

Tutorial A Scrolling Shooter With Gml Henrys Game Blog

Getting Your FREE Bonus Download this book, read it to the end and see "BONUS: Your FREE Gift" chapter after the conclusion. Shoot Like a Navy SEAL: Training Guide for Beginners Are you looking to learn how to shoot like a trained soldier? That is exactly what you'll learn from this book. You won't find the basics of gun parts, or how to load your ammunition without dropping it here. This book contains the techniques of shooting with accuracy, again and again! It's not unrealistic to think that you can. You just need to master the fundamentals, and practice them well enough so that you don't need to think about them while shooting. After that, you'll be able to focus on more advanced factors, and truly learn to be a sharp shooter! This book aims to teach the reader how to accurately shoot from whatever distance their firearm can handle. Sniping is a unique and highly specialized skill, and only those who have already excelled in shorter range shooting need attempt it. If you are ready to learn the skills of a sniper, it is assumed you do not need to become familiar with the fundamentals presented in this book. Therefore, how to be a sniper is not covered in this fundamental shooting book. The use of both pistols and rifles is important to the well-rounded shooter, but I feel that many shooters looking to sharp shoot will be interested in longer ranges than pistols allow for. That's why we'll only briefly touch on any specific pistol use in this book. However, the fundamentals are often similar, if not mostly the same. The basics can be applied to any type of small arms shooting, including pistols and rifles. Download your E book "Shoot Like a Navy SEAL: Training Guide for Beginners" by scrolling up and clicking "Buy Now with 1-Click" button!

"Learn to program games using Apple's new framework: Sprite Kit!"--Cover.

Get ready for a fun-filled experience of learning Java by developing games for the Android platform Key Features Learn Java, Android, and object-oriented programming from scratch Build games including Sub Hunter, Retro Pong, Bullet Hell, Classic Snake, and a 2D Scrolling Shooter Create and design your own games, such as an open-world platform game Book Description Android is one of the most popular mobile operating systems presently. It uses the most popular programming language, Java, as the primary language for building apps of all types. However, this book is unlike other Android books in that it doesn't assume that you already have Java proficiency. This new and expanded second edition of Learning Java by Building Android Games shows you how to start building Android games from scratch. The difficulty level will grow steadily as you explore key Java topics, such as variables, loops, methods, object oriented programming, and design patterns, including code and examples that are written for Java 9 and Android P. At each stage, you will put what you've learned into practice by developing a game. You will build games such as Minesweeper, Retro Pong, Bullet Hell, and Classic Snake and Scrolling Shooter games. In the later chapters, you will create a time-trial, open-world platform game. By the end of the book, you will not only have grasped Java and Android but will also have developed six cool games for the Android platform. What you will learn Set up a game development environment in Android Studio Implement screen locking, screen rotation, pixel graphics, and play sound effects Respond to a player's touch, and program intelligent enemies who challenge the player in different ways Learn game development concepts, such as collision detection, animating sprite sheets, simple tracking and following, AI, parallax backgrounds, and particle explosions Animate objects at 60 frames per second (FPS) and manage multiple independent objects using Object-Oriented Programming (OOP) Understand the essentials of game programming, such as design patterns, object-oriented programming, Singleton, strategy, and entity-component patterns Learn how to use the Android API, including Activity lifecycle, detecting version number, SoundPool API, Paint, Canvas, and Bitmap classes Build a side-scrolling shooter and an open world 2D platformer using advanced OOP concepts and programming patterns Who this book is for Learning Java by Building Android Games is for you if you are completely new to Java, Android, or game programming and want to make Android games. This book also acts as a refresher for those who already have experience of using Java on Android or any other platform without game development experience.

99 Coding Tips & Tricks for the popular software GameMaker: Studio.

Classic Home Video Games, 1985-1988

Photographer's Guide to the Sony a7C

Mastery of Re-curve Bow Shooting

Classic Home Video Games, 1989-1990

Learn Pixi.js

Mastering the Nikon

Learn Java and Android from scratch by building six exciting games, 2nd Edition

GameMakerStudio For Dummies John Wiley & Sons

Getting Your FREE Bonus Download this book, read it to the end and see "BONUS: Your FREE Gift" chapter after the conclusion. Long Range Shooting The

