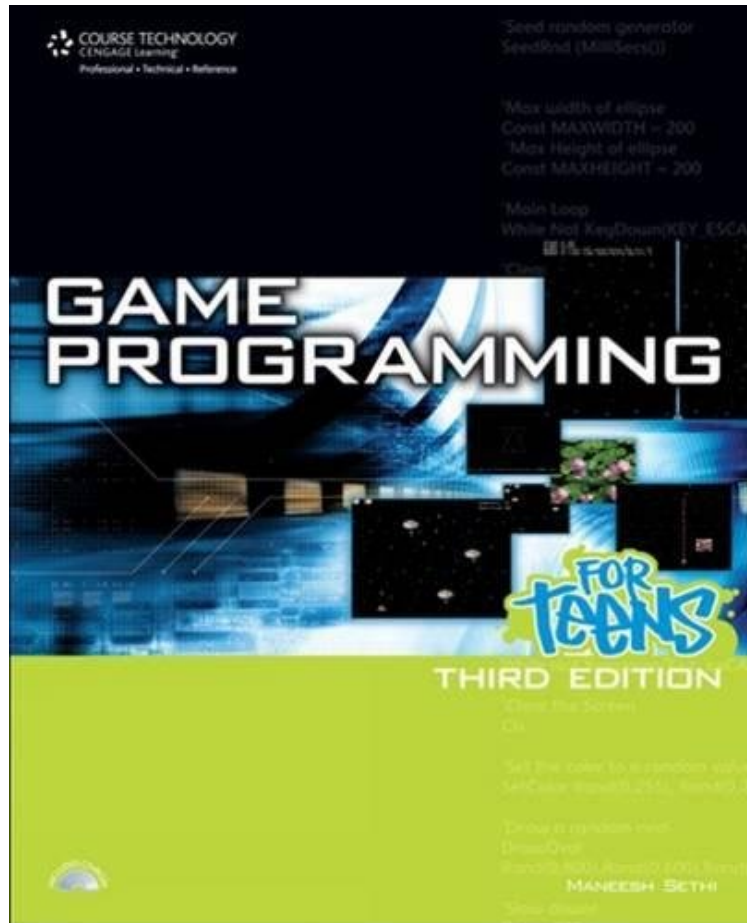


Game Programming for Teens, 3rd Edition (Computer Game and Simulation Programming)

Maneesh Sethi

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Maneesh Sethi : Game Programming for Teens, 3rd Edition (Computer Game and Simulation Programming) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Game Programming for Teens, 3rd Edition (Computer Game and Simulation Programming):

0 of 0 people found the following review helpful. as a book this book is GREAT!! And it's GREAT for beginners and for ...By HEI thought that this was a very THOROUGH book for beginning programmers! It teaches the BlitzBasic game programming language. But I must admit (and what I'm going to say next may even be controversial), but a lot of the information found in this book could ALSO be found in much more details over the web, on youtube, and at BlitzBasic's very website at [...]. On the web is where I learned everything that there is to know about the BlitzBasic programming language, I received live and prompt feedback there, I could post my code on their website and they'd help me do whatever I was trying to do when I was programming my game. I could also ask any question that I wanted there. And from BlitzBasic, it is where I started my career as a hobbyist game programmer where I branched off to

learning other languages e.g., other BASIC languages (like FreeBASIC, JustBASIC, etc.); Java, JavaScript, and Monkey-X (which is from the makers of BlitzBasic. Thus, as a book this book is GREAT!! And it's GREAT for beginners and for those who may need a hard copy book to start with. It might even be a great book to have in a programmer's library (or any library) to go back to some programming concepts if let's say a person hasn't programmed in a while. Plus, books don't hurt the eyes as much as the light from a computer might. Thus, I definitely recommend this book for the basics and as a reference book like a dictionary would be! BlitzBasic is also a great programming language to start with if one wants to get into programming PERIOD!!! But, just be aware that some of the knowledge in this book could be found on the web too. But then again in this day and age, a bit of everything and every piece of knowledge could be found on the web so what I said in the latter sentence is nothing new. Thus, this is my opinion for what it is worth!

