

Tutorial A Scrolling Shooter With Gml Henrys Game Blog

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also

worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

Create your own exciting games with Microsoft XNA 4.0.

Listing more than 700 casinos in 36 states, this bestselling guide is jam-packed with detailed information and includes 150 coupons providing more than \$1,000 in savings. Consumable.

Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine About This Book Learn the modern, cross-platform language Haxe to build games without any trouble Create engaging 2D games that are compatible with desktop, web, and mobile platforms Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide Who This Book Is For This book is for game developers with some experience programming games on one or more platforms already. If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly, this book is for you. Having prior experience with a language similar to Haxe, such as ActionScript or JavaScript will help, but isn't required. What You Will Learn Understand the fundamentals of

the Haxe programming language Set up a development environment that will work on Windows, Mac, and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop, web, and mobile platforms In Detail Haxe is a powerful and high-level multi-platform language that's incredibly easy to learn. Used by thousands of developers and many high-profile companies, Haxe is quickly emerging as a forerunner in the area of cross-platform programming. OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless. HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before. Cross-platform development has been supercharged using the Haxe programming language, making it increasingly easy and hassle-free to develop multi-platform games. If you've programmed games before and want to learn out how to deliver games across multiple platforms, or develop games faster, then Haxe Game Development Essentials is the book for you. It starts by showing you how to set up your development environment, then running you through some Haxe language fundamentals, and finally taking you through the process of programming a game from start to finish.

You will learn how to create a side scrolling shooter game using HaxeFlixel. Next you will learn to enhance the game with new gameplay features, user interfaces, animations, sound, and configuration files to make your game expandable. Once your game is built and ready, you will learn how to deploy it to web, Android, iOS, and desktop systems. By the end of this book, you will be confident about creating multi-platform games using Haxe, OpenFL, and HaxeFlixel in a faster and easier way. Style and approach Since this book is aimed at people who have worked on games before, this book is written in a way that will get you quickly up to speed with a new set of tools, but will still be accessible for less experienced developers. Each chapter covers an essential milestone in building a game from start to finish. The chapters move in a logical fashion, starting with the basics of Haxe development and ending with preparing a game for deployment.

Learn and use Python and PyGame to design and build cool arcade games. In Program Arcade Games: With Python and PyGame, Second Edition, Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games; integrate and start using graphics; animate graphics; integrate and use game controllers; add sound and bit-mapped graphics; and build grid-based games. After reading and using this book, you'll be able to learn to program and build simple arcade game applications using one of today's most popular programming languages,

Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms.

You'll learn: How to create quiz games How to integrate and start using graphics How to animate graphics How to integrate and use game controllers How to add sound and bit-mapped graphics How to build grid-based games

Audience“div>This book assumes no prior programming knowledge.

Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes 15 chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games.

What you will learn After completing this book, you will be able to: - Code in C#. - Understand and apply C# concepts. - Create 2D games. - Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle. - Create and use C# variables and methods for your game. - Include intelligent NPCs that chase the player. - Manage collisions, key inputs, and colliders. - Create an update a user interface. - Load new scenes from the code, based on events in your games. Content and structure of this book The content of each chapter is as follows: - Chapters 1, 2,

3, 4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous "Simon Game". - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now

A project-filled introduction to coding that shows kids how to build programs by making cool games. Scratch, the colorful drag-and-drop programming language, is used by millions of first-time learners worldwide. Scratch 3 features an updated interface, new programming blocks, and the ability to run on tablets and smartphones, so you can learn how to code on the go. In Scratch 3 Programming Playground, you'll learn to code by making cool games. Get ready to destroy

asteroids, shoot hoops, and slice and dice fruit! Each game includes easy-to-follow instructions with full-color images, review questions, and creative coding challenges to make the game your own. Want to add more levels or a cheat code? No problem, just write some code. You'll learn to make games like:

- Maze Runner: escape the maze!
- Snaaaaaake: gobble apples and avoid your own tail
- Asteroid Breaker: smash space rocks
- Fruit Slicer: a Fruit Ninja clone
- Brick Breaker: a remake of Breakout, the brick-breaking classic
- Platformer: a game inspired by Super Mario Bros

Learning how to program shouldn't be dry and dreary. With Scratch 3 Programming Playground, you'll make a game of it!

Covers: Scratch 3

"Beginning 2D iOS game development with Swift"--Page 1 of cover.

