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Titolo	GameMaker Programming Challenges : Programming Challenges to Improve Your GML Knowledge // by Ben Tyers
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2025
ISBN	979-88-6882-129-5
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (548 pages)
Collana	Professional and Applied Computing Series
Disciplina	794.8/151
Soggetti	GameMaker (Computer program language) Video games - Programming Computer programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Chapter 1: Drawing Sprite Fonts In Different Colors -- Chapter 2: Stealth Zones -- Chapter 3: Dynamic Shadows -- Chapter 4: Proximity Mines -- Chapter 5: Sticky Projectiles -- Chapter 6: Reflecting Projectiles -- Chapter 7: Conveyor Belts -- Chapter 8: Spreading Fire -- Chapter 9: Boomerang Mechanic -- Chapter 10: Burnable Objects -- Chapter 11: Echo Location -- Chapter 12: Smooth Dash Movement -- Chapter 13: Shock Wave -- Chapter: 14 Hover Mechanic -- Chapter: 15 Jumping Pad -- Chapter: 16 Momentum Jumps.-Chapter: 17 Gravity Flips.-Chapter 18: Explosive Barrels -- Chapter 19: Explosive Barrels Chain -- Chapter 20: End-of-Level Gate -- Chapter 21: Coin Collection -- Chapter 22: One Way Blocks -- Chapter 23: Wind -- Chapter 24: Nuke -- Chapter 25: Timed Collectibles.
Sommario/riassunto	Upgrade your GameMaker programming skills with 500 programming challenges. The book is a collection of programming challenges, covering a range from simple to advanced concepts. GameMaker is a hugely popular tool and is regarded one of the best development applications for 2D games. GameMaker allows for rapid game production and has been used for multiple hit titles. Each chapter covers a certain programming element, such as Sprite Fonts, Projectiles, Mechanics, etc. The book is designed in a manner where each challenge provides an outline of the problems, useful functions, hints on tackling the challenge, and an example solution. On

completion, you will take away new knowledge of GameMaker functions, an ability to think logically when developing code, and a better understanding of game design and planning. You Will • Learn new GML, from basic functions to more evolved concepts • Gain ability to view example solutions, if required • Get an increased understanding of game design concepts.
