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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Construct 2; Downloading and installing Construct 2; What do the numbers mean?; Coding in Construct 2; Working with visual programming languages; Layout and event sheets; Sprites; Summary; Chapter 2: Inputs and Controls; Getting started with inputs and controls; Keyboard inputs; Inserting a new keyboard object; Adding functionality to the keyboard object; Setting the keyboard key; Controlling the sprite with the keyboard Setting up the direction of the sprite's movementSetting keys for other directions; Testing the keyboard controls; Making the sprite move constantly; Changing the sprite's speed; Keeping the sprite onscreen; Mouse inputs; Adding mouse functionality; Setting up the Every tick command; Rotating the sprite to the mouse location; Facing the sprite towards the mouse point; Touch control inputs; Summary; Chapter 3: Variables and Arrays; Introducing variables; Number variables; Integer variables; Real variables; String variables; Boolean variables; Other variables; Declaring variables Writing variables in codeVariables in JavaScript; Examining JavaScript code; Variables in Construct 2; Adding a variable; Creating a global variable; Making a score variable; Adding a variable to a sprite; Creating a health variable; Introducing arrays; Adding an array in Construct 2; Checking an array's properties; Setting data and adding variables; Checking an array for data; Summary; Chapter 4: Game Mechanics;

Introducing game mechanics; Game mechanics in Construct 2; Setting up a game mechanics project; Adding a game mechanics behavior to a sprite; Giving a sprite 8Direction movement
Editing the properties of a behaviorAdding a collision event; Destroying the power-up on collision; Increasing the player sprite's speed; Setting the duration of the speed boost; Restoring the player speed to normal; Summary; Chapter 5: Making a Simple Shooter; Starting the project; Controlling a sprite with the keyboard; Organizing the event sheet; Adding mouse controls; Making the player shoot; Adding the enemy; Destroying the enemy; Adding a spawner; Summary; Chapter 6: Making a Tower Defense Game; Starting the project; Creating a spawn point; Laying out the level; Setting up the turrets
Adding enemies and projectilesRotating the turret; Firing the turret; Setting up the path for the enemy; Setting up an enemy wave; Summary; Chapter 7: Making a Puzzle Physics Game; Starting the project; Setting the background layer; Adding the cannon; Adding sprites; Adding functionalities; Rotating the cannon; Creating a cannonball; Spawning the cannonball; Creating the spawning image point; Adding physics; Applying force at an angle; Setting cannonballs to fire one at a time; Setting the viewpoint to follow the cannonball; Making an immovable ground; Reloading the cannon; Adding the blocks
Destroying the cannonball on a complete stop

Sommario/riassunto

This book uses practical examples to teach readers, and imparts the key skills and techniques of working in Construct 2 through building complete game projects. This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game development, design, and production.
