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Descrizione fisica	1 online resource (356 p.)
Collana	--For dummies
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Soggetti	Computer games -- Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index
Nota di contenuto	Contents at a Glance; Table of Contents; Introduction; About This Book; Foolish Assumptions; Icons Used in This Book; Beyond This Book; Where to Go from Here; Part I: Getting Started with GameMaker: Studio; Chapter 1: Introducing GameMaker: Studio; Dragging and Dropping Your Way to Making a Game; Understanding the GameMaker Language; Publishing Games to Different Platforms; Highlighting the Key Features of GameMaker: Studio; Creating a Game, Step by Step; Chapter 2: Discovering GameMaker: Studio Features and Tools; Navigating the GameMaker Interface Pump Up the Volume: Adding Sounds to Your GameMaking Things Sparkle with Sprites; Populating Your Game with Objects; Placing Objects in the Game Room; Part II: Basic Tools and Techniques; Chapter 3: Creating Events; How to Add an Event to an Object; The Create Event; The Destroy Event; The Alarm Event; The Step Event; The Collision Event; The Mouse Event; The Other Event; The Draw Event; The Key Events; The Asynchronous Event; Chapter 4: Adding Actions to Events; How to Assign an Action to an Object; Move Actions; Main1 Actions; Main2 Actions; Control Actions; Score Actions; Extra Actions Draw ActionsChapter 5: Working with Views; Using Speed and Movement with Views; Creating a Room with a View; Using a Controller Object to Move the View; Reaching the End of the Room; Positioning the Score Display in a Room with a View; Setting Object Boundaries for Rooms with Views; Destroying Instances When They Leave a Room;

Shooting Guided Bullets in a Room with Views; Creating Enemy Planes in a Room with Views; Creating Patterns of Enemy Planes in a Room with Views; Transitioning to the Next Room; Chapter 6: Working with Time Lines; Creating a Time Line; Creating a Time Line Object Creating the Time Line RoomTransitioning to the Next Room with Time Lines; Adding a Boss Battle to a Time Line; Part III: Creating Special Effects; Chapter 7: Using Actions to Create Special Effects with Particles; Coding a Button to Trigger the Particles; Using the Create Effect Action; Using the Particle Actions and Emitters; Chapter 8: Coding Special Effects with Particles; Coding the Particle System and the Smoke Trail; Coding the Simple Firework Effect; Coding Emitters; Coding Complex Particle Effects; Chapter 9: Using Surfaces to Create Effects; Understanding the Surface Function Creating Shadows with SurfacesUsing Decals with Surfaces; Lighting Effects with Surfaces; Using Surfaces as a View; Chapter 10: Applying Scaling; Configuring the Global Game Settings; Scaling to the Window; Scaling with Draw GUI Events; HTML5 Scaling; Part IV: Coding Physics, Mobile Controls, and More; Chapter 11: Coding with GameMaker Language; Displaying Sub-Images with Code; Adding Code to Objects; Coding a Score Display and Lives; Coding to Start and End Games; Chapter 12: Using Physics; Understanding Fixtures; Adding Movement to an Object with Physics; Adding Physics to Rooms Physics and Shooting Bullets

Sommario/riassunto

Get gaming faster with the official guide to GameMaker: Studio
GameMaker: Studio allows you to create your own games, even with zero coding experience, and GameMaker: Studio For Dummies is a complete guide to the ins and outs of the program. Create the game you've always wanted to play in record time and at a fraction of the cost of traditional game development methods. You'll have the flexibility to develop 2D games for Android, iOS, desktops, and the Web. Gain a professional perspective on this revolutionary path to game creation and publishing. Using GameMaker: Studio may
