1.	Record Nr.	UNINA9910786974403321
	Autore	Lee Elliott Jason
	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) Video games - Design Video games - Programming
	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.