Complete Beginner's Guide Long-range shooting is certainly an art that might take a while to master. Before you start practicing in the field, you should be aware of all the basics. To help all the beginners out there take the first step, we have come up with this informative guide. In this book, we have provided a stepwise learning for long-range shooting. From weapon selection to the kind of posture that one should maintain, we have covered it all in this guide. Even if you have no prior experience with guns, you won't face any kind of trouble reading this guide. We have started from the basics and discussed topics like the different types of guns, how to hold a gun, the best way to select a gun for long-range shooting, and so much more. After covering the basics, we will teach you how to master long-range shooting. Some of the topics that are covered in the guide are as follows:

Avoiding the common mistakes in long-range shooting Safety tips for using a gun Different postures for taking a long-range shot The right way to hold a gun How to select the best gun for long-range shooting Adjusting the eye gears and avoiding errors (like parallax) Different types of ammunition Determining the trajectory of the bullet on the basis of various factors, and more With so much information, you would certainly be able to start with long-range shooting in a hassle-free manner. Prepare yourself for long-range shooting and be ready to practice in the field after reading this guide. Download your E book "Long Range Shooting: The Complete Beginner's Guide" by scrolling up and clicking "Buy Now with 1-Click" button!

Whether you're upgrading from the original Wii or completely new to the platform, this guide will teach you everything you need to know to get the most out of your Wii U - everything from the initial setup to the Miiverse, the eShop and beyond. Ready to get started? Let's do this! This guide is unofficial and not endorsed by Nintendo. GameCaps Walkthroughs was started as a way of bringing cheap, reliable, and informative game walkthroughs and system profiles. Our library is growing more every month.

The third in a series about home video games, this detailed reference work features descriptions and reviews of every official U.S.-released game for the Neo Geo, Sega Genesis and TurboGrafx-16, which, in 1989, ushered in the 16-bit era of gaming. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console. Video game entries include historical information, gameplay details, the author's critique, and, when appropriate, comparisons to similar games. Appendices list and offer brief descriptions of all the games for the Atari Lynx and Nintendo Game Boy, and catalogue and describe the add-ons to the consoles covered herein—Neo Geo CD, Sega CD, Sega 32X and TurboGrafx-CD.

Pass the Unity certification exam with the help of expert tips and techniques

Learning Java by Building Android Games

Vintage British Shotguns

A Shooting Sportsman Guide

Shoot Like a Navy Seal

The Complete Guide to Sony's NEX-7 Mirrorless Camera (B&W Edition)

Reel in the Profits with YouTube YouTube delivers more than a billion minutes of streaming content to 1.3 billion active users every day. That's equivalent to one-third of all internet users and at least a billion reasons to start creating videos that promote your business, brand, products, and services today. Entrepreneur Magazine's Ultimate Guide to YouTube for Business is the video marketing blueprint you need to create videos that educate, entertain, and inspire viewers to take action. You'll learn how to plan, edit, promote, and share your videos with the public, as well as how to leverage YouTube's tools to help spotlight your business and your products without spending a fortune. From video production to promotion, this guide shares the battle-tested strategies and tried-and-true advice from successful YouTube experts to help you: Set up your channel and become a YouTube Partner to start monetizing your videos Create a virtual community that uses and loves your products Cater your videos to your target audience at every stage—pre-production, production, post-production, and promotion Drive traffic to your channel, website, or social media with optimized video titles, tags, playlists, and more Promote your YouTube videos using Facebook, Twitter, Google+, and other social sites Make a video go viral with the help of blogs, websites, and other online resources Find out what a YouTube channel can do for you as you learn to create your channel, leverage it as a marketing tool, and maximize your return on investment.

In this Mobile Game Development with Corona SDK, expert author J.A. Whye will teach you how to create a mobile game with Corona SDK for iOS or Android. This course is developed for beginners, meaning no prior programming experience is required. You will start by learning about the Lua language, then jump into how to display and animate images. From there, Whye will teach you about tap and touch events and how to use the widget library, including how to make buttons with widgets and create scrolling pictures. This video tutorial will also cover how to create text on the screen, manage a scene with Composer, and saving and loading files. You will also learn how to display Sprites on the screen and animate them, as well as how to use music and sound effects in your game to create a scoring system. Finally, you will learn how to create three simple games: a physics-based puzzler, a memory match game, and a space shooter. Once you have completed this computer based training course, you will be fully capable of creating your own game from scratch with Corona SDK. Working files are included, allowing you to follow along with the author throughout the lessons.

