1.	Record Nr.	UNINA9910896524303321
	Autore	Cossu Sebastiano M
	Titolo	Game Development with GameMaker : A Primer on Game Development and Design / / by Sebastiano M. Cossu
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2024
	ISBN	9798868808791
	Edizione	[2nd ed. 2024.]
	Descrizione fisica	1 online resource (XX, 563 p. 185 illus.)
	Disciplina	794.815
	Soggetti	Video games - Programming Game Development
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Chapter 1: Overview -- Chapter 2: Hello world -- Chapter 3: Card Game (Part 1) -- Chapter 4: Card Game (Part 2) -- Chapter 5: Fixed Shooter -- Chapter 6: Shoot 'Em Up! -- Chapter 7: Designing Bosses -- Chapter 8: Single-Screen Platformer -- Chapter 9: Scrolling Platformer -- Chapter 10: Designing Platformers -- Chapter 11: Metroidvania (Part 1. – Chapter 12: Metroidvania (Part 2).– Chapter 13: Extra: Artificial Intelligence.– Chapter 14: Designing Fun Games -- Chapter 15: What's Next?.
	Sommario/riassunto	Create video games from start to finish while learning game design and programming principles using GameMaker. Game Development with GameMaker covers all aspects of game design and development from the initial idea to the final release. You will learn how to make a 2D game from start to finish using GameMaker covering important features and topics related to game development. This book provides an in-depth guide to design and development of real-world video games, focusing on best practices aligned with industry standards. It covers all fundamental aspects of 2D game development, including movement, combat, AI, UI design, level design, inventory systems, power-ups, and more. This edition also features an additional chapter dedicated to artificial intelligence and incorporates the latest updates and best practices in GameMaker, including new features and enhancements. You Will Master GameMaker Language (GML) programming Apply game design principles and programming patterns