of the Office of Justice Programs Cooperative Agreement and the Office on Violence Against Women grant awarded to Lone Star Legal Aid, Houston, Texas
Pubbl/distr/stampa	Washington, DC : , : Office of the Inspector General, U.S. Department of Justice, , 2019
Descrizione fisica	1 online resource (i, 46 pages)
Collana	Audit Division ; ; GR-60-19-010
Soggetti	Legal aid - Texas Grants-in-aid - Auditing Grants-in-aid - Texas - Houston Grants-in-aid Legal aid Texas Texas Houston
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

