

Read Online Game
Development With Construct 2:
From Design To Realization

Game Development With Construct 2: From Design To Realization

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Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich,

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interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5

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and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games,

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and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and

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*interactivity--for both the
web and mobile devices Test
and debug your games
before deploying them Take
advantage of how HTML5
allows for SQL-like data
storage, which is especially*

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*valuable if you're not well
versed in database
management Explore
creating games suitable for
community activity and
powerful, profitable games
that require large amounts*

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of data Whether you want to build games as a fun hobby or hope to launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

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Learn to build a fully-functional 2D game inspired by the 1979 Atari classic, Asteroids, using just HTML5, CSS and JavaScript. Developing games has never been easier than it is now.

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New web technology allows even beginner developers to turn their hand to game development. Developed from an undergraduate course module, Introducing JavaScript Game

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Development teaches each new technology as it is introduced so can be followed by enthusiastic beginners as well as intermediate coders. You will learn how to work with

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*HTML5 and the canvas
element, how to understand
paths, how to draw to a
design and create your
spaceship and asteroids.
You'll then move on to
animating your game, and*

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finally building. You will work step-by-step through the game design process, starting with only what is necessary to complete each step, and refactoring the code as necessary along the

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way, reflecting the natural progression that code follows in the real world. Each chapter is designed to take your code base to the next level and to add to your skills. After completing the

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examples in this book you will have the tools necessary to build your own, high-quality games. Make the process of creating object-oriented 2D games more fun and more productive and get

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*started on your game
development journey.*

*A guide to escalate
beginners to intermediate
game creators through
teaching practical game
creation using Scirra*

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*construct with this book and
ebook.*

*If you are a game developer
interested in learning Unity
3D from scratch and
becoming familiar with its
core features, then this book*

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*is for you. No prior
knowledge of Unity 3D is
required.*

*From Beginner to
Professional*

*Twenty Lectures on
Algorithmic Game Theory*

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*HTML5 Game Development
from the Ground Up with
Construct 2*

*Java Game Development
with LibGDX*

*From Concept to Playable
Game - With Unity and C#*

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HTML5 Games

Computer science and economics have engaged in a lively interaction over the past fifteen years, resulting in the new field of algorithmic game theory. Many problems that

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**are central to modern
computer science, ranging
from resource allocation in
large networks to online
advertising, involve
interactions between multiple
self-interested parties.**

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Economics and game theory offer a host of useful models and definitions to reason about such problems. The flow of ideas also travels in the other direction, and concepts from computer science are

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increasingly important in economics. This book grew out of the author's Stanford University course on algorithmic game theory, and aims to give students and other newcomers a quick and

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accessible introduction to many of the most important concepts in the field. The book also includes case studies on online advertising, wireless spectrum auctions, kidney exchange, and network

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management.

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to

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understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by

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focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer

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science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as

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zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-

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**point theorems, and
probabilistic arguments. The
book is appropriate for a first
course in game theory at
either the undergraduate or
graduate level, whether in
mathematics, economics,**

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**computer science, or statistics.
The importance of game-
theoretic thinking transcends
the academic setting—for every
action we take, we must
consider not only its direct
effects, but also how it**

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influences the incentives of others.

Welcome to a book written to challenge you, improve your brainstorming abilities, and sharpen your game design skills! Challenges for Game

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Designers: Non-Digital Exercises for Video Game Designers is filled with enjoyable, interesting, and challenging exercises to help you become a better video game designer, whether you

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are a professional or aspire to be. Each chapter covers a different topic important to game designers, and was taken from actual industry experience. After a brief overview of the topic, there are

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five challenges that each take less than two hours and allow you to apply the material, explore the topic, and expand your knowledge in that area. Each chapter also includes 10 "non-digital shorts" to further

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hone your skills. None of the challenges in the book require any programming or a computer, but many of the topics feature challenges that can be made into fully functioning games. The book is

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useful for professional designers, aspiring designers, and instructors who teach game design courses, and the challenges are great for both practice and homework assignments. The book can be

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worked through chapter by chapter, or you can skip around and do only the challenges that interest you. As with anything else, making great games takes practice and Challenges for Game Designers

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provides you with a collection of fun, thoughtprovoking, and of course, challenging activities that will help you hone vital skills and become the best game designer you can be.

