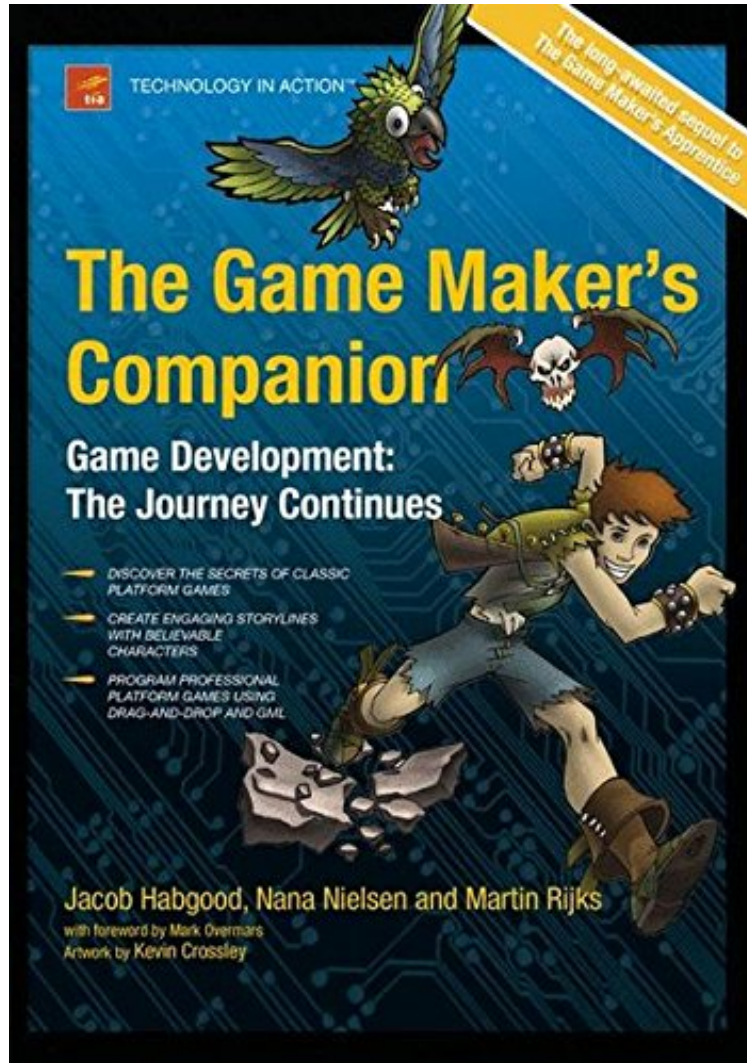


(Mobile pdf) The Game Maker's Companion (Technology in Action)

The Game Maker's Companion (Technology in Action)

Jacob Habgood, Nana Nielsen, Martin Rijks
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Jacob Habgood, Nana Nielsen, Martin Rijks : The Game Maker's Companion (Technology in Action) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game Maker's Companion (Technology in Action):

3 of 3 people found the following review helpful. Get Game Maker's Apprentice before thisBy John PhillipsI really enjoy this book and find that it completes the learning experience for Game Maker programming. However, this should be the third book that you get, not the first. Getting Started with Game Maker is a better introduction to the program and provides you with a solid foundation on which to build. The next book you should get is The Game Maker's Apprentice. It begins with programming simpler games and providing you with excellent examples of

different types of games that you can make. After this, you can truly benefit from *The Game Maker's Companion*. These games are more complicated and introduce concepts that are not in the other books. For me this is the logical progression and can truly turn you into an expert in Game Maker. 1 of 1 people found the following review helpful. Praise to the GameMaker game Maker team!!! By Roland R. Kratzner It more than met my expectations. It clarified many of my questions. I can't say enough praise for the people at GameMaker. They have done a great service for nonGeeks not proficient in computer coding and opened the world of game making to us also. We are now only limited by our imagination. If we can imagine it, we can make it. As a retired schoolteacher of Reading recovering from a stroke, I am currently developing games for use in helping students with reading problems to improve their reading skills. , .Game Maker had provided me with hours of fun and enjoyment and a way to feel of some potential value to others. The series of Game Maker books were invaluable in meeting that goal. 6 of 7 people found the following review helpful. A good book for those who want to take the next step By Tom Dison Game Maker 8 makes it easy to create simple games. The problem is when you want to go deeper, perhaps even write some real code! This is where many young developers lose interest. This book shows you how to take the next step. However, it's not just about learning new features, or even just learning to write GML scripts. This book aims to teach you how to start thinking like a real developer - how to structure, organize and plan your game. The budding developer is introduced to properly naming variables, using constants (no magic numbers!), and especially how to create an object hierarchy to represent the various states of the actors in your game. At times it can be slow going, but with persistence and patience, the person who completes this book will learn more than just Game Maker, but also take a big step towards being a true developer, being able to structure code and resources in way that suits larger endeavors. There were a few mistakes here and there in the book, but takes these as challenges, not obstacles. As a professional developer (Java, C++, .NET, SQL), I can heartily affirm the goal of this book. It can make the difference between a hacker who scrabbles together something, and a long-term developer who is capable of working with others on larger projects. Oh, and the samples projects are fun! They give immediate feedback to your learning that is both pleasing to the eye and fun. One word of caution, though. You should either read the first book in the series (*The Game Maker's Apprentice: Game Development for Beginners (Book CD)*), or have a significant experience with creating games in Game Maker. As an alternative to Game Maker experience, it would also suffice to have significant experience in other programming tools. I would at the minimum recommend going through the various tutorials available with Game Maker before attempting this book. Additionally, I would also recommend that you obtain a Pro license to Game Maker 8 if you are going to work through this book. There is a version of Game Maker 8 on the included CD, and the activation is done through the program itself. It is very inexpensive, and well worth the cost. One caveat: I first obtained this book online via O'Reilly's Safari online books. This book is of no practical use without the examples on the CD. I was not able to find a site to download the examples, even at the publisher's site. In my case, I bought a copy of the book for my son, so I copied the examples off of the CD. Perhaps there is a way to get the examples if you buy a digital copy, but I would check this out first. I would highly recommend the author/publisher provide a way for digital users, such as Safari users, to download the examples. I have filed a "bug" report about this at the Apress site.

The Game Maker's Companion is the long-awaited sequel to *The Game Maker's Apprentice*. This book picks up where the last book left off, advancing your game development journey with some seriously impressive gaming projects. This time you'll learn how to make professional-quality platform games with solid collision detection and slick control mechanisms and you'll get acquainted with a long-lost icon of platform gaming history on the way. You'll go on to discover techniques to add depth and believability to the characters and stories in your games, including *The Monomyth*, cut scene storyboarding, and character archetypes. This culminates in the creation of an original atmospheric platform-adventure which will take your GML programming skills to new heights. There's even a handy reference section at the back of the book which will be invaluable for adding common features to your own games. With contributions from four games industry professionals and a highly respected member of the Game Maker community, *The Game Maker's Companion* is another labor of love that will give you even more hours of enjoyment than the original. If you already own Game Maker, then you really must own this book as well.

About the Author Jacob'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.