

## Game Creation for Teens

Jason Darby

DOC | \*audiobook | ebooks | Download PDF | ePub



DOWNLOAD



READ ONLINE

#1335287 in Books 2008-02-21Original language:EnglishPDF # 1 9.08 x .84 x 7.351, 1.44 #File Name: 159863500X320 pages | File size: 17.Mb

**Jason Darby : Game Creation for Teens** before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Creation for Teens:

1 of 1 people found the following review helpful. Great Book for Creative GamersBy Laine C.This book was well written and contains clear explanations that almost everyone can follow. If you are interested in getting into the area of Game creation, then this book should be in your collection.0 of 0 people found the following review helpful. Five StarsBy J Cloved it4 of 5 people found the following review helpful. Amazing for Beginners!By ICESince I was 2, I was really good at video games and loved them. Now you may think that I'm lying about since I was 2, but I'm not. And I mean really good for a 2 year old, because I was definitely not as good as a teenager. Though when I was 4 I would play my dad's cousin's NES with her and her friend's and they were about 14, and had relatively the same amount of skill as them. So I always loved video games and in general, all technology. I was also always really good with computers at a young age. Adults tell me that when I was 2, I knew how to use the computer better than they did. A couple years ago I started learning programming, but I don't know that much because I have a life and don't have

time to sit in front of a computer and reading programming books 24-7 like many people I know do. So, since I loved video games so much, I wanted to learn how to make them, but didn't have enough programming knowledge to jump right into complicated stuff. I order this book and it is amazing. The book comes with a disc that has a lot of stuff on it, like a demo for The Game Factory 2. This is a Drag-and-Drop program. You don't type code, but you do program. It's great for beginners because it's not too complicated and gives you a great introduction to game creation. This book will not teach you how to make major games and you can't make major games TGF2, so if you want to get into making serious games, you'll have to buy another book. But I suggest getting this book first before you go into complicated stuff. Sorry if my comments kept going on tangents.

Get ready to make fun and exciting computer games, no programming required! Game Creation for Teens shows teens and other beginners how to make their very own awesome games using the Games Factory 2, a simple drag-and-drop game creation system. By the end of the book, you'll have made three amazing sample games and have the skills and information you need to make more games on your own. You'll start by exploring the different game genres and learning how to organize and develop your own game ideas before you begin creating. Then you'll learn about game creation fundamentals such as graphics settings, methods, and features, as well as how to use and record music and sound in games. Once you have the basics down, the book will introduce you to the Games Factory 2, including how to install it, important program terminology, and a walk-through of the important editors and screens you will use next when you create the three sample games in the book. Creating the games will help you explore and test out the functionality of the Games Factory 2 and build your skill set with the program. You'll finish up by learning how to add objects, pictures, and animation to your games to make them more interesting and dynamic, and even how to test and debug your games. Game Creation for Teens provides you with the information and techniques you need to make your game ideas a reality!

Introduction Chapter 1: Games Chapter 2: Game Design Chapter 3: Graphics: Game Creation Essentials Chapter 4: Sound and Music Chapter 5: Introduction to the Games Factory 2 Chapter 6: Behind the Scenes of the Games Factory 2 Chapter 7: Game Creation: Future Tennis Chapter 8: Game Creation: Quick Draw Chapter 9: Game Creation: Last Pursuit Chapter 10: Advanced Control of Objects Chapter 11: Working with pictures and Animations in TGF2 Chapter 12: Getting Help Chapter 13: Bug Finding and Fixing

About the Author Jason Darby is a game designer for one of Europe's leading game developers and publishers, working on a leading AAA game title for the PS3 and Xbox platforms. Jason is the author of a number of game-creation books, including Make Amazing Games in Minutes; Power User's Guide to Windows Development; Awesome Game Creation, Third Edition; Game Creation for Teens; Going to War: Creating Computer War Games; Picture Yourself Creating Video Games; and Wizards and Warriors: Massively Multiplayer Online Game Creation, all published by Cengage Learning. Jason has also had a number of articles published in the UK press, including in Retro Gamer and PC Format, both leading magazines in their field.