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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Monkey-Huh?; Game development for the rest of us; Cross-platform development; Compiler or translator?; The Monkey toolbox; Time for action - installing Monkey; Please welcome... Monk; MSERVER-Monkey's own web server; Let's have a little playtime; Time for action - playing Pirate TriPeaks; Time for action - playing Surviball; Playing to have fun, playing to study; So let's go for something big? No!; The alternative; Time for action - read the manual The Trans tool and the supported target platformsHTML5; FLASH; iOS; Android; XNA; GLFW; The Monkey standard modules; Lang; Lists; Map; Math; Random; Set; Stack; Mojo - The 2D framework/modules; App; Audio; Graphics; Input; Monkey is extendable; Your own modules; Native source code; Third-party modules; Your own targets; Your game is easily portable; Summary; Chapter 2: Getting to Know your Monkey-a Trip to the Zoo; Call the Monk and start praying-the Monkey IDE; Why learn about Monk?; Starting up Monk; Monk's user interface; The toolbar; The code editor area; The info box

Time for action - opening a sample scriptWhere is my navi?; Time for action - navigating to the Main() function; Save... save... save!; Time for action - saving a script; Projects-bringing in some organization; Time for action - creating a project; The Monkey programming language; Time for action - Monkey's Hello World; Running your first script in a browser; Our first little game... PONGO; Time for action - the basic structure of your game; Pongo's data structure; Time for action - adding some data fields; Time for action - rendering the game field Time for action - drawing the ball and the paddlesTime for action - player paddle movement; Time for action - moving the enemy paddles; Time for action - moving the ball; Time for action - controlling the ball with the player's paddle; Time for action - letting the enemy paddles fight back; Time for action - acting on the different game modes; Exporting your game as an HTML5 website; One more thing... comment your code!; Summary; Chapter 3: Game #2, Rocket Commander; The game objects; The basic file structure; Time for action - building the basic file structure of the game Hold that data-RocketCommander's data structureTime for action - creating the general data structure of the game; Detailing the Update process; Time for action - detailing the Update process; Detailing the Render process; Time for action - detailing the Render event; Enhancing the OnCreate event; Time for action - detailing the OnCreate process; Let's build some cities; Time for action - building some cities; Implementing the city class into the game; Time for action - changing the gameClasses file; Modifying the RocketCommander class; Time for action - spawning some cities in the game Rendering the ground and the cities

Sommario/riassunto

The first two chapters will provide you with grounding in Monkey. In each subsequent chapter you will create a complete game deployable to either iOS, Android, HTML5, FLASH, OSX, Windows and XNA. The last chapter will show you how to monetize the games so you can be commercially successful in the app development world. Do you want to quickly create games deployable to all the major desktop and mobile platforms?, if so look no further. You will learn how to utilize the highly versatile Monkey compiler to create 2d games deployable almost anywhere. No game development or programming experience i
