Game Programming for Teens

By Maneesh Sethi

Cengage Learning Emea, 2008. Taschenbuch. Condition: Neu. Neu Neuware, Importqualität, auf Lager, , Sofortversand - Game Programming for Teens, Third Edition is a fully revised version of the bestselling book. This new edition teaches introductory game programming skills and techniques using BlitzMax, a new, platform independent programming language. BlitzMax can be used on Windows, Mac, and Linux operating systems. The book helps beginning game programmers develop the skills they need to create every element of their first video game - from graphics and animation to sound and music. No previous programming knowledge is necessary, and by the end of the book readers will have created their first computer game.Do you enjoy playing video games and want to learn how to create your own Game Programming for Teens, Third Edition shows you how to design and develop a complete video game from start to finish, no prior programming knowledge required. You ll begin by learning the basics of BlitzMax, a simple cross-platform game programming language that can be used on Windows, Mac, or Linux operating systems. Once you understand how to write the programming code, you ll begin to incorporate all the graphical elements of games including varying colors, loading and...

READ ONLINE
[4.6 MB]

Reviews

This book is worth getting. Yes, it really is enjoy, continue to an amazing and interesting literature. You can expect to like how the author publish this book.
-- Prof. Cindy Paucek I

This created pdf is excellent. We have read through and i also am sure that i am going to going to study yet again yet again in the future. You will not truly feel monotony at at any time of your time (that's what catalogues are for concerning should you check with me).
-- Myriam Bode