This book is intended for programmers who are comfortable with the Python language and who want to build desktop and mobile applications with rich GUI in Python with minimal hassle. Knowledge of Kivy is not strictly required—every aspect of the framework is described when it's first used.

If you want to make your own game but don't know how to start or don't have the technical skills to do it, then this is the book for you. You don't need to have a programming background to understand the concepts explained.

There are nine complete games with increasing complexity built in this book. The

process of game building is well-illustrated with screenshots and explained code. This book is aimed at readers with an understanding of Objective-C and some familiarity with the cocos2d for iPhone 2.0 framework.

Using a project-based approach, you will be able to learn the coolest aspects of working with Processing. Each project contains step-by-step explanations, diagrams, screenshots, and downloadable material to make learning Processing even easier. This book targets Processing developers, visual artists, creative professionals, and students who want to move to the next level of learning Processing for gaining inspiration, work, or just for fun. The book assumes a basic understanding of programming. However, this book is also recommended to non-artistic readers, looking to expand their graphics and develop their creativity.

A follow up to 2007's *Classic Home Video Games, 1972–1984*, this reference work provides detailed descriptions and reviews of every U.S.–released game for the Nintendo NES, the Atari 7800, and the Sega Master System, all of which are considered among the most popular video game systems ever produced. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console. Video game entries include publisher/developer data, release year, gameplay information, and, typically, the author's critique. A glossary provides a helpful guide to the classic video game genres and terms referenced throughout the work, and a preface provides

a comparison between the modern gaming industry and the industry of the late 1980s. An overview of the steps involved in producing an award-winning computer game from a design perspective. The design phase of the business is essential for developers to understand before any code is written. The CD-ROM is very competitive, containing design elements from other leading computer game designers, and a game engine. Mastering the Art of Unreal Engine 4 - Blueprints takes a concise, clear, informative but fun approach to developing Unreal Engine 4, without touching a single line of code. By using this book, you'll be creating various small projects completely in blueprint. From this book, you'll be equipped with the know-how you'll need to create the game of your dreams. On top of mastering the Blueprints system in Unreal Engine 4, you'll also learn the secrets behind getting the most out of the beast of an engine.

With nearly three years of research utilized to compile game lists and thousands of hours used to play and review the games listed within, Video Game Bible is the most comprehensive source of information on video games released in the U.S. since 1985 ever created. Prices are based on realistic figures compiled by interviewing hundreds of large collectors and game store owners, and offer a realistic guideline to be followed by both collectors and video gamers looking to complete their collections. While numerous guides have been compiled on the subject of classic video games, this book offers coverage of video game consoles releases after 1985, known as the "neo-classics". With 39 systems in total, Video Game Bible offers the largest guide to date. With the

recent proliferation of video game collecting into the mainstream, it is necessary to have a standard by which games are valued. This is the first installment in a series of guides intended to offer full coverage of every video game ever made worldwide. Video game consoles are grouped together by the company that made them for easy reference. In addition to the table of contents, which lists each section separately, there are corner tabs to make browsing the guide even more convenient. Thousands of new facts are offered within the pages of this book, as are thousands of reviews and overviews. Written in a lighthearted manner, chapters of this guide that may not pertain to a particular collector will still be enjoyable for intelligent readers. An easy to use reference guide suitable for any age, this guide is sure to be an invaluable resource for anyone interested in video game collecting, video game history, and even for the casual video game fan interested in learning more about the hobby. Editor-In Chief: Andy Slaven
Staff Writers: Micheal Collins, Lucus Barnes, Vincent Yang
Contributing Writers: Charlie Reneke, Joe Kudrna

Get gaming faster with the official guide to GameMaker: Studio GameMaker: Studio allows you to create your own games, even with zero coding experience, and GameMaker: Studio For Dummies is a complete guide to the ins and outs of the program. Create the game you've always wanted to play in record time and at a fraction of the cost of traditional game development methods. You'll have the flexibility to develop 2D games for Android, iOS, desktops, and the Web. Gain a professional perspective on this revolutionary path to game creation and publishing. Using GameMaker: Studio may feel like play, but it's a serious tool

