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Titolo	Hands-on Rust : effective learning through 2D game development and play // Herbert Wolverson
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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."--