

1. Record Nr.	UNINA9910787882303321
Autore	van Pul Sergio
Titolo	Scratch 2.0 game development hotshoot : 10 engaging projects that will teach you how to build exciting games with the easy-to-use Scratch 2.0 environment / / Sergio van Pul, Jessica Chiang
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing Ltd, , 2014 ©2014
ISBN	1-84969-757-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (330 p.)
Altri autori (Persone)	ChiangJessica
Disciplina	794.81526
Soggetti	Video games - Programming Computer programming Scratch (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Cool projects that will push your skills to the limit"--Cover. Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Project 1: Blowing Things Up!; Mission briefing; Creating a new project; Starting scripts; Adding targets; Creating a parabolic shot; Creating a landscape; Mission accomplished; Hotshot challenges; Project 2: Beating Back the Horde; Mission briefing; Creating a background; Creating enemies; Creating cannons; Fighting back; Increasing the horde; Adding a base; Limiting resources; Winning the game; Mission accomplished; Hotshot challenges; Project 3: Start Your Engines Mission briefingDrawing a racetrack; Creating a kart; Building keyboard controls; Using a collision mask; Dealing with collision events; Adding a second player; Finishing the game; Mission accomplished; Hotshot challenges; Project 4: Space Age; Mission briefing; Starting with the starter project; Adding scripts to Spaceship; Updating enemy sprites; Adding scripts to Spaceship Ammo and Enemy Ammo; Adding scripts to Shield and Shield Life; Meeting your Game Manager; Adding levels - three simple steps; Mission accomplished; Hotshot challenges; Project 5: Shoot 'Em Up; Mission briefing

Creating a player character
Creating an enemy; Adding enemy patterns;
Shooting those baddies!; Creating background images; Using parallax scrolling to simulate depth; Adding scores and power-ups; Tweaking and balancing; Mission accomplished; Hotshot challenges; Project 6: Building a Worthy Boss; Mission briefing; Sending a message; Adding a test script; Creating the boss; Creating attack pattern 1; Creating attack pattern 2; Creating attack pattern 3; Making the boss more impressive; Defeating the boss; Mission accomplished; Hotshot challenges; Project 7: Creating a Level Editor
Mission briefing
Planning the level map; Drawing the level tiles; Preparing the tiles in Scratch; Creating a level generator; Creating a character; Creating a goal; Adding a bomb item; Adding the bomb effects; Mission accomplished; Hotshot challenge; Project 8: Dungeon Crawl; Mission briefing; Adding a knight; Adding a ghost; Creating a sword; Creating a bow and arrow; Tying up loose ends; Mission accomplished; Hotshot challenges; Project 9: Hunger Run; Mission briefing; Understanding scrolling; Adding scripts to the brick sprite; Adding scripts to the food sprite
Adding scripts to the player sprite
Adding scripts to the Game Manager sprite; Tweaking the game; Mission accomplished; Hotshot challenges; Project 10: Sprites with Characters; Mission briefing; Building the robot wireframe; Coloring it metallic; Performing final adjustments; Animating; Parting with a few tips; Mission accomplished; Hotshot challenges; Appendix: The New Scratch Interface; Mission briefing; Website overview; Creating an account and logging in; The Scratch editor layout; Creating and importing sprites; New script block categories; Saving and loading projects
Sharing with the backpack feature

Sommario/riassunto

An easy-to-use book, containing 10 engaging projects that will help you learn how to build video games with the easy to use Scratch 2.0 environment. If you are a new, or current Scratch user and would like to improve your understanding of the new Scratch 2.0 interface, and learn how to make video games, this book is ideal for you. Each project is explained in-depth from start to finish, so everyone can follow along, even if you don't have much previous experience with the software. If you want to become a video game designer, this book is an easy-to-use and friendly guide about the world of i
