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Titolo	Learning Stencyl 3.x game development beginner's guide : a fast-paced, hands-on guide for developing a feature-complete video game on almost any desktop computer, without writing a single line of computer code // Innes Borkwood
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2013
ISBN	1-84969-597-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (336 p.)
Disciplina	794.815133
Soggetti	Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Learn by doing: less theory, more results"--Cover. Includes index.
Nota di contenuto	Let's make a game! -- Detecting collisions -- Creating behaviors -- Animation in Stencyl -- Managing displaying information -- Polishing the game -- Implementing sounds -- Publishing and making money from your games -- Targeting mobile platforms.
Sommario/riassunto	A step-by-step, practical tutorial with a no-nonsense approach. The book starts by showing readers how to create a playable game that is fully-functioning, then moves on to demonstrate how to fine-tune the game with eye-catching graphics techniques, audio-effects and more. This book is for indie and existing game developers and those who want to get started with game development using Stencyl. Some understanding of Objective-C, C++, and game development basics is recommended. People with some programming experience may also find this book useful.