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Collana	Learn by doing : less theory, more results
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Soggetti	Video games - Programming
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Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewer; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Our First Look at Construct; The first step: downloading and installing Construct Classic; Time for action - getting Construct Classic up and running; Step two: creating a game project; Time for action - starting a game project; Creating the project; Changing the project details; Running the project; Step three: navigating the interface of Construct Classic; Time for action - clicking our way around Construct Classic; The layout editor; The properties box; The event editor The animator boxThe layers box; The final step: an introduction to objects; Time for action - creating some objects; Creating an object; Drawing the sprite; Changing the appearance of the sprite; Summary; Chapter 2: Hello World! Construct Style; Sprites revisited; Time for action - creating a player sprite; Creating new animations; Animation tags; Choosing the Collisions mode; Tiled backgrounds: defining the world; Time for action - make some tiled backgrounds; Attributes: telling Construct more about our objects; Time for action - adding attributes to our objects Behaviors: teaching objects how to actTime for action - getting our player moving; The behaviors; Setting controls; Variables: private and

global; Time for action - giving our player a life; Textboxes: giving the player a heads-up; Time for action - showing our player their health and score; Events: setting the rules and goals of a game; Time for action - very eventful games; The sprites; Events; Conditions; Actions; Summary; Chapter 3: Adding the Challenge; Before we start; Reaching the goal; Time for action - making the game winnable; Overlapping versus collision; Set activated

Set animationAvoid the hazards; Time for action - bestowing more challenges on a player; The death of a player; Resurrecting our player; Giving the player a game over; Putting some bad guys in; Time for action - adding an enemy and making him move; Direction of motion; Falling down; Turning around; Looking for a hit; Improving our interface; Time for action - creating a background for the GUI; Summary; Chapter 4: Making Noise; A game and its music; Time for action - add some music to our game; The start of layout condition; Playing the music file; Looping the music file; Modules of music Time for action - play some mod musicThe Is playing condition; Loading and playing the file; Sounds: describing the action; Time for action - adding sounds; Exporting our game; Time for action - exporting our game; A note on sharing our games; Summary; Chapter 5: Practical Physics; Creating physical objects; Time for action - creating our objects; The Global property; Aligning to a grid; Setting the Physics properties; The Timer behavior; Creating a custom physics collision mask; Event sheets and groups; Time for action - creating and using Event sheets and groups; Adding a physical force Time for action - creating forces

Sommario/riassunto

A guide to escalate beginners to intermediate game creators through teaching practical game creation using Scirra construct with this book and ebook.
