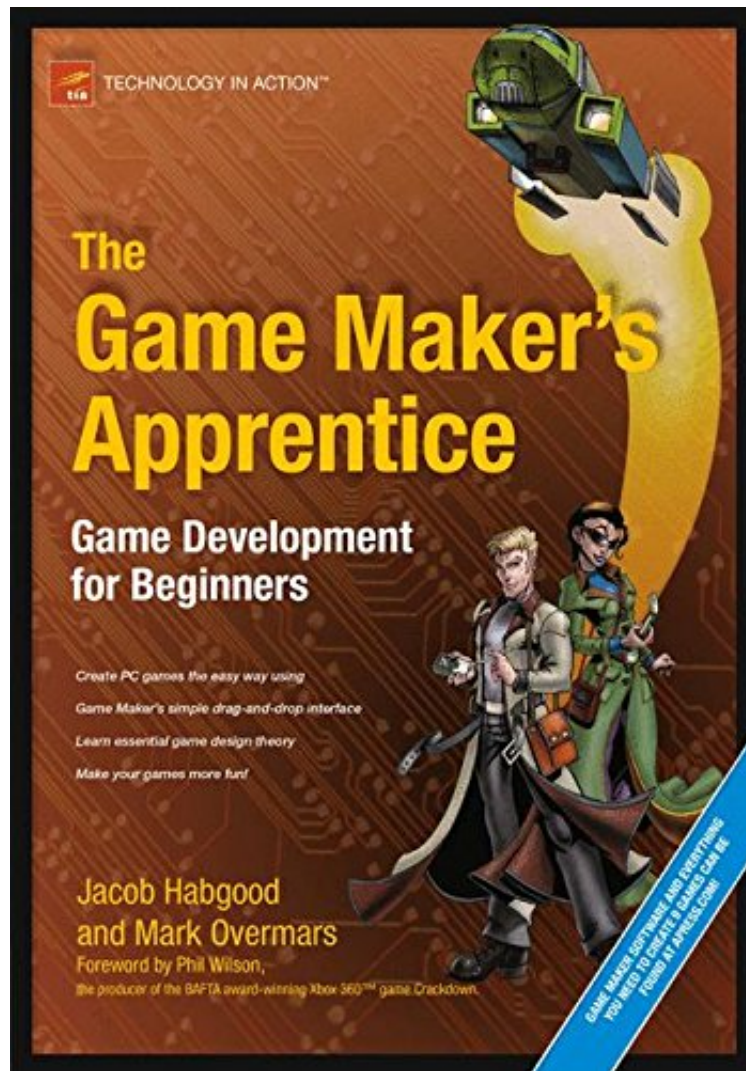


The Game Maker's Apprentice: Game Development for Beginners

Jacob Habgood, Mark Overmars
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#174890 in Books Apress 2007-10-17 2007-10-17 Original language: English PDF # 1 10.00 x .76 x 7.00l, 1.44 #File Name: 1590596153311 pages | File size: 54.Mb

Jacob Habgood, Mark Overmars : The Game Maker's Apprentice: Game Development for Beginners before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game Maker's Apprentice: Game Development for Beginners:

0 of 0 people found the following review helpful. Great for exploring your dreams!By Merrill W. ThompsonGreat book, and easy to follow. It's a little outdated, but still contains valuable lessons; I applaud the author for writing this fantastic book, Great for those who want to dabble in video game creation!0 of 0 people found the following review helpful. Great to learn but needs to be updatedBy ShaunI bought this book already knowing about game maker and wanting to learn more. The book itself is well written and guides you through step by step to create 9 games each one

progressively adding more depth and work to accomplish. It teaches you the basics and even at the end of each chapter tells you to tinker with the game you just made and see what you can add to it and gives some hints which I personally thought was pretty cool. The only downside is this book uses gamemaker 8 which is included on the cd but game maker is currently at the time of me writing studio 1.2. Some of the drag and drop functions needed for the book are no longer included such as the sleep function and the show highscore function. However this is to help make the games created with the software easier to distribute across multiple platforms I.E. Android, Apple, Etc. You can easily google and find workarounds to these problems and alot of the solutions are on the yoyogames website itself as well so its not to big of a problem but something that buyers need to know beforehand. So i would like to see the book updated to game maker studio but as mentioned before you can use workarounds which will help sharpen your skills even more. All in all this is a great book and a good starting point for learning how to use game maker and i would recommend it to anyone who is interested in game maker.2 of 2 people found the following review helpful. Good but outdated.By mathGorillaThis book is quite good but it is based on an older version of Game Maker. It often instructs you to do things that are no longer possible like "Show Highscore" and "Sleep". So the three stars is based on the fact that it is outdated for Game Maker's newest version. But beyond that, it is a great tutorial for building games and introducing concepts gradually.

NOTE: If the book has a mention of a CD,please look for its contents in extras.springer.com . 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 dont 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 youll 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 bookplus a host of professional-quality graphics and sound effects that you can use in your own games.

From the reviews:"The desire to create computer games attracts many young people to computing. This book meets the needs of this group of readers and students very well. It is also a fine introduction to the making of computer games for the experienced software developer who always wondered how games were made. There are excellent software development lessons that can be learned using this book . the book provides a superb introduction to programming as well as to game construction." (Anthony J. Duben, ACM Computing s, Vol. 49 (5), May, 2008)About the AuthorJacob's career in the games industry spans fourteen years, but he has been programming games as an amateur and professional now for a quarter of a century. During this time he has worked on over a dozen published games for all the major console platforms, including as the lead programmer of the cult British game, Hogs of War. He has programmed, designed and project-managed titles for publishers like Gremlin, Infogrames, Atari, Disney and Konami and he truly knows the meaning of the word "crunch".Somehow he also found time to study a Ph.D. in the psychology of learning and has a passion for most things that connect video games and learning (including a whole lot of research involving zombies: zombiedivision.co.uk). This passion also extends to teaching game development, which he practices in his position as Senior Lecturer in Game Development at Sheffield Hallam University in the UK.