There are nine complete games with increasing complexity built in this book. The process of game building is well-illustrated with screenshots and explained code. This book is aimed at readers with an understanding of Objective-C and some familiarity with the cocos2d for iPhone 2.0 framework. This undergraduate-level computer graphics text provides the reader with conceptual and practical insights into how to approach building a majority of

the interactive graphics applications they encounter daily. As each topic is introduced, students are guided in developing a software library that will support fast prototyping of moderately complex

A Complete Guide to Sega Genesis, Neo Geo and TurboGrafx-16 Games

Everything You Need to Know to Get Started

GameMaker

Mastering the Nikon D750

Concepts and Implementation

Mobile Game Development With Corona SDK

David Busch's Sony Alpha a6000/ILCE-6000 Guide to Digital Photography

Mastering the Nikon D7100 by Darrell Young provides a wealth of experience-based information and insights for owners of the new D7100 camera. Darrell is determined to help the user navigate past the confusion that often comes with complex and powerful professional camera equipment. This book explores the features and capabilities of the camera in a way that far surpasses the user's manual. It guides readers through the camera features with step-by-step setting adjustments; color illustrations; and detailed how, when, and why explanations for each option. Every button, dial, switch, and menu configuration setting is explored in a user-friendly manner, with suggestions for setup according to various shooting styles. Darrell's friendly and informative writing style allows readers to easily follow directions, while feeling as if a friend dropped in to share his knowledge. The learning experience for new D7100 users goes beyond just the camera itself and covers basic photography technique.

Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use Pixi.js ' s spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend Pixi.js ' s capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn Pixi.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of Pixi.js's features by building fun game projects. Learn how to use Pixi.js to make richly interactive graphics and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making websites, games and mobile apps.

Love your new 20 megapixel wonder, but having a hard time understanding (and configuring!) all those features? Then this book is for you. Try it risk-free for 14 days! Written for the advanced user (with tutorials and easy explanations in case you're not so advanced), this easy-to-understand yet thorough guide provides a complete instruction manual which explains each feature in plain English and provides hundreds of visual examples as well. There is no better way to learn about and get the most out of your camera. Get the most out of your investment - Learn about the wonders of digital imaging and improve your photography at the same time! More about this title (including sample pages and DRM-free formats) can be found at the author's website.

Mastery of Re-curve Bow Shooting: Full Guide to Learn as Well as Master Re-curve Bow Shooting; Shoot Just Like a Pro with Precision Plus Accuracy Are you a beginner or a novice in shooting a recurve bow and you are looking for the best ways or techniques to learn how to shoot a recurve bow? Have you started learning the recurve bow but you're still having some challenges with learning it effectively? Are you having the feelings that you can never learn and master how to shoot a recurve bow effectively because other methods have failed? Then you do not need to worry about that as the solution you have been waiting for is now right in front of you! Essentially, this guide is meant as a very simple but detailed introduction as well as a guide on how to shoot a recurve bow. Moreover, the goal of this guide is to give you a basic step by step direction so that you don't end up scratching your head when you get your first recurve bow misses as you attempt to shoot it or learn it. Most importantly, when the procedures in this book are carefully and efficiently followed you will definitely end up shooting like a pro with precision plus accuracy that will beat your imagination! These and many more are carefully and amazingly considered in this guide. Scroll up to download your copy by clicking the Buy Button Now! You will be glad you did!

The Essential Guide to Game Audio

Materials of the Tutorial Course EECS 760, Winter 1989

Windows Vista

Essentials of Interactive Computer Graphics

The Complete Guide to Sony's Alpha 58 SLT (B&W Edition)

Unity from Zero to Proficiency (Intermediate)

Studio For Dummies

Newly Edited and Updated Version (Third Edition) for Unity 2019 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent NPCs. - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Create a 2D scrolling shooter. - Create a card-guessing game. - Create a 2D puzzle game. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will learn key C# programming concepts such as variables, variable types, polymorphism, or constructors. - In Chapter 2, you will code and compile your first script in C#. - In Chapter 3, you will create a simple 3D game where the user has to reach the end of the level by avoiding projectiles from intelligent robots. - In Chapter 4, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 5, you will start to use Mecanim and NavMesh navigation to control an animated

character that detects, follows, or attacks the player. - In Chapter 6, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 7, you will create a simple 2D scrolling shooter. - In Chapter 8, you will improve your game by adding explosions and a scrolling background. - In Chapter 9, you will add intelligent spaceships that attack the player. - In Chapter 10, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). - In Chapter 11, you will create a card-guessing game. - In Chapter 12, you will create a 2D puzzle game. - Chapter 13 summarizes the topics covered in the book. If you want to create FPS games, 2D Shooters, Card Games and Puzzles with Unity using a tried-and-tested method: download this book now!

