

1.	Record Nr.	UNINA9910850894303321
	Titolo	Rhode Island Israelite (Providence, R.I.) 1894-1895
	Pubbl/distr/stampa	Providence, R.I., : R.I. Israelite Pub. Co
	Descrizione fisica	volumes
	Soggetti	Jewish newspapers - Rhode Island Jewish newspapers Providence (R.I.) Newspapers Rhode Island
	Lingua di pubblicazione	Ebraico
	Formato	Materiale a stampa
	Livello bibliografico	Periodico
2.	Record Nr.	UNINA9911008921703321
	Autore	Wolverson Herbert
	Titolo	Hands-on Rust : effective learning through 2D game development and play / / Herbert Wolverson
	Pubbl/distr/stampa	[Raleigh, North Carolina] : , : The Pragmatic Bookshelf, , [2021] ©2021
	ISBN	9781680508819 1680508814 9781680508802 1680508806
	Edizione	[First edition.]
	Descrizione fisica	1 online resource (332 pages)
	Collana	The pragmatic programmers
	Disciplina	005.133
	Soggetti	Rust (Computer program language)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references.
	Nota di contenuto	Part I: Getting Started with Rust -- 1. Rust and Your Development

Environment -- 2. First Steps with Rust -- 3. Build Your First Game with Rust -- Part II: Building a Dungeon Crawler -- 4. Design a Dungeon Crawler -- 5. Build a Dungeon Crawler -- 6. Compose Dungeon Denizens -- 7. Take Turns with the Monsters -- 8. Health and Melee Combat -- 9. Victory and Defeat -- 10. Fields of View -- 11. More Interesting Dungeons -- 12. Map Themes -- 13. Inventory and Power-Ups -- 14. Deeper Dungeons -- 15. Combat Systems and Loot -- 16. Final Steps and Finishing Touches -- Part III: Additional Resources.

Sommario/riassunto

"Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal."--

3. Record Nr.

UNINA9910972791903321

Autore

Poe Edgar Allan <1809-1849>

Titolo

The Tell-Tale Heart and Other Stories

Pubbl/distr/stampa

Minneapolis : , : Lerner Publishing Group, , 2011
©2015

ISBN

1-4677-9837-1

Edizione

[1st ed.]

Descrizione fisica

1 online resource (188 pages)

Disciplina

813/.3

Soggetti

Horror tales, American
Children's stories, American

Lingua di pubblicazione

Inglese

Formato

Materiale a stampa

Livello bibliografico

Monografia

Nota di contenuto

Intro -- Title Page -- Copyright -- Table of Contents --
Metzengerstein -- Ms. Found in a Bottle -- Berenice -- Ligeia -- The
Fall of the House of Usher -- William Wilson -- The Murders in the Rue
Morgue -- The Oval Portrait -- The Masque of the Red Death -- The Pit
and the Pendulum -- The Tell-Tale Heart -- The Gold-Bug -- The

Black Cat -- The Purloined Letter -- The Cask of Amontillado -- Hop-Frog -- Back Cover.

Sommario/riassunto

This collection of sixteen short stories includes some of Edgar Allan Poe's most boundary-pushing and blood-chilling work. Selections range from "The Murders in the Rue Morgue," which launched the detective mystery genre, to "The Tell-Tale Heart," a Gothic classic about a murderer's overwhelming guilt. Discover tales of creatures that return from the dead, ghastly diseases that claim their victims within half an hour, and secret messages that lead to buried treasure. This curated compilation contains unabridged versions of the American author's finest tales; the short stories were originally published between 1832 and 1849.
