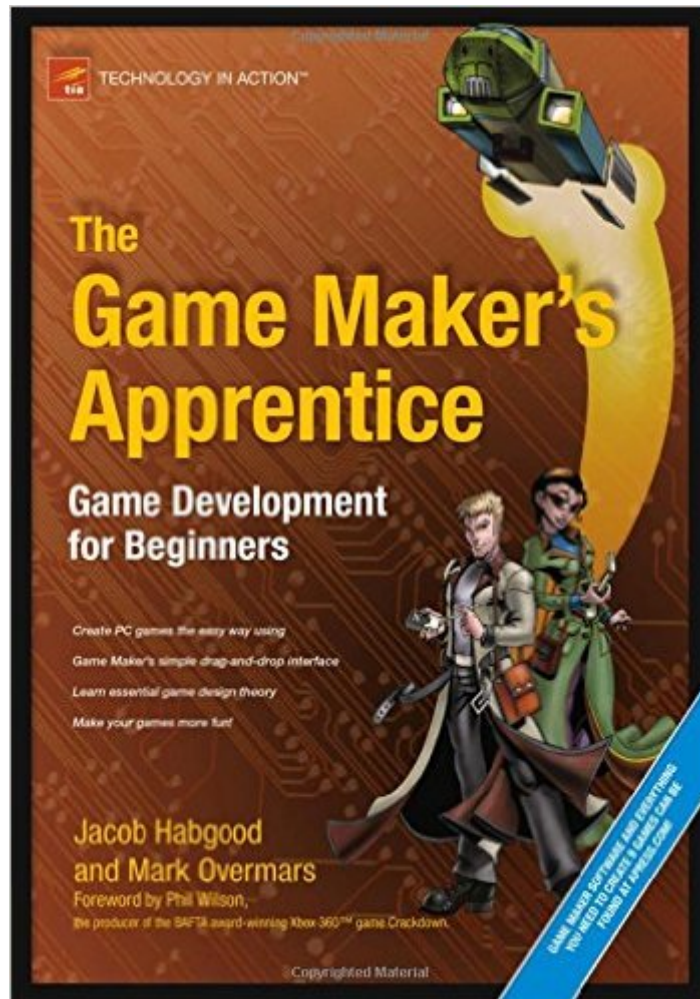# The book was found

The Game Maker's Apprentice: Game Development For Beginners

Synopsis

NOTE: If the book has a mention of a CD,please look for its contents in extras.springer.comÂ . The link is included in the copyright page of the book. The Game Makers Apprentice shows you how to create nine exciting games using the wildly popular Game Maker game creation tool. This book covers a range of genres, including action, adventure, and puzzle games complete with professional quality sound effects and visuals. It discusses game design theory and features practical examples of how this can be applied to developing games that are more fun to play. Game Maker allows games to be created using a simple drag-and-drop interface, so you donâ ™t need to have any prior coding experience. It includes an optional programming language for adding advanced features to your games, when you feel ready to do so. You can obtain more information by visiting book.gamemaker.nl. The authors include the creator of the Game Maker tool and a former professional game programmer, so youâ ™ll glean understanding from their expertise. The book also includes supplementary materials (on Apress.com) containing Game Maker software and all of the game projects that are created in the bookâ ”plus a host of professional-quality graphics and sound effects that you can use in your own games.

Book Information

Paperback: 311 pages

Publisher: Apress; 1st Corrected ed., Corr. 4th printing edition (July 9, 2006)

Language: English

ISBN-10: 1590596153

ISBN-13: 978-1590596159

Product Dimensions: 7 x 0.8 x 10 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 starsÂ Â See all reviewsÂ (152 customer reviews)

Best Sellers Rank: #45,148 in Books (See Top 100 in Books)   #19 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming   #104 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development #131 inÂ Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

My 12 year old son got interested in how computers work and especially how computer games get written. Being a software developer myself, I however could not explain him well these topics in a language that would be easily understood by a kid. And I am not a game programming expert, so I

simply don't know how this stuff is written.When I first saw this book, I was not sure if it would be suitable for a kid. But I decided to take a risk, since the book had a lot of illustrations and language did not seem to be very technical. I gave it to my son two days ago, and I can see alredy now that this was an excellent gift: he used all weekend on reading chapters from the book, trying making his first games, calling his parents all the time to show us his achievement. He even found a forum for game development, asked questions, received answers and made improvements in his first programs based on discussion results! And by the way - English is a foreign language for him.I wish all books for beginners was written in a such entertaining way.

The Game Maker's Apprentice has to be one of my most eagerly awaited Computer Book purchases for quite sometime. The fabulous presentation and great use of terminology, really makes it a joy to read. Each chapter guides you through gently, in order to achieve more confidence into creating your own game or project. Each page is colourful and the beautiful illustrations brings things to life.The book is accompanied by a great CD with all of the examples, resources and Game Maker itself, which is really easy to get into. Within no time at all, you'll get used to it's interface and workings. The tutorials start you off with the basics and progressively bring you to the wonderfully powerful Game Maker Language (GML). So not only can you create games using a Drag 'n' Drop interface, you can also use a powerful programming language as well. All of this is included in the unregistered version, but by paying an ever so reasonable registration fee, you unlock the full potential of Game Maker.I used Game Maker to create my first ever PC game, Bugsy. The Game Maker Forum helped me out when I came across a problem or a bug I couldn't resolve. There a lots of games and projects created with this wonderful program. You will also find many other sites across the Internet that provide helpful advice and tutorials. Not forgetting the official Game Maker site run and hosted by Mark Overmars.The books co-writer, Jacob Habgood, has made a marvellous job along side Mark, to make this a very interesting book indeed.You might also be interested to know, that another book covering the Game Maker theme, Basic Game Design and Creation by Namu Swamy is available as well. This also brings you to the Game Maker stable to learn some very easy steps into the basics of game design without it appearing too boring or tiresome.Your gaming ideas and projects start here !