Learn and use Python and PyGame to design and build cool arcade games. In Program Arcade Games: With Python and PyGame, Second Edition, Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games; integrate and start using graphics; animate graphics; integrate and use game controllers; add sound and bit-mapped graphics; and build grid-based games. After reading and using this book, you'll be able to learn to program and build simple arcade game applications using one of today's most popular programming languages, Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms. You'll learn: How to create quiz games How to integrate and start using graphics How to animate graphics How to integrate and use game controllers How to add sound and bit-mapped graphics How to build grid-based games Audience“div>This book assumes no prior programming knowledge.

As the official publication for Windows Vista, we cover Microsoft's latest OS with more depth, passion and clarity than any other magazine on the market. Each issue is packed with tips, tricks and service elements on every page. We give you an insider's tour of the operating system and illustrate how to get the most out of your PC.

Video games have captivated us for over 50 years, giving us entire worlds to explore, new ways to connect with friends, thought-provoking stories, or just a fun way to pass the time. Creating games is a dream for many, but making great games is challenging. The Game Designer's Playbook is about meeting that challenge. More specifically, it's a book about game interaction design; in other words, shaping what players can do and how they do it to make a game satisfying and memorable. Our time with a game is built on interaction, from basic things like pushing buttons on a controller, to making complicated strategic decisions and engaging with the narrative. If you've ever felt the adrenaline rush from beating a perfectly tuned boss fight or been delighted by the fanfare of picking up that last collectible, you've experienced good interaction design firsthand. The Game Designer's Playbook is about learning what makes for great (or terrible!) interaction design in games, exploring things like controls, feedback, story, and tutorial design by analyzing existing games. It also looks at how newer and still-developing tech like VR and streaming are changing the ways we play, and how you can bring great interaction design to your own games.

The Theory and Practice of Sound for Games

IOS Games by Tutorials

Kivy Blueprints

Training Guide for Beginners

Expert tips and techniques to pass the Unity certification exam at the first attempt

Game Development for iOS

ECGBL 2017 11th European Conference on Game-Based Learning

A practical guide to Unity game scripting using C#, along with practice tests, exam tips, and easy-to-follow examples to help you pass the exam and become a professional Unity programmer Key Features Learn essentials of game scripting with Unity and C# to customize aspects of your game Tackle challenges in Unity game development and the certification exam using effective techniques and solutions Prepare for the latest Unity certification exam using mock tests, exam tips, and self-assessment questions Book Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only validate your Unity knowledge and skills, but will also enable you to be a part of the Unity community. This study guide will start by building on your understanding of C# programming and taking you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the Unity exam's core objectives. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any modern Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the animator, particle effects, lighting, UI/UX, scriptable objects, and debugging. By the end of this book, you'll have developed a solid understanding of the different tools in Unity and be able to create impressive Unity applications by making the most of its toolset. What you will learn Discover techniques for writing modular, readable, and reusable scripts in Unity Implement and configure objects, physics, controls, and movements for your game projects Understand 2D and 3D animation and write scripts to interact and use Unity's rendering API Explore Unity APIs for adding lighting, materials, and textures to your apps Write Unity scripts for building interfaces for menu systems, UI navigation, application settings, and much more Focus on SOLID principles for writing clean and maintainable Unity applications Who this book is for This Unity engine book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in their career and gain gaming industry certification. The book assumes basic knowledge of C# programming and the Unity engine.

A follow up to 2007 's Classic Home Video Games, 1972 – 1984, this reference work provides detailed descriptions and reviews of every U.S. – released game for the Nintendo NES, the Atari 7800, and the Sega Master System, all of which are considered among the most popular video game systems ever produced. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console. Video game entries include publisher/developer data, release year, gameplay information, and, typically, the author ' s critique. A glossary provides a helpful guide to the classic video game genres and terms referenced throughout the work, and a preface provides a comparison between the modern gaming industry and the industry of the late 1980s.