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**Game AI Pro2: Collected
Wisdom of Game AI
Professionals presents cutting-
edge tips, tricks, and
techniques for artificial
intelligence (AI) in games,
drawn from developers of**

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shipped commercial games as well as some of the best-known academics in the field. It contains knowledge, advice, hard-earned wisdom, and insights gathered from across the community of developers

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and researchers who have devoted themselves to game AI. In this book, 47 expert developers and researchers have come together to bring you their newest advances in game AI, along with twists on

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proven techniques that have shipped in some of the most successful commercial games of the last few years. The book provides a toolbox of proven techniques that can be applied to many common and not-so-

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common situations. It is written to be accessible to a broad range of readers. Beginners will find good general coverage of game AI techniques and a number of comprehensive overviews,

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while intermediate to expert professional game developers will find focused, deeply technical chapters on specific topics of interest to them. Covers a wide range of AI in games, with topics applicable

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**to almost any game Touches
on most, if not all, of the topics
necessary to get started in
game AI Provides real-life case
studies of game AI in
published commercial games
Gives in-depth, technical**

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**solutions from some of the
industry's best-known games
Includes downloadable demos
and/or source code, available
at <http://www.gameapro.com>
From First Steps to Final
Release**

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**Construct 2 Game
Development by Example
Construct Game Development
Beginner's Guide
An Introduction
Creating Fun with HTML5,
CSS3 and WebGL**

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**Construct 2 & Construct
Classic Rapid Game Creation
Practical Tips & Techniques
2016/17**

*How did the Commodore 64
conquer the hearts of millions
and become a platform people*

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still actively develop for even today? What made it so special? This book will appeal to both those who like tinkering with old technology as a hobby and nostalgic readers who simply want to enjoy a trip down

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memory lane. It discusses in a concise but rigorous format the different areas of home gaming and personal computing where the C64 managed to innovate and push forward existing boundaries. Starting from Jack

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Tramiel's vision of designing computers "for the masses, not the classes," the book introduces the 6510, VIC-II and SID chips that made the C64 unique. It briefly discusses its Basic programming language

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and then proceeds to illustrate not only many of the games that are still so fondly remembered but also the first generation of game engines that made game development more approachable – among other

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topics that are often neglected but are necessary to provide a comprehensive overview of how far reaching the C64 influence was. Written in a straightforward and accessible style, readers will relive the

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dawn of modern technology and gain a better understanding of the legacy that was built, bit by bit, in those pioneering days by computers that had only a tiny fraction of the power modern machines have and, yet, were

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*used to create the technological
world we are now living in.*

*With a foreword by Michael
Tomczyk*

*Swim with 5 sea creatures in
this colorful, tongue-twisting
singalong! Based on the*

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*traditional cumulative song,
each verse introduces a new
animal and its place in the
marine food chain, from the
snail to the shark. Chosen as
the BookTrust National
Bookstart Week book in 2016, A*

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Hole in the Bottom of the Sea offers a delightful dip into multi-sensory science learning sure to inspire young marine biologists. A QR code on the book provides access to video animation and audio.

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The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles

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that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you

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need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPU's cache to improve your performance. You'll dive deep into how

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scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

CONSTRUCT had

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revolutionized the world of open source 2D game creation, by providing easy drag-and-drop kind of interface for producing complex game logic, all without writing codes and scripts. The goal of this book is

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to provide starters with rich technical information so the best decision and judgment can be exercised when creating 2D games through CONSTRUCT Classic and CONSTRUCT2. The current version of CONSTRUCT

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*Classic is R1.2 which is
released under the GPL.*

*CONSTRUCT2 is different in
licensing - it has a version for
free personal use. A business
license is required if you intend
to make money through it.*

