



GameMaker: Studio For Dummies (For Dummies (Computer/Tech))

By Michael Rohde

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GameMaker: Studio For Dummies (For Dummies (Computer/Tech)) By Michael Rohde

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 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.

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Editorial Review

From the Back Cover

Learn to:

- Quickly design, develop, test, and publish your first game
- Use GameMaker Language Code to create more advanced games
- Publish your game on multiple platforms for all major devices

Get gaming with the official guide to GameMaker: Studio

Are you an aspiring game developer looking to quickly and easily design, develop, and publish your own web and mobile games? You've come to the right place! In plain English, this hands-on guide shows you how to get started with expert tips, tricks, and tutorials that make working with GameMaker: Studio accessible and fun.

- Ready, set, game! — get to know GameMaker: Studio and grasp how Sounds, Sprites, Objects, and Rooms work together
- Tools of the trade — create some action with Events, define those Events with Actions, make games with Views, and use a Timeline to create your game
- Make it special — add special effects to your game, from dragging-and-dropping and coding to using surfaces and applying scaling and resolution code
- Learn the lingo — find out how to code with GameMaker language, use physics for more realistic gameplay, and create virtual keys, analog sticks, and swipes

Open the book and find:

- The major features of GameMaker: Studio
- The many types of games you can make
- How to add sounds to your game
- Ways to make your game pretty with Sprites
- Guidance on adding speed and movement with Views
- How to add functionality to your games
- Answers to commonly asked questions
- Ten invaluable tips from game developers

About the Author

Michael Rohde has worked as a web development professional and writer for 19 years. He created a companion site for this book at www.gamemaker-tutorials.com. He is the author of *Adobe Animate Edge CC For Dummies*.

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