



Awesome Game Creation: No Programming Required (Game Development)

Jason Darby

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Awesome Game Creation: No Programming Required, Third Edition teaches game enthusiasts and aspiring developers how to create your own computer games without programming skills. It teaches how the whole game design process works, beginning with an overview of how to design a game, and moving through the creation process from the basic building blocks to sound, music, and graphics. Throughout the book, you'll learn how to create a variety of games, including an 2D Dragon Flying Game, First Person Shooter, space shoot-em up, and more. To make sure you're able to follow along easily, each game is created through step-by-step tutorials that use "drag-and-drop" game engines. You'll learn how to make and modify your own interactive 2D and 3D computer games. And, you'll learn how to use a variety of development tools, including The Games Factory 2 (latest version), GameMaker, and FPS Creator (new to this edition). This is a great way to learn the basics of game design and creation without having to learn how to program!!

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