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Throughout this book we will simply refer to CONSTRUCT Classic as CONSTRUCT. On the other hand, we refer to CONSTRUCT2 as C2 (as of the time of publication it is R236). This is not a step-by-step

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tutorial. This is also not a guide book kind of overview material. We place our focus on the practical side of game creation - practical tips and techniques one will definitely need when starting out a game project. We

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also tell exactly what can and cannot be done with Construct and C2, and the kind of performance drawback that can be foreseen when the platform is not fed with the right inputs. We even tell you how to

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*compile C2 games into
Win32/Win64, Linux/Mac OSX
executables! So, are you ready
for the challenge?*

*Theory of Fun for Game Design
Game Development with
Construct 2*

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*A Commodore 64 Retrospective
The Guide to Great Video Game
Design*

*Learning Unity 2D Game
Development by Example
Realizing Opportunity for All
Youth*

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Follow a walkthrough of
the Unity Engine and
learn important 2D-
centric lessons in
scripting, working with
image assets,
animations, cameras,

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collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns,

Read Online Game Development With Construct 2: From Design To Realization and how to customize

Unity to suit your
needs, all in the
context of building a
working 2D game. While
many books focus on 3D
game creation with

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Unity, the easiest
market for an
independent developer to
thrive in is 2D games.
2D games are generally
cheaper to produce, more
feasible for small

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teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on

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2D games and Unity's
ever-expanding 2D
workflow, this book
gives aspiring
independent game
developers the tools
they need to thrive.

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Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's

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updated 2D workflow. New
all-digital channels for
distribution, such as
Nintendo eShop, XBox
Live Marketplace, the
Playstation Store, the
App Store, Google Play,

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itch.io, Steam, and
GOG.com have made it
easier than ever to
discover, buy, and sell
games. The golden age of
independent gaming is
upon us, and there has

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never been a better time
to get creative, roll up
your sleeves, and build
that game you've always
dreamed about.

Developing 2D Games with
Unity can show you the

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way. What You'll Learn

Delve deeply into useful
2D topics, such as
sprites, tile slicing,
and the brand new
Tilemap feature. Build a
working 2D RPG-style

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game as you learn.

Construct a flexible and
extensible game
architecture using Unity-
specific tools like
Scriptable Objects,
Cinemachine, and

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Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment.

Deploy games to desktop

Who This Book Is For

Hobbyists with some

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knowledge of
programming, as well as
seasoned programmers
interested in learning
to make games
independent of a major
studio.

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Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only

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experience with that
corner of computer
science was a terrifying
"compilers" class that
they suffered through in
undergrad and tried to
blot from their memory

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as soon as they had
scribbled their last NFA
to DFA conversion on the
final exam. That
fearsome reputation
belies a field that is
rich with useful

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techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you

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a stronger software
engineer and teach you
concepts and data
structures you'll use
the rest of your coding
days. You might even
have fun. This book

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teaches you everything
you need to know to
implement a full-
featured, efficient
scripting language.
You'll learn both high-
level concepts around

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parsing and semantics
and gritty details like
bytecode representation
and garbage collection.
Your brain will light up
with new ideas, and your
hands will get dirty and

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calloused. Starting from
main(), you will build a
language that features
rich syntax, dynamic
typing, garbage
collection, lexical
scope, first-class

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**functions, closures,
classes, and
inheritance. All packed
into a few thousand
lines of clean, fast
code that you thoroughly
understand because you**

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wrote each one yourself.

The book provides an up-to-date introduction to the latest version of Unity and its workflow by guiding readers through various

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prototypes. These range
from 2D to 3D game
concepts for PC and
mobile, will allow
readers to get
acquainted with several
important concepts and

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allow them to become
competent Unity
developers able to learn
at their own pace. The
book starts by
introducing Unity and
proceeds in building a

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basic understanding of
its main components by
developing a first,
simple 2D game before
proceeding in developing
a full casual game to
development of a simple

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but immersive 3D game
concept to be tested
first on PC before
exploring how to port it
for mobile VR.using
Google Cardboard.