The title should be The Game Maker's Master Teacher! This book is very well written with clear, step by step instructions and visual images for reference. After completing a section, the authors provide a graphic of what your computer screen should look like if you followed directions correctly.

My son, 9, and I worked through the first chapter over a 2 day period (about 3 hours total) and created our first game. He was thrilled! He immediately had ideas on how to "tweak" the game to make it even better. The great thing with this book and accompanying software is that you have the freedom to do so! The disc provides many images to use in game development or you can create your own. Each chapter adds new skills and details to make more interesting and complex games. However, even the first game is fun!I would highly reccommend this book to anyone interested in creating your own video games. It is extremely user friendly and perfect for the beginner. My son is able to read through and understand it on his own, but it's more fun to work on it together. (Also, he was more apt to use the visuals to take him through the process but not read the supporting information along the way!) By the end of the first chapter he understood the process fairly well and was able to remember (more than me!) most of the steps as he started creating his own new game. The only improvement I could see is having a "quick reference" page outlining the major steps. With it's user-friendly format, however, it has been pretty easy to flip back through the chapter for reference.

There is no question this is the best book available to teach a beginner how to write a computer game. There is not even a close second place. Within minutes, a beginner can start working on writing a game, within hours he will have learned enough to write his own great looking game and within days he can create programs that have a polished look and feel.Congratuations to the author. This book and the included program have hooked my kids and opened up the world of computer programming to them.If I ran a school, a computer course would be offered using this as its textbook.

I downloaded Game Maker 7.0 and read its manual prior to purchasing this book.My hope was that it would fill in the "holes" not explained by the program manual.First, the good.The book gives an excellent explanation of program logic and keeps things simple and effective for any experience level.I also liked the fact that you could read the book and see examples without actually completing the tutorials.I especially liked the way the book would demonstrate a particular game tutorial with an easy-to-read flow chart.So if you didn't understand the Game Maker's manual this book IS for you.Here is where my 3.5 star rating comes in.I paid about $25 for the book to go beyond the program manual.The book had a couple of the tutorials that were listed on Yo-Yo games web site. I don't like the idea of paying for something that is provided for free. However, it gave a better explanation of Game Maker's interface.Although you can make a fully functioning game without

programming, I was hoping for more guidance on Game Maker Language (GML), which you will need in fine tuning games created with Game Maker.I was also hoping for more variety in the tutorials. Not everyone may want to make an action oriented game. For example, I wanted to make a little board game, but that isn't discussed in the book. Hopefully, it will be covered in the next edition or another book.I still recommend the book, but make sure you are getting it for the right reasons. Review the PDF file and sample text carefully looking at the table of contents and index. You might be able to accomplish your goals by reading Game Maker's manual and looking through the forums.

Download to continue reading...

The Game Maker's Apprentice: Game Development for Beginners The Falconer's Apprentice (The Falconer's Apprentice Series) After Effects Apprentice: Real-World Skills for the Aspiring Motion Graphics Artist (Apprentice Series) Heat: An Amateur's Adventures as Kitchen Slave, Line Cook, Pasta-Maker, and Apprentice to a Dante-Quoting Butcher in Tuscany Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Maker Projects for Kids Who Love Music (Be a Maker!) Maker Projects for Kids Who Love Electronics (Be a Maker!) The Skinny Ice Cream Maker: Delicious Lower Fat, Lower Calorie Ice Cream, Frozen Yogurt & Sorbet Recipes For Your Ice Cream Maker The Smoothie Maker Recipe Book: Delicious Superfood Smoothies for Weight Loss, Good Health and Energy - Works with Any Personal Blender or Smoothie Maker Seventh Son (Tales of Alvin Maker, Book 1) (Tales of Alvin Maker (Audio)) Prentice Alvin (The Tales of Alvin Maker, Book 3) (Tales of Alvin Maker (Audio)) Alvin Journeyman (Tales of Alvin Maker, Book 4) (Tales of Alvin Maker (Audio)) The iOS Apprentice (Fourth Edition): Beginning iOS Development with Swift 2 Macromedia Flash Professional 8 Game Development (Charles River Media Game Development) App Development: App Design and Development for Beginners Agile Project Management: QuickStart Guide - The Simplified Beginners Guide To Agile Project Management (Agile Project Management, Agile Software Development, Agile Development, Scrum) Psychic: 3-in-1 Bundle: Psychic Development for Beginners, Third Eye Awakening & Wicca for Beginners Rag Quilting for Beginners: How-to quilting book with 11 easy rag quilting patterns for beginners, #2 in the Quilting for Beginners series (Volume 2) Day Trading: 3 Manuscripts Penny Stocks Beginners, Options Trading Beginners, Forex Beginners (Trading,Stocks,Day Trading,Options Trading) The Beekeeper's Apprentice, or On the Segregation of the Queen: Mary Russell and Sherlock Holmes, Book 1

Dmca