This book is intended for programmers who are comfortable with the Python language and who want to build desktop and mobile applications with rich GUI in Python with minimal hassle.

Knowledge of Kivy is not strictly required—every aspect of the framework is described when it's first used.

Azur Lane is a side-scrolling shoot 'em up video game, released in 2017 for the iOS and Android operating systems. Set in an alternate timeline of World War II, players engage in side-scrolling shooter gameplay, using female moe anthropomorphic characters based on warships from the war's major participants. Other gameplay elements, like customizing a home and marrying in-game characters, are also present. Azur Lane is a side-scrolling shoot 'em up, simulation and role-playing video game. Players collect characters that are moe anthropomorphic interpretations of World War II warships ("shipgirls"), mainly from the United States Navy, Royal Navy, Imperial Japanese Navy and Kriegsmarine, with other ships from the French Navy (both Vichy and Free France flavors), Republic of China Navy, People's Liberation Army Navy, Regia Marina, Soviet Navy and Imperial Russian Navy being added later. Players organize them into fleets of six and confront AI-controlled enemies or other players' fleets. This book includes strategy, how to play the fastest level, a walkthrough, tips, and tricks.

Creating Games with Cocos2d for iPhone 2

Nonlinear Systems and Their Control

The Unofficial Guide to Wii U

Full Guide to Learn as Well as Master Re-curve Bow Shooting; Shoot Just Like a Pro with Precision Plus Accuracy

Ultimate Guide to YouTube for Business

Program Arcade Games

Mastering the Nikon D7200

The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.

Young explores the features and capabilities of the camera in a way that far surpasses the user's manual. He guides readers through features with step-by-step setting adjustments; color illustrations; and detailed how, when, and why explanations for each option.

This authoritative guide to British-made shotguns looks at individual makers, their products, and the selling points of particular guns. In some cases Wieland also notes negative points or product limitations. While the book will be welcomed by gun collectors worldwide, it is particularly useful to those who are curious about British makers whose production was or is substantial enough that their guns would have crossed the pond into North America.

With nearly three years of research utilized to compile game lists and thousands of hours used to play and review the games listed within, Video Game Bible is the most comprehensive source of information on video games released in the U.S. since 1985 ever created. Prices are based on realistic figures compiled by interviewing hundreds of large collectors and game store owners, and offer a realistic guideline to be followed by both collectors and video gamers looking to complete their collections. While numerous guides have been compiled on the subject of classic video games, this book offers coverage of video game consoles releases after 1985, known as the "neo-classics". With 39 systems in total, Video Game Bible offers the largest guide to date. With the recent proliferation of video game collecting into the mainstream, it is necessary to have a standard by which games are valued. This is the first installment in a series of guides intended to offer full coverage of every video game ever made worldwide. Video game consoles are grouped together by the company that made them for easy reference. In addition to the table of contents, which lists each section separately, there are corner tabs to make browsing the guide even more convenient. Thousands of new facts are offered within the pages of this book, as are thousands of reviews and overviews. Written in a lighthearted manner, chapters of this guide that may not pertain to a particular collector will still be enjoyable for intelligent readers. An easy to use reference guide suitable for any age, this guide is sure to be an invaluable resource for anyone interested in video game collecting, video game history, and even for the casual video game fan interested in learning more about the hobby. Editor-In Chief: Andy Slaven Staff Writers: Micheal Collins, Lucus Barnes, Vincent Yang Contributing Writers: Charlie Reneke, Joe Kudrna

With Python and Pygame

Detail Azur Lane Crosswave Game Guide

A step-by-step guide to coding your first FPS in C# with Unity.

Long Range Shooting

Unity Certified Programmer Exam Guide

Video Game Bible, 1985-2002

Getting the Most from Sony's Compact Full-Frame Camera

A practical guide to Unity game scripting using C#, backed with practice tests, exam tips, and easy-to-follow examples to help you better prepare for the exam and become a pro in Unity programming Key FeaturesDiscover the essentials of game scripting with Unity