HTML5 Gamesshows you how

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to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash.

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Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets.

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Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5

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game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By

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the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5.

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**Topics include: Dealing
with backwards
compatibility Generating
level data Making iOS
and Android web apps
Taking your game offline
Using Web Workers**

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Persistent Game Data

Drawing with Canvas

Capturing player input

Creating 3D graphics

with WebGL Textures and

lighting Sound with

HTML5 Audio And more...

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Independent Game

Programming with C#

**Learn Unity for 2D Game
Development**

**Getting Started with
Unity 5**

Beginning 3D Game

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Development with Unity

Game Theory

From Design to

Realization

Get a head start in your
game development career
with this all-genre

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guide for absolute
beginners. Whether
you're into action
games, role-playing
games, or interactive
fiction, we've got you
covered. Mostly Codeless

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Game Development
empowers new developers
with little or no
previous programming
experience and explores
all major areas of game
development in a

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succinct, entertaining
fashion. Have you
dreamed of making your
own video game? Do you
find the prospect
daunting? Fear not. A
new generation of game

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engines has emerged.

Lengthy and complicated
feats of programming are
largely a thing of the
past in video game
development. To create
commercially viable

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games you simply need the right tools, many of which are discussed in this book. A gigantic software team isn't a must-have prerequisite for success. The one-

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person operation is
back. What You Will
Learn Master the
concepts and jargon used
in game creation for the
beginner Find the best
game development suite

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for your project Make
the most out of related
graphics and audio
production software
Discover video game
marketing essentials Who
This Book Is For People

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with no programming
experience who desire a
career in the video game
industry as producers or
independent, single-
person developers./div

Beginning 3D Game

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Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds

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Max, Maya, or Cinema 4D,
or you may come from 2D
tools such as Photoshop
and Illustrator. On the
other hand, you may just
want to familiarize
yourself with

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programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the

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basic scripting skills

you'll need with Unity.

It goes on to show how
you, as an independent
game artist, can create
casual interactive
adventure games in the

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style of Telltale's
Tales of Monkey Island,
while also giving you a
firm foundation in game
logic and design. The
first part of the book
explains the logic

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involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second

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part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save

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functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content,

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you'll learn to evaluate
and deal with challenges
in bite-sized pieces as
the project progresses,
gaining valuable problem-
solving skills in
interactive design. By

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the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also

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have an assortment of reusable scripts and art assets with which to build future games.

If you want to make your own game but don't know how to start or don't

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have the technical skills to do it, then this is the book for you. You don't need to have a programming background to understand the concepts explained.

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This book uses practical examples to teach readers, and imparts the key skills and techniques of working in Construct 2 through building complete game

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projects. This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game

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development, design, and
production.

All-in-one, multi-
platform game
development
Polished Game
Development

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Learn to program with
C++ by building fun
games, 2nd Edition
New School Game Engines
The Birth of a
Multibillion Dollar
Industry

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A Hole in the Bottom of
the Sea

*Written for the new generation
of hobbyists and aspiring game
developers, HTML5 Game
Development from the Ground
Up with Construct 2 shows you*

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how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also

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*covers the foundational
knowledge of game analysis
and design based on the
author's research and teaching
experiences at DigiPen
Institute of Technology, James
Cook University, and other*

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institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and

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expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating

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some physics elements. It also shows you how to create a more complex puzzle game—the author's own published game, Turkey on the Run. Lastly, the book discusses different ways to deploy and

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monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the

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author's website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an

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indie game developer.