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that allows you to create, design, develop, and publish your very own games. With the push of a button, the program produces real, executable code for your very own "app store"-ready 2D game, complete and ready for market. GameMaker: Studio For Dummies provides complete and accurate information on how to create classic games and special effects, written in the characteristically easy-to-read Dummies style. Topics include: An overview of Studio, and how to get started The basic tools and techniques at the core of your design Advanced techniques for more seasoned game designers An inside look at what the premium upgrades have to offer GameMaker: Studio makes game design 80% faster than coding for native languages, so you can take your game from concept to market in a matter of weeks. Why waste time and money doing it any other way? Whether you already have great ideas or just want to dabble, GameMaker: Studio For Dummies is the guide that will take you straight to guru status. Mastering the Nikon D810 by Darrell Young provides a wealth of experience-based information and insights for owners of the new D810 camera. Darrell is determined to help the user navigate past the confusion that often comes with complex and powerful professional camera equipment. This book explores the features and capabilities of the camera in a way that far surpasses the user's manual. It guides readers through the camera features with step-by-step setting adjustments; color illustrations; and detailed how, when, and why explanations for each option. Every button, dial, switch, and menu configuration setting is explored in a user-friendly manner, with suggestions for setup according to various shooting styles. Darrell's friendly and informative writing style allows readers to easily follow directions, while feeling as if a friend dropped in to share his knowledge. The information in this book goes beyond the camera itself and also covers basic photography technique.

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A practical guide to Unity game scripting using C#, backed with practice tests, exam tips, and easy-to-follow examples to help you better prepare for the exam and become a pro in Unity programming

Key Features Discover the essentials of game scripting with Unity and C# to customize every aspect of your game Overcome challenges in Unity game development using effective techniques and easy solutions Pass the Unity certification exam with the help of mock tests, exam tips, and self-assessment questions

Book Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only validate your Unity knowledge and skills, but also enable you to be part of the Unity community. This study guide will start by building on your understanding of C# programming and take you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the core objectives of the Unity exam. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any recent Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the Animator, Particle Effects, Lighting, UI/UX, Scriptable Objects, and debugging. By the end of this book, you'll have developed a solid understanding of the different tools in Unity and understand how to create impressive Unity applications by making the most of its toolset. What you will learn

Discover techniques for writing modular, readable, and reusable scripts in Unity
Implement and configure objects, physics, controls, and movements for your game projects
Understand 2D and 3D animation and write scripts that interact with Unity's Rendering API
Explore Unity APIs for adding lighting, materials, and texture to your apps
Write Unity scripts

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for building interfaces for menu systems, UI navigation, application settings, and much more
Delve into SOLID principles for writing clean and maintainable Unity applications Who this book is for The book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in the game or related industry. Basic knowledge of C# programming and Unity engine is required.

Learn to develop your own games for the biggest selling home computer of all time: the Commodore 64. Using modern tools, this introductory book guides you through all the elements required to make two mini games: a space shooter and a platformer, and run them on an emulator or real C64 hardware. Whether you're a retro enthusiast after a nostalgia fix, or a newcomer hoping to break into the games industry, this will unleash your creativity! Learn about: 6502 Assembly Language Commodore 64 Hardware CBM Prg Studio I.D.E. VICE Commodore Emulator Hardware and Software Sprites SID Chip Audio Effects Sprite Character Animation Background Screen Design And much more... Downloads and discussion forum available at www.retrogamedev.com. Paperback: B/W Interior. Kindle: Color Interior. Please note that the Kindle version is 'print replica' and will NOT work on eReaders. It will ONLY work on tablets, phones, Kindle Fires, Kindle Reading apps etc.

Discover everything you need to know about Python to turn your passion of programming into a job you'll love. Fueled by fun and practical examples, this book gives high schoolers who want learn an easy programming language ideas for how to leverage them in the workforce. Start with the basics and before you know it, you'll be building your own web sites, doing white-hat hacking, finding code bugs and errors, and creating games, including using Python to roll characters for RPGs. Every chapter is relaxed and informal, like learning with a cool teacher all

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the time. Computers, phones and the web are your playground, and you'll be ready to join the party with your own content. Going beyond posts and uploads means learning to program, and Python is a great choice to get started. It's quick to learn, it's flexible, and if you want, it may get you a Python job that pays more than minimum wage when you're out of school. Python for Teenagers is the most fun you'll have while learning. What You'll Learn Review programming basics - you gotta start somewhere Code applications that follow directions and make decisions Understand Classes and objects - when a program is a child Make games with graphics and animation Who This Book Is For High schoolers who want learn an easy programming language.

