# GameMaker Programming By Example

*Brian Christian, Steven Isaacs*



[Click here](#) if your download doesn"t start automatically

# GameMaker Programming By Example

*Brian Christian, Steven Isaacs*

**GameMaker Programming By Example** Brian Christian, Steven Isaacs

**Master the development of 2D games by learning to use the powerful GameMaker Language and tools provided by the GameMaker: Studio workspace and engine!**

## About This Book

- Rapidly develop games using the powerful yet easy easy-to to-use GameMaker: Studio engine
- Comprehensive: This is a comprehensive guide to help you learn and implement GameMaker's features.
- Go through step-by-step tutorials to design and develop unique games

## Who This Book Is For

If you have at least some basic programming experience of JavaScript or any other C-like languages, then this book will be great for you. No experience beyond that is assumed. If you have no game development experience and are looking for a hobby, are an experienced game developer looking to master some advanced features, or fit anywhere in that spectrum, then you will find GameMaker: Studio and this book to be very useful in helping you create exciting games.

## What You Will Learn

- Understand the GameMaker: Studio interface and tools to quickly create the various assets used in your games
- Translate some of the GameMaker: Studio drag and drop functions to the GameMaker language
- Create games with random elements for exciting gameplay
- Use the basic GameMaker file I/O and encryption systems
- Utilize the GameMaker networking functions to create multiplayer games
- Give AI routines to your enemies to make challenging gameplay
- Create particle systems to give your game exciting graphics
- Understand the various debugging techniques available in GameMaker: Studio

## In Detail

This book is excellent resource for developers with any level of experience of GameMaker. At the start, we'll provide an overview of the basic use of GameMaker: Studio, and show you how to set up a basic game where you handle input and collisions in a top-down perspective game.

We continue on to showcase its more advanced features via six different example projects. The first example game demonstrates platforming with file I/O, followed by animation, views, and multiplayer networking. The next game illustrates AI and particle systems, while the final one will get you started with the built-in Box2D physics engine. By the end of this book, you have mastered lots of powerful techniques that can be utilized in various 2D games.

# Style and approach

A This step-by-step guide that follows and with details ons different topics throughout the creation of various examples.

**Download and Read Free Online GameMaker Programming By Example Brian Christian, Steven Isaacs**

---

**From reader reviews:**

**Betty Bowers:**

Do you have something that you prefer such as book? The e-book lovers usually prefer to choose book like comic, limited story and the biggest some may be novel. Now, why not trying GameMaker Programming By Example that give your satisfaction preference will be satisfied simply by reading this book. Reading practice all over the world can be said as the way for people to know world a great deal better then how they react toward the world. It can't be claimed constantly that reading addiction only for the geeky man but for all of you who wants to become success person. So , for every you who want to start reading as your good habit, you could pick GameMaker Programming By Example become your personal starter.

**Adam Perlman:**

This GameMaker Programming By Example is great book for you because the content and that is full of information for you who always deal with world and have to make decision every minute. This specific book reveal it details accurately using great coordinate word or we can say no rambling sentences included. So if you are read this hurriedly you can have whole facts in it. Doesn't mean it only offers you straight forward sentences but tricky core information with splendid delivering sentences. Having GameMaker Programming By Example in your hand like getting the world in your arm, details in it is not ridiculous one. We can say that no book that offer you world with ten or fifteen small right but this reserve already do that. So , it is good reading book. Hi Mr. and Mrs. busy do you still doubt this?

**Heather Lanham:**

On this era which is the greater individual or who has ability to do something more are more important than other. Do you want to become among it? It is just simple way to have that. What you must do is just spending your time not much but quite enough to possess a look at some books. On the list of books in the top checklist in your reading list is definitely GameMaker Programming By Example. This book which is qualified as The Hungry Slopes can get you closer in turning out to be precious person. By looking right up and review this book you can get many advantages.

**Jessie Davis:**

What is your hobby? Have you heard in which question when you got students? We believe that that problem was given by teacher to their students. Many kinds of hobby, All people has different hobby. Therefore you know that little person similar to reading or as studying become their hobby. You must know that reading is very important and book as to be the issue. Book is important thing to add you knowledge, except your own teacher or lecturer. You discover good news or update in relation to something by book. Amount types of books that can you take to be your object. One of them is GameMaker Programming By Example.

**Download and Read Online GameMaker Programming By Example Brian Christian, Steven Isaacs #0FW65YAP9GS**

# Read GameMaker Programming By Example by Brian Christian, Steven Isaacs for online ebook

GameMaker Programming By Example by Brian Christian, Steven Isaacs Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read GameMaker Programming By Example by Brian Christian, Steven Isaacs books to read online.

## Online GameMaker Programming By Example by Brian Christian, Steven Isaacs ebook PDF download

### GameMaker Programming By Example by Brian Christian, Steven Isaacs Doc

GameMaker Programming By Example by Brian Christian, Steven Isaacs Mobipocket

GameMaker Programming By Example by Brian Christian, Steven Isaacs EPub