*It was early 1993 and id
Software was at the top of the
PC gaming industry.
Wolfenstein 3D had
established the First Person
Shooter genre and sales of its*

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sequel Spear of Destiny were skyrocketing. The technology and tools id had taken years to develop were no match for their many competitors. It would have been easy for id to coast on their success, but

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instead they made the audacious decision to throw away everything they had built and start from scratch. Game Engine Black Book: Doom is the story of how they did it. This is a book about history

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and engineering. Don't expect much prose (the author's English has improved since the first book but is still broken). Instead you will find inside extensive descriptions and drawings to better understand

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all the challenges id Software had to overcome. From the hardware -- the Intel 486 CPU, the Motorola 68040 CPU, and the NeXT workstations -- to the game engine's revolutionary design, open up

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*to learn how DOOM changed
the gaming industry and
became a legend among video
games.*

*Build rich, high production
value mobile games and
distribute them across*

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*different platforms with
Buildbox About This Book
Create captivating 2D & 2.5D
(isometric) video games for all
platforms Leverage Buildbox
to monetize and prepare your
games for distribution This*

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step-by-step tutorial will get you generating complex and media rich games with no coding experience Who This Book Is For This book caters to those who have an interest or desire to create their own

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*mobile games either as a
hobbyist or who are looking to
enhance their skills as a
professional games developer.
No coding experience is
required. What You Will Learn
Create the illusion of a 3D*

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*background in your game
using parallax Add advanced
controls and obstacles to our
first world Develop assets
(graphic and audio) for the
Buildbox engine Design games
based on the capabilities and*

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*limitations of Buildbox and
their target platforms Compile
and distribute video games on
various channels such as
Steam, iOS store, Android
stores, and the Mac App Store
Optimize your games to get*

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*the absolute best quality
within platform restrictions
Conquer common issues
experienced with Buildbox
development In Detail
Buildbox is an “any skill level”
development platform to*

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develop video games with no coding experience. It also exports these games to be compiled for any platform (from Windows to Mac to iOS to Android and Blackberry) all using the same graphic user

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interface. Using an example as a tutorial, we will relate the driving principles and you'll see how you can implement these principles to develop any games on the platform. We begin by setting expectations

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and providing a brief overview of the software. But it's not long before you “dive in” to creating your first video game. You will actually have a playable level (“world”) by the end of the second chapter.

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Later on, you'll learn everything from basic graphics creation to advanced world design while you refine your first game, called "Ramblin' Rover." All along the way, you will see how certain functions

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could be used in tandem to create other types of games; hoping to spark imagination. We will follow the principles and process of monetization through ads and in-game rewards. Lastly, we will go

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through the process of exporting, compiling, and preparing your storefront to sell the games you will eventually create. Style and approach This book follows a tutorial-based approach that

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*teaches through examples,
while also providing the
necessary principles to enable
you to abstract these
principles into any game you
want to make.*

Adolescenceâ€™"beginning with

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the onset of puberty and ending in the mid-20s" is a critical period of development during which key areas of the brain mature and develop. These changes in brain structure, function, and

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connectivity mark adolescence as a period of opportunity to discover new vistas, to form relationships with peers and adults, and to explore one's developing identity. It is also a period of resilience that can

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ameliorate childhood setbacks and set the stage for a thriving trajectory over the life course. Because adolescents comprise nearly one-fourth of the entire U.S. population, the nation needs policies and practices

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that will better leverage these developmental opportunities to harness the promise of adolescence" rather than focusing myopically on containing its risks. This report examines the

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neurobiological and socio-behavioral science of adolescent development and outlines how this knowledge can be applied, both to promote adolescent well-being, resilience, and

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*development, and to rectify
structural barriers and
inequalities in opportunity,
enabling all adolescents to
flourish.*

Level Up!

The Indie Game Developer

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Handbook

*Introducing JavaScript Game
Development
Game Engine Architecture
Build a 2D Game from the
Ground Up
Construct 3 and 2 for*

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Game Development with Construct 2 From Design to Realization Apress
Discusses the essential elements in creating a successful game, how playing games and learning are connected, and what makes a game boring or fun.

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2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In *Learn Unity for 2D Game Development*, targeted at both game development newcomers and

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established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-

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step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what

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you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices.

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and

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build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's

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wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process,

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including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create

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design documents So, put your game
face on and start creating memorable,
creative, and unique video games with
this book!

