1. Record Nr.   UNINA9910458742703321

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   Titolo   Gamemaker : studio for dummies / / Michael Rohde

   Pubbl/distr/stampa   Hoboken, New Jersey : , : John Wiley & Sons, , 2014
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   ISBN   1-118-85215-X
                    1-118-85210-9

   Edizione   [1st edition]

   Descrizione fisica   1 online resource (356 p.)

   Collana   For dummies GameMaker: Studio for dummies

   Disciplina   794.81536

   Soggetti   Computer games - Design
                    Computer-assisted instruction
                    Electronic books.

   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

2.	Record Nr.	UNISA996385939003316
	Autore	Patrick Simon <1626-1707.>
	Titolo	The Christian sacrifice [[electronic resource]] : a treatise shewing the necessity, end and manner of receiving the Holy Communion : together with suitable prayers and meditations for every month in the year, and the principal festivals in memory of our Blessed Savious : in four parts / / by the right Reverend Father in God, Simon Lord Bishop of Ely
	Pubbl/distr/stampa	London, : Printed by W.H. for L. Meredith ..., MDCXVII [697]
	Edizione	[The eleventh edition corrected.]
	Descrizione fisica	[25], 528 p., [2] leaves of plates : ill
	Soggetti	Lord's Supper
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Engraved frontispiece and illustrated added t.p. Advertisement: p. 526-528. Imperfect: creased and faded, with slight loss of print. Reproduction of original in the Huntington Library.
	Sommario/riassunto	eebo-0113