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Titolo	Next-Generation Gamemaking : A Beginner's Guide to GameMaker // by Robert Ciesla
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ISBN	979-88-6881-778-6
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (399 pages)
Collana	Professional and Applied Computing Series
Disciplina	794.8/1536
Soggetti	Video games - Programming Game Development
Lingua di pubblicazione	Inglese
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Note generali	Description based upon print version of record.
Nota di contenuto	Chapter 1: A Quarter-century of GameMaker -- Chapter 2: Game Logic with GML- Chapter 3: Core GameMaker Visual Functions -- Chapter 4: Audio, More on Keyboards, and Particles -- Chapter 5: Cameras, Layers, and Tilesets -- Chapter 6: Spatial Audio, Motion Planning, and Paths -- Chapter 7: Physics in GameMaker -- Chapter 8: Sequences, Audio Effects, and Gamepads -- Chapter 9: Debugging and Sharing Your Game -- Chapter 10: Advanced Events and Assorted Superior Techniques -- Appendix.
Sommario/riassunto	Grasp the concepts of creating games with Gamemaker and the various features of the engine to create your first game. The book promotes critical thinking, problem solving, and creativity, making the process both engaging and effective. At 25 years old in 2024, GameMaker is still a hugely popular tool. It is considered one of the finest approaches for 2D game creation. The engine is behind dozens of hit titles including Hotline Miami, Undertale, Katana Zero, and Nuclear Throne. GameMaker offers both a visual and a code-based approach for game development and is a great tool for beginners. Next Generation Gamemaking demonstrates all the latest techniques and technologies made available in the GameMaker ecosystem but does so in a very understandable way. This very hands-on title is also of interest to educators as well as anyone else interested in the subject matter. No prior programming experience is needed. You Will Learn how to create 2D-based video games and export them for all supported platforms (e.

g.Windows, macOS, PS5 etc.) Understand the basics (and some advanced features) of game making language (GML) Learn the ins and outs of GameMaker's mighty physics-system Gain experience of game testing and debugging.
