



Practical GameMaker Projects: Build Games with GameMaker Studio 2 (Paperback)

By Ben Tyers

aPress, United States, 2018. Paperback. Condition: New. 1st ed. Language: English. Brand new Book. Make ten simple, casual games, and learn a ton of GML coding along the way. Each of these games is the kind you can play when you have a minute or two free, and are great for playing on your PC, or exported to HTML5 or Android. Each game in Practical GameMaker Projects has its own chapter that explains the process of making each game, along with sketches, screenshots, coding, explanations, and tips. For each game there is a YYZ project file of the completed game that is ready to load and play. Also, all resources are available so you can make the game as you follow along in the book. To take full advantage of this book and the accompanying resources and project files, a Creator, Developer or Educational version of GameMaker Studio 2 is required. You can still gain a lot from this book if you have the free version of GameMaker Studio 2, but note that the free version doesn't allow the importation of YYZ project files used in the book, and has other limitations such as a limit on how many resources...



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