The book is a friendly but explosive reference for all skill levels, with several action packed projects. You will develop the ability to build games from scratch with a comprehensive practical tutorial guide. This book is assured to boost your skill set to another level. This book is for anyone with a passion to create fun and action packed web browser games using GameMaker Studio. This intuitive practical guide appeals to both beginners and advanced users wanting to create and release online games to share with the world, using the powerful GameMaker tool.

Create compelling 2D games with Learn cocos2d 2: Game Development with iOS. This book shows you how to use the powerful new cocos2d, version 2 game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How

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to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its pre-configured libraries, including cocos3d and Lua. Best of all, this book will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Build several fully functional games as well as a game engine to use for programming cell phone and mobile games with Beginning Mobile Phone Game Programming! The included CD provides the tool, code and graphics necessary to complete all exercises covered in the chapters. Beginning Cell Phone Game Programming demystifies wireless game programming by providing clear, practical lessons using the J2ME Game API. You will learn how to use the most popular mobile programming language, Java, to build compact games that can run on any Java-enabled device, including mobile phones, pagers and handheld computers. You will also learn to add a splash screen, create a demo mode, keep track of high scores, and test, debug, and deploy your games. Topics covered include: How to construct a game engine to drive mobile games. How to use Java 2 Micro Edition (J2ME) and the Java Game API to get

the most performance out of your mobile games. How to implement sprite animation and control interactions among moving sprites. How to play sound effects and music in mobile games. How to take advantage of wireless networks to build mobile multiplayer games. How to design and develop a variety of different games spanning several video games genres. This authoritative guide to British-made shotguns looks at individual makers, their products, and the selling points of particular guns. In some cases Wieland also notes negative points or product limitations. While the book will be welcomed by gun collectors worldwide, it is particularly useful to those who are curious about British makers whose production was or is substantial enough that their guns would have crossed the pond into North America.

THE BEST GUIDE!!! ?????? ** Note: To keep the price as low as possible, all screenshots are in black and white! ** Outriders is a well-thought-out shooter with expertly tailored RPG twists. It's an enjoyable ride that is made infinitely better by playing with friends, but not inherently hurt by running solo either. This game takes the best parts from other looter-shooters and the best aspects of sci-fi RPGs and blends these elements into an experience that is worth diving into because of its high replayability, customizable play style, and fun story. I'm already strapping in for another run. This is a comprehensive guide that will walk you through all the most critical pieces of the game. A big book of players' hacks organized in an easy-to-reference encyclopedia format, this book will show readers the ins and outs of the game. Become

a Pro Player in Outriders. Are you ready to become the best player in Outriders ? Scroll to the top of the page and click add to cart to purchase instantly

As the official publication for Windows Vista, we cover Microsoft's latest OS with more depth, passion and clarity than any other magazine on the market. Each issue is packed with tips, tricks and service elements on every page. We give you an insider's tour of the operating system and illustrate how to get the most out of your PC.

The third in a series about home video games, this detailed reference work features descriptions and reviews of every official U.S.-released game for the Neo Geo, Sega Genesis and TurboGrafx-16, which, in 1989, ushered in the 16-bit era of gaming. Organized alphabetically by console brand, each chapter includes a description of the game system followed by substantive entries for every game released for that console. Video game entries include historical information, gameplay details, the author's critique, and, when appropriate, comparisons to similar games. Appendices list and offer brief descriptions of all the games for the Atari Lynx and Nintendo Game Boy, and catalogue and describe the add-ons to the consoles covered herein—Neo Geo CD, Sega CD, Sega 32X and TurboGrafx-CD.

iPhone Game Blueprints is a practical, hands-on guide with step-by-step instructions leading you through a number of different projects, providing you with the essentials for creating your own iPhone games. This book is for graphic designers, developers, illustrators, and simple enthusiasts, who dream about the creation of mobile games or

who have already worked in that domain, but need some additional inspiration and knowledge. This book can be considered as an illustrated handbook, worth having in your game development studio. It can work as a “paper art-director” for your project. Getting Your FREE Bonus Download this book, read it to the end and see "BONUS: Your FREE Gift" chapter after the conclusion. Shoot Like a Navy SEAL: Training Guide for Beginners Are you looking to learn how to shoot like a trained soldier? That is exactly what you'll learn from this book. You won't find the basics of gun parts, or how to load your ammunition without dropping it here. This book contains the techniques of shooting with accuracy, again and again! It's not unrealistic to think that you can. You just need to master the fundamentals, and practice them well enough so that you don't need to think about them while shooting. After that, you'll be able to focus on more advanced factors, and truly learn to be a sharp shooter! This book aims to teach the reader how to accurately shoot from whatever distance their firearm can handle. Sniping is a unique and highly specialized skill, and only those who have already excelled in shorter range shooting need attempt it. If you are ready to learn the skills of a sniper, it is assumed you do not need to become familiar with the fundamentals presented in this book. Therefore, how to be a sniper is not covered in this fundamental shooting book. The use of both pistols and rifles is important to the well-rounded shooter, but I feel that many shooters looking to sharp shoot will be interested in longer ranges than pistols allow for. That's why we'll only briefly touch on any specific pistol

