

|                         |  |
|-------------------------|--|
| 1. Record Nr.           | UNINA9910790382603321  |
| Autore                  | Bigelow Daven  |
| Titolo                  | Construct game development [[electronic resource] ] : beginner's guide : a guide to escalate beginners to intermediate game creators through teaching practical game creation using Scirra Construct / / Daven Bigelow   |
| Pubbl/distr/stampa      | Olton, Birmingham [England], : Packt Pub., 2012  |
| ISBN                    | 1-280-67661-2<br>9786613653543<br>1-84951-661-8  |
| Descrizione fisica      | 1 online resource (298 p.)   |
| Collana                 | Learn by doing : less theory, more results   |
| Disciplina              | 794.81536  |
| Soggetti                | Video games - Programming  |
| Lingua di pubblicazione | Inglese  |
| Formato                 | Materiale a stampa   |
| 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<br>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<br>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.

---