GameMaker Cookbook (Paperback)

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...

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