and C# to customize every aspect of your game. Overcome challenges in Unity game development using effective techniques and easy solutions. Pass the Unity certification exam with the help of mock tests, exam tips, and self-assessment questions. Book Description: Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only validate your Unity knowledge and skills, but also enable you to be part of the Unity community. This study guide will start by building on your understanding of C# programming and take you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the core objectives of the Unity exam. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any recent Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the Animator, Particle Effects, Lighting, UI/UX, Scriptable Objects, and debugging. By the end of this book, you'll have developed a solid understanding of the different tools in Unity and understand how to create impressive Unity applications by making the most of its toolset. What you will learn: Discover techniques for writing modular, readable, and reusable scripts in Unity. Implement and configure objects, physics, controls, and movements for your game projects. Understand 2D and 3D animation and write scripts that interact with Unity's Rendering API. Explore Unity APIs for adding lighting, materials, and texture to your apps. Write Unity scripts for building interfaces for menu systems, UI navigation, application settings, and much more. Delve into SOLID principles for writing clean and maintainable Unity applications. Who this book is for: The book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in the game or related industry. Basic knowledge of C# programming and Unity engine is required.

An overview of the steps involved in producing an award-winning computer game from a design perspective. The design phase of the business is essential for developers to understand before any code is written. The CD-ROM is very competitive, containing design elements from other leading computer game designers, and a game engine.

Create compelling 2D games with Learn cocos2d 2: Game Development with iOS. This book shows you how to use the powerful new cocos2d, version 2 game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its pre-configured libraries, including cocos3d and Lua. Best of all, this book will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

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 feel like play, but it's a serious tool that allows you to create, design, develop, and publish your very own games. With the push of a button, the program produces real, executable code for your very own "app store"-ready 2D game, complete and ready for market. GameMaker: Studio For Dummies provides complete and accurate information on how to create classic games and special effects, written in the characteristically easy-to-read Dummies style. Topics include: An overview of Studio, and how to get started. The basic tools and techniques at the core of your design.

Advanced techniques for more seasoned game designers An inside look at what the premium upgrades have to offer GameMaker: Studio makes game design 80% faster than coding for native languages, so you can take your game from concept to market in a matter of weeks. Why waste time and money doing it any other way? Whether you already have great ideas or just want to dabble, GameMaker: Studio For Dummies is the guide that will take you straight to guru status.

Developer's Guide to Computer Game Design

Gamemaker Studio Book

A Complete Reference Guide

The Complete Guide to Sony's NEX 5R and 6 Cameras (B&W edition)

The Complete Guide, Tips, Cheat and Walkthrough for Beginners: Azur Lane Crosswave for Beginner

The Complete Guide to Sony's Rx-100 Iii

An Introduction to Game Interaction Design

Photographer's Guide to the Sony a7C is a full-color, fully illustrated guide book covering all features and operations of the a7C mirrorless, compact, full-frame interchangeable-lens digital camera. Alexander S. White provides users of the a7C with a manual covering all aspects of the camera's operation. Using a tutorial-like approach, the book shows beginning and intermediate photographers things with the a7C, and explains when and why to use the camera's many features. The book provides details about the camera's shooting modes as well as its menu options for shooting, playback, Bluetooth, and special effects. The book covers the a7C's ability to use its touch screen for focusing and enlarging images in some situations, its upgraded autofocus system, which includes real-time eye-tracking as well as automatic focusing on the eyes of humans or animals, and the camera's wide range of options for assigning its control buttons, dial, and wheel to carry out photographic functions. The book includes color photographs that illustrate the camera's controls, display screens, and menus. The images include photographs taken using the a7C's various shooting modes and its Creative Style and Picture Profile features, with settings that alter the appearance of images. The book provides concise introductions to topics such as street photography and astrophotography, and explains how to use the camera's Wi-Fi to transfer images to a smartphone or tablet, to control the camera from such a device, and to add location information to images. The book includes a full discussion of the video features of the a7C, including 4K (ultra-HD) movies, with manual control of exposure and focus during recording. The book explains the camera's numerous features for professional-level videography, including Picture Profiles and Picture Profiles of settings such as gamma curve, black level, knee, and detail. The book describes steps for recording 4K video to an external video recorder using the "clean" video output from the camera's HDMI port. In the appendices, the book discusses accessories for the a7C, including lenses, cases, power sources, remote controls, microphones and external flash units, and includes a list of websites and other resources for more information. The book includes an appendix with "quick tips" on how to take advantage of the camera's features in the most efficient ways possible. This guide to the a7C includes a detailed index to help you locate information about any particular feature or aspect of the camera.

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The Complete Beginner's Guide: (Shooting Guide, Self Defense, Self Protection)

Unity Certified Programmer: Exam Guide

A Beginner's Guide to Gamemaker Studio

The Game Designer's Playbook