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	Autore	Cohen, John
	Titolo	Psychological Probability, or the Art of Doubt / John Cohen
	Pubbl/distr/stampa	London : Allen & Unwin, 1972
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2.	Record Nr.	UNINA9910964235903321
	Autore	Bigelow Daven
	Titolo	Construct game development : beginner's guide : a guide to escalate beginners to intermediate game creators through teaching practical game creation using Scirra Construct / / Daven Bigelow
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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
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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.