Reliable Computer Systems
Collected Wisdom of Game AI
Professionals

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Challenges for Game Designers

Game Theory, Alive

Mostly Codeless Game Development

HTML5 Game Development For
Dummies

Design and create video games
using Construct 2. No prior

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experience is required. Game Development with Construct 2 teaches you to create 12 different game projects from a variety of genres, including car racing and tower defense to platformer and action-adventure. The software is user friendly and powerful, and the

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games you create can be exported to run on the web, desktop computers, and smartphones. What You'll Learn Create complete functional games using the Construct 2 game engine Understand general logical structures underlying video game

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programs Use practical game design advice (such as visual feedback and gameplay balancing) Understand programming concepts useful throughout computer science Who This Book Is For Middle school and high school students with no prior programming

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knowledge, and only minimal mathematical knowledge (graphing (x,y) coordinates, measuring angles, and applying formulas)
The indie game developer's complete guide to running a studio.
The climate for the games industry has never been hotter, and this is

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only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of

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people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and

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complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development

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studio in an honest, approachable and easy to understand way. Case studies, interviews from other studios and industry professionals grant an first-hand look into the world of indie game development. This hands-on guide covers both game development and design, and

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both Unity and C#. This guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine.

Get to grips with programming

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techniques and game development using C++ libraries and Visual Studio 2019 Key Features Learn game development and C++ with a fun, example-driven approach Build clones of popular games such as Timberman, Zombie Survival Shooter, a co-op puzzle platformer,

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and Space Invaders Discover tips to expand your finished games by thinking critically, technically, and creatively Book Description The second edition of Beginning C++ Game Programming is updated and improved to include the latest features of Visual Studio 2019,

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SFML, and modern C++ programming techniques. With this book, you'll get a fun introduction to game programming by building five fully playable games of increasing complexity. You'll learn to build clones of popular games such as Timberman, Pong, a

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Zombie survival shooter, a coop puzzle platformer and Space Invaders. The book starts by covering the basics of programming. You'll study key C++ topics, such as object-oriented programming (OOP) and C++ pointers, and get acquainted with

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the Standard Template Library (STL). The book helps you learn about collision detection techniques and game physics by building a Pong game. As you build games, you'll also learn exciting game programming concepts such as particle effects, directional

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sound (spatialization), OpenGL programmable shaders, spawning objects, and much more. Finally, you'll explore game design patterns to enhance your C++ game programming skills. By the end of the book, you'll have gained the knowledge you need to build your

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own games with exciting features from scratch What you will learn Set up your game development project in Visual Studio 2019 and explore C++ libraries such as SFML Explore C++ OOP by building a Pong game Understand core game concepts such as game animation, game

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physics, collision detection, scorekeeping, and game sound Use classes, inheritance, and references to spawn and control thousands of enemies and shoot rapid-fire machine guns Add advanced features to your game using pointers, references, and the STL

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Scale and reuse your game code by learning modern game programming design patterns Who this book is for This book is perfect for you if you have no C++ programming knowledge, you need a beginner-level refresher course, or you want to learn how to build

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games or just use games as an engaging way to learn C++. Whether you aspire to publish a game (perhaps on Steam) or just want to impress friends with your creations, you'll find this book useful.

Ready

Buildbox 2.x Game Development

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Crafting Interpreters

Learn Construct 2 and 3 Fast

Game Programming Patterns

The Golden Age of Video Games

Enhance your hardware/software

reliability Enhancement of system

reliability has been a major concern

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of computer users and designers ; and this major revision of the 1982 classic meets users' continuing need for practical information on this pressing topic. Included are case studies of reliable systems from manufacturers such as Tandem, Stratus, IBM, and

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Digital, as well as coverage of special systems such as the Galileo Orbiter fault protection system and AT&T telephone switching processors. Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture

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provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the

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major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles,

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the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU

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architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book

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presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including

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a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor,

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event system, and scripting system.

The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI.

