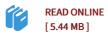




## GameMaker Cookbook

By Brandon Gardiner

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book \*\*\*\*\*\* Print on Demand \*\*\*\*\*\*.Over 50 hands-on recipes to help you build exhilarating games using the robust GameMaker system About This Book \* Design and develop game elements that can be used alone or stacked to enhance your gaming experience \* Explore extensions that can unlock GameMaker: Studio s true potential to create complex games \* A recipe-based, easy-to-follow guide to take your GameMaker skills to the next level Who This Book Is For This book is intended for GameMaker: Studio enthusiasts who are looking to add more substance and improve their content. If know your way around the program and have some basic GML skills but want to take them further, then this book is for you. What You Will Learn \* Set up player control schemes of various types, such as touch controls and a gamepad \* Create your own physics sandbox \* Get accustomed to advanced player movement \* Implement music and 3D sound in your games \* Utilize GameMaker s GUI layers to create exciting games \* Generate adjustable game settings and save systems \* Add...



## Reviews

An exceptional pdf and also the typeface applied was intriguing to read through. It is definitely simplified but excitement in the 50 % in the ebook. I discovered this ebook from my dad and i recommended this pdf to find out.

-- Jarod Ward

Complete information for publication enthusiasts. It is really basic but shocks inside the fifty percent of your book. I am just delighted to let you know that this is basically the finest book i have read through in my individual lifestyle and might be he best pdf for actually.

-- Elena Runolfsdottir Sr.