

1.	Record Nr.	UNISALENTO991001049769707536
	Autore	Tachtses, Kostas
	Titolo	Il terzo anello : romanzo / Kostas Tachtsis ; traduzione di Paola Maria Minucci
	Pubbl/distr/stampa	Firenze : Aletheia, c1992
	Descrizione fisica	261 p. ; 24 cm
	Collana	Biblioteca di letteratura neogreca
	Altri autori (Persone)	Minucci, Paola Maria
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910629288503321
	Autore	Tyers Ben
	Titolo	GameMaker Fundamentals : Learn GML Programming to Start Making Amazing Games // by Ben Tyers
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
	ISBN	9781484287132 1484287134
	Edizione	[1st ed. 2023.]
	Descrizione fisica	1 online resource (416 pages)
	Disciplina	794.81526
	Soggetti	Video games - Programming Game Development
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Variables -- Chapter 2: Conditionals -- Chapter 3: Drawing Shapes -- Chapter 4: More Drawing -- Chapter 5: Input & Movement -- Chapter 6: Objects & Events -- Chapter 7: Sprites -- Chapter 8: Health, Lives and score -- Chapter 9: Mouse -- Chapter 10: Alarms --

Chapter 11: Collisions -- Chapter 12: Rooms -- Chapter 13: Backgrounds -- Chapter 14: Sounds -- Chapter 15: Splash Screens & Menus -- Chapter 16: Randomi -- Chapter 17: AI -- Chapter 18: INI files -- Chapter 19: Effects -- Chapter 20: Loops -- Chapter 21: Arrays -- Chapter 22: DS Lists -- Chapter 23: Paths -- Chapter 24: Functions -- 25. Tileset -- 26. Timelines -- 27. Views -- 28. MP Grids -- 29. Sequences.

Sommario/riassunto

Master the fundamental programming skills needed to create your own computer games in GameMaker. This book shows how to use GameMaker to build and publish cross-platform games. Each chapter covers a certain programming element, including layers, variables, and so on. You will also learn how to design levels in your games, draw sprites to populate your virtual worlds, and build GUIs for your menus and game interfaces. GameMaker Fundamentals also provides a thorough introduction to the GameMaker Language (GML). Practical example projects reinforce the concept discussed in each chapter. On completing this book, you will have a thorough understanding of how to create games from scratch using game design and programming principles using GameMaker and GML. You will: Learn core programming features required for sound knowledge of GameMaker Master how to combine GML to orchestrate game actions Utilize GameMaker's layers to create exciting games Set up player control.
