

1. Record Nr.	UNINA9911141820103321
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Titolo	Monkey game development : beginner's guide : create monetized 2D games deployable to almost any platform / / Michael Hartlef
Pubbl/distr/stampa	Birmingham [England], : Packt Pub., 2012
ISBN	9786613555496 9781280377587 1280377585 9781849692090 1849692092
Edizione	[1st ed.]
Descrizione fisica	1 online resource (403 p.)
Collana	Learn by doing : less theory, more results
Disciplina	004.019 794.8/1526
Soggetti	Video games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Monkey-Huh?; Game development for the rest of us; Cross-platform development; Compiler or translator?; The Monkey toolbox; Time for action - installing Monkey; Please welcome... Monk; MSERVER-Monkey's own web server; Let's have a little playtime; Time for action - playing Pirate TriPeaks; Time for action - playing Surviball; Playing to have fun, playing to study; So let's go for something big? No!; The alternative; Time for action - read the manual The Trans tool and the supported target platformsHTML5; FLASH; iOS; Android; XNA; GLFW; The Monkey standard modules; Lang; Lists; Map; Math; Random; Set; Stack; Mojo - The 2D framework/modules; App; Audio; Graphics; Input; Monkey is extendable; Your own modules; Native source code; Third-party modules; Your own targets; Your game is easily portable; Summary; Chapter 2: Getting to Know your Monkey-a Trip to the Zoo; Call the Monk and start praying-the Monkey IDE; Why learn about Monk?; Starting up Monk; Monk's user interface; The toolbar; The code editor area; The info box

Time for action - opening a sample scriptWhere is my navi?; Time for action - navigating to the Main() function; Save... save... save!; Time for action - saving a script; Projects-bringing in some organization; Time for action - creating a project; The Monkey programming language; Time for action - Monkey's Hello World; Running your first script in a browser; Our first little game... PONGO; Time for action - the basic structure of your game; Pongo's data structure; Time for action - adding some data fields; Time for action - rendering the game field Time for action - drawing the ball and the paddlesTime for action - player paddle movement; Time for action - moving the enemy paddles; Time for action - moving the ball; Time for action - controlling the ball with the player's paddle; Time for action - letting the enemy paddles fight back; Time for action - acting on the different game modes; Exporting your game as an HTML5 website; One more thing... comment your code!; Summary; Chapter 3: Game #2, Rocket Commander; The game objects; The basic file structure; Time for action - building the basic file structure of the game Hold that data-RocketCommander's data structureTime for action - creating the general data structure of the game; Detailing the Update process; Time for action - detailing the Update process; Detailing the Render process; Time for action - detailing the Render event; Enhancing the OnCreate event; Time for action - detailing the OnCreate process; Let's build some cities; Time for action - building some cities; Implementing the city class into the game; Time for action - changing the gameClasses file; Modifying the RocketCommander class; Time for action - spawning some cities in the game Rendering the ground and the cities

Sommario/riassunto

The first two chapters will provide you with grounding in Monkey. In each subsequent chapter you will create a complete game deployable to either iOS, Android, HTML5, FLASH, OSX, Windows and XNA. The last chapter will show you how to monetize the games so you can be commercially successful in the app development world. Do you want to quickly create games deployable to all the major desktop and mobile platforms?, if so look no further. You will learn how to utilize the highly versatile Monkey compiler to create 2d games deployable almost anywhere. No game development or programming experience i

2. Record Nr.	UNINA9911141148903321
Titolo	Algonquian spirit : contemporary translations of the Algonquian literatures of North America / / edited by Brian Swann
Pubbl/distr/stampa	Lincoln, : University of Nebraska Press, c2005
ISBN	1-280-37446-2 9786610374465 0-8032-0533-3
Edizione	[1st ed.]
Descrizione fisica	1 online resource (561 p.)
Altri autori (Persone)	SwannBrian
Disciplina	897/.3
Soggetti	Algonquian literature - North America Algonquian mythology - North America Algonquian Indians Algonquian languages Legends - North America North America Folklore
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Contents -- Introduction -- PART 1: East -- The Tale of a Hoax -- Eastern Seaboard Community -- FairWarning -- Lenape -- The Arrival of the Whites -- Munsee -- The Delaware Creation Story -- Passamaquoddy -- Two Animal Stories -- Cihkonaqc: Turtle -- Espons: Raccoon -- Social and Ceremonial Songs -- Song of the Drum -- Maliseet -- Traditions of Koluskap, the Culture Hero -- Mi'kmaq -- The Great Fire -- PART 2: Central -- Naskapi -- Two Wolverine Stories -- Wolverine and the Ducks -- Wolverine and the Geese -- Ojibwe -- Waabitigweyaa, the One Who Found the Anishinaabeg First -- The Origin of War -- That Way We Should Be Walking -- Potawatomi -- Three Tales -- Crane Boy -- A Rabbit Tale -- Raccoon and Wolf -- Eastern Cree -- Louse and Wide Lake -- A Pair of Hero Stories -- The Birds that Flew Off with People -- How the Wolf Came to Be -- Omushkego (Swampy Cree) -- Omushkego Legends from Hudson Bay -- Legend of Wiissaakechaahk -- Anwe and the Cannibal Exterminators -- Miami-Illinois and Shawnee -- Culture-Hero and Trickster Stories --

Wihsakacaakwa Aalhsoohkaakana -- Wilakhtwa -- Ceekiia --
Meskwaki -- Winter Stories -- The Ice Maidens -- Has-A-Rock --
Three Winter Stories -- The One Whose Father Was the Sun -- Golden
Hide -- The One Whose Eye Was a Bear's Eye -- Menominee -- The
Origin of the Spirit Rock -- PART 3: West -- Plains Cree -- Pine Root --
Arapaho -- Ghost Dance Songs -- The Songs -- Three Stories -- The
Eagles -- The Second Thought -- The Captive -- Blackfeet -- Scarface
-- Cheyenne -- The Rolling Head -- Contributors -- Index.

Sommario/riassunto

When Europeans first arrived on this continent, Algonquian languages were spoken from the northeastern seaboard through the Great Lakes region, across much of Canada, and even in scattered communities of the American West. The rich and varied oral tradition of this Native language family, one of the farthest-flung in North America, comes brilliantly to life in this remarkably broad sampling of Algonquian songs and stories from across the centuries. Ranging from the speech of an early unknown Algonquian to the famous Walam Olum hoax, from retranslations of classic stories to texts appearing here for the first time, these are tales written or told by Native storytellers, today as in the past, as well as oratory, oral history, and songs sung to this day."