use in this book. However, the fundamentals are often similar, if not mostly the same. The basics can be applied to any type of small arms shooting, including pistols and rifles. Download your E book "Shoot Like a Navy SEAL: Training Guide for Beginners" by scrolling up and clicking "Buy Now with 1-Click" button!

"Learn to program games using Apple's new framework: Sprite Kit!"--Cover.

In this Mobile Game Development with Corona SDK, expert author J.A. Whye will teach you how to create a mobile game with Corona SDK for iOS or Android. This course is developed for beginners, meaning no prior programming experience is required. You will start by learning about the Lua language, then jump into how to display and animate images. From there, Whye will teach you about tap and touch events and how to use the widget library, including how to make buttons with widgets and create scrolling pictures. This video tutorial will also cover how to create text on the screen, manage a scene with Composer, and saving and loading files. You will also learn how to display Sprites on the screen and animate them, as well as how to use music and sound effects in your game to create a scoring system. Finally, you will learn how to create three simple games: a physics-based puzzler, a memory match game, and a space shooter. Once you have completed this computer based training course, you will be fully capable of creating your own game from scratch with Corona SDK. Working files are included, allowing you to follow along with the author throughout the lessons. Whether you're upgrading from the original Wii or completely new to the platform, this

guide will teach you everything you need to know to get the most out of your Wii U - everything from the initial setup to the Miiverse, the eShop and beyond. Ready to get started? Let's do this! This guide is unofficial and not endorsed by Nintendo.

GameCaps Walkthroughs was started as a way of bringing cheap, reliable, and informative game walkthroughs and system profiles. Our library is growing more every month.

Written as a practical and engaging tutorial, SDL Game Development guides you through developing your own framework and the creation of two engaging games. If you know C++ and you're looking to make great games from the ground up, then this book is perfect for you.

99 Coding Tips & Tricks for the popular software GameMaker: Studio.

Azur Lane is a side-scrolling shoot 'em up video game, released in 2017 for the iOS and Android operating systems. Set in an alternate timeline of World War II, players engage in side-scrolling shooter gameplay, using female moe anthropomorphic characters based on warships from the war's major participants. Other gameplay elements, like customizing a home and marrying in-game characters, are also present.

Azur Lane is a side-scrolling shoot 'em up, simulation and role-playing video game. Players collect characters that are moe anthropomorphic interpretations of World War II warships ("shipgirls"), mainly from the United States Navy, Royal Navy, Imperial Japanese Navy and Kriegsmarine, with other ships from the French Navy (both Vichy

and Free France flavors), Republic of China Navy, People's Liberation Army Navy, Regia Marina, Soviet Navy and Imperial Russian Navy being added later. Players organize them into fleets of six and confront AI-controlled enemies or other players' fleets. This book includes strategy, how to play the fastest level, a walkthrough, tips, and tricks.

Newly Edited and Updated Version (Third Edition) for Unity 2019 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent NPCs. - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Create a 2D scrolling shooter. - Create a card-guessing game. - Create a 2D puzzle game. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will learn key C# programming concepts such as variables, variable types, polymorphism, or constructors. - In Chapter 2, you will code and compile your first script in C#. - In Chapter 3, you will create a simple 3D game where the user has to reach the end of the

level by avoiding projectiles from intelligent robots. - In Chapter 4, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 5, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 6, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 7, you will create a simple 2D scrolling shooter. - In Chapter 8, you will improve your game by adding explosions and a scrolling background. - In Chapter 9, you will add intelligent spaceships that attack the player. - In Chapter 10, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). - In Chapter 11, you will create a card-guessing game. - In Chapter 12, you will create a 2D puzzle game. - Chapter 13 summarizes the topics covered in the book. If you want to create FPS games, 2D Shooters, Card Games and Puzzles with Unity using a tried-and-tested method: download this book now!

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