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. err, Game . . ."; "Mapping out the Astro Rescue Game"; "Youa€™re Sceneing Things: The Storyboard API"; "Every Event Needs a Handler"; "The Life (and Death) of a Scene"; "Making the Transition: Transition Effects"; "Scene Purging for Fun and Profit"; "Back to the Beginning: The main.lua file"; "Global Imports"; "Global Variables" "Dealing with Game State: File I/O Operations" "Where It All Begins: Initial Execution"; "Utilities"; "Talking to Yourself: Log Messages"; "Audio Mish-Mosh: Handling Cross-Platform Audio Concerns"; "Then, the Closer Comes in to Finish the Ninth Inning"; "Even Further Back: build.settings and config.lua"; "The build.settings File"; "The config.lua File"; "Summary"; "Chapter 4 Title, Menu, and Settings Scenes"; "Welcome, Ladies and Gents: The Title Scene"; "Creating the Scene"; "A Little Jaunt into Audio"; "Our First Foray into Graphics"; "The Stage" "Starting the Scene" "Exiting the Scene"; "Destroying the Scene"; "Some Unused Scene Event Handlers"; "Handling Touch"; "Continuous Action"; "Wrapping up the Title Scene"; "Whataa€™ll You Have? The Menu Scene"; "Creating the Scene"; "Some Unused Scene Event Handlers"; "Oh, Those Beautiful Shapes!"; "Creating Graphics from Scratch"; "Wrapping up the Menu Scene"; "The Choice Is Yours: The Settings Scene"; "Creating the Scene"; "Some Unused Scene Event Handlers"; "Wrapping up the Settings Scene"; "Summary"; "Chapter 5 The Game, Part 1: Core Game Code" "The Game Scene Kicks It All Off"

Sommario/riassunto

Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer.
