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   Computer programming
   Scratch (Computer program language)

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   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

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