

HTML5 Game Development with GameMaker



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Reviews

A high quality pdf and also the typeface used was exciting to see. it absolutely was writtern really properly and useful. I am quickly could get a delight of looking at a composed pdf.
(Justina Kunze)

HTML5 GAME DEVELOPMENT WITH GAMEMAKER



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Packt Publishing. Paperback. Book Condition: New. Paperback. 364 pages. Dimensions: 9.1in. x 7.5in. x 1.1in. Experience a captivating journey that will take you from creating a full-on shoot em up to your first social web browser game Overview Build browser-based games and share them with the world Master the GameMaker Language with easy to follow examples Every game comes with original art and audio, including additional assets to build upon each lesson. In Detail The introduction of HTML5 has revolutionized the web browser as a legitimate gaming platform with unlimited potential. Making games for the browser has never been simpler, especially with GameMaker Studio. Developers have full control over asset management, built-in systems for physics, particles and path finding. In addition, it offers a rich scripting language and extensions for developers now enabling everyone to create games and monetize them quickly and easily. HTML5 Game Development with GameMaker will show you how to make and release browser based games using practical examples. This book utilizes GameMakers powerful scripting language allowing you to create your first game in no time. With this guide you will develop a thorough skill set and a coherent understanding of the tools to develop games of increasing complexity, gradually enhancing your coding abilities and taking them to a whole new level. The GameMaker Studio environment allows you to jump right into building browser based games quickly and releasing them online. The chapters focus on core practical elements, such as, artificial intelligence and creating challenging boss battles. This book guides you on how to use advanced features easily and effectively, these include, data structures and demonstrating how to create rigid body physics with simple explanations and visual examples. By the end of this book you will have an in-depth knowledge of developing and publishing online social browser based...



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