31 of 31 people found the following review helpful. Great for parents as well as teens

By A Customer I am a software engineer and a parent of an 11-year-old, and I have been looking for a way to teach my son computer programming in a way that would be fun for him. I read this book cover-to-cover, and it's almost perfect for this purpose. I have no doubt that the book would be excellent for a self-starting teen to read on his or her own. But as a parent, this book is invaluable for the parent seeking short, fun, educational programming activities that will be a lot of fun for the learner (and the parent as well). Every kid loves games, and this book does a great job. I would also recommend this book to an adult who wants to learn the basics of game programming. It's a pretty fast read, very easy to follow. I personally learned a lot from this book. I've been programming computers for 30 years, but I've never written a graphics-based game before, and this book efficiently and easily goes through all the techniques for creating good games very quickly. I think it would also be fairly easily followed by a teen or adult who has never programmed before. The book uses Blitz Basic, which is optimized for writing computer games and seems to be much easier to use than Visual Basic (the computer language I first tried when teaching my child). A trial version of Blitz Basic is on the CD-ROM included with the book, and the full version (called BlitzPlus) can be purchased online if desired (but is not required). The CD-ROM also includes excellent example artwork, animations, and sounds for the games described in the book, which is a great way to get a teen or pre-teen into programming without getting bogged down with creating art and sounds from the start. By the way, this book covers creating 2D games (like Pong, Space Invaders, that sort of thing). 3D games are (I am told) much more challenging, and are covered in other books. (Blitz Basic is for 2D games; for 3D games, there is a related programming language called Blitz3D.) I have one important complaint about this book, which is why I gave it 4 stars rather than 5 stars. There are many errors in this book. It could have used more careful technical editing. For example, in the section on arrays, the author carefully explains how the indexes for a 30-element array range from 0 to 29, and cautions the reader not to try accessing element 30 (which is one past the end of the array), and then proceeds to give a sample program that makes exactly this mistake. There are several errors of this magnitude in the book, and at least a minor mistake every 3 or 4 pages. It's unfortunate, because these mistakes can be very confusing to a beginning programmer. But having said that, I still very much recommend this book. It's a good one. Congratulations to the teenage author who wrote it, excellent job!

1 of 1 people found the following review helpful. Great for Pre-Teens too!

By S. Mckechnie I bought this book for my son for Christmas, and he couldn't wait to get started. He did, however run into an issue when trying to compile his first few programs. Here, he was being advised that he could not write to the Temp directory. Problem was, that when he was opening up the examples from the CD, as the book requested, the compiler defaults to writing to the same directory that the program was opened from. And since this was the CD, he would acquire the error. I easily resolved this for him by copying the entire contents of the CD, to the folder that was established during the initial installation of the compiler. Issue resolved. Other than that, we have not witnessed any other issues. I did take a sneak peak at the finished program that the reader will eventually establish throughout the chapters, and it was very cool being programmed from BASIC. I would recommend this book to anyone who has a son or daughter that loves to play games and is constantly on the computer.

Do you enjoy playing video games and want to learn how to create your own? "Game Programming for Teens, Third Edition" shows you how to design and develop a complete video game from start to finish, no prior programming knowledge required. You'll begin by learning the basics of BlitzMax, a simple cross-platform game programming language that can be used on Windows, Mac, or Linux operating systems. Once you understand how to write the programming code, you'll begin to incorporate all the graphical elements of games including varying colors, loading and displaying images, and creating scrolling backgrounds. Finally, you'll learn how to add sound and music, use keyboard input codes, and even integrate artificial intelligence. New skills are taught step-by-step, and each chapter builds upon the techniques you learned in the previous, so by the end of the book you'll have built your very own fully functioning video game. And the CD-ROM contains all the source code, art and sound files, and demo versions of BlitzMax and the other programs used in the book. So don't just play video games, build your own, with "Game Programming for Teens, Third Edition!"

Part I: The Basics of BASIC 1 1. Getting Started 2. Getting to Know BASIC 3. Loops, Functions, Arrays, and Types

4. The Style Factor Part II: Getting Graphical 5. Beginning Graphics 6. Page Flipping and Pixel Plotting 7. Basic Image Programming 8. Animation 9. Collision Detection Part III: Completing the Puzzle 10