An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture,

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Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

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This book focuses on the history of video games, consoles, and home computers from the very beginning until the mid-nineties, which started a new era in digital entertainment. The text features the most innovative games and introduces the pioneers

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who developed them. It offers brief analyses of the most relevant games from each time period. An epilogue covers the events and systems that followed this golden age while the appendices include a history of handheld games and an overview of

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the retro-gaming scene.

If you are interested in creating your very own 2D games from scratch, then this book will give you all the tools you need to succeed. Whether you are completely new to Unity or have used Unity before and would like to learn

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about the new 2D features of Unity,
this book is for you.

Game Engine Black Book: DOOM
v1.1

Developing 2D Games with Unity
Design and Evaluatuion

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Beginning C++ Game Programming
Interpretable Machine Learning
*The definitive introduction to
game theory This comprehensive
textbook introduces readers to
the principal ideas and
applications of game theory, in a*

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style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian

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*games, and extensive form
games with imperfect information.
He covers a host of topics,
including multistage and
repeated games, bargaining
theory, auctions, rent-seeking
games, mechanism design,*

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signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems

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through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning

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graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and

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*political science, as well as
numerous exercises that focus on
how to formalize informal
situations and then analyze them.
Introduces the core ideas and
applications of game theory
Covers static and dynamic*

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*games, with complete and
incomplete information Features
a variety of examples,
applications, and exercises
Topics include repeated games,
bargaining, auctions, signaling,
reputation, and information*

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*transmission Ideal for advanced
undergraduate and beginning
graduate students Complete
solutions available to teachers
and selected solutions available
to students*

Learn Construct 2 and 3 easily as

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we guide you through each step while making a game that you can test out. There are lots of images so you can easily pick up whats going on with each step of the Book. Bonus included is my game that I created so that you

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*can see how its made in
Construct 2 and add functions to
your own games. The way the
book is designed makes it easy
for users new to Construct 2 and
3 to pick up new topics fast.
Learn the things you need for a*

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complete game, such as translations and tutorials, and improve the things you've already written to raise their standard to a professional level. This is a practical guide covering every discipline: art, music, writing, and

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*code. In the case of the latter,
code examples are included to
demonstrate how to implement
functionality to make the game
shine. Polished Game
Development acts as a
comprehensive checklist of*

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everything your game should, and should not, do, in order to be as good as it possibly can. It is more than just a book on theoretical game design principles. Explains the difference between a pet project, and a

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*professional one. Covers how to
test for the problems and bugs
you don't know you'll have.*

*Details simple, but effective,
visual improvements that can be
done with very little effort.*

Regardless of platform (web,

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mobile, or console), or language (C++, C#, JavaScript) there is a wealth of common (and specific) tips within these pages that will enable you to make the most professional games you can.

What You Will Learn Learn what

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essential elements are often missed Stay on-brand, visually and verbally Use audio to enhance your game Improve game balance Test effectively Who This Book Is For Game developers looking for a guide

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and checklist on how to get their game finished to the highest possible standards. They will know how to write a game, and get it released, but not necessarily how to make it shine. They will be professional

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*developers, indies, university
students and graduates.*

*Learn to design and create video
games using the Java
programming language and the
LibGDX software library. Working
through the examples in this*

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book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by

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LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative

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sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed

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*in the book have also been
added. What You Will Learn
Create 12 complete video game
projects Master advanced Java
programming concepts, including
data structures, encapsulation,
inheritance, and algorithms, in*

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*the context of game development
Gain practical experience with
game design topics, including
user interface design, gameplay
balancing, and randomized
content Integrate third-party
components into projects, such*

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*as particle effects, tilemaps, and
gamepad controllers Who This
Book Is For The target audience
has a desire to make video
games, and an introductory level
knowledge of basic Java
programming. In particular, the*

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*reader need only be familiar with:
variables, conditional statements,
loops, and be able to write
methods to accomplish simple
tasks and classes to store related
data.*

Learning Construct 2

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*2D to VR with Unity5 and Google
Cardboard*

The Promise of Adolescence

*Introduction to Game Design,
Prototyping, and Development*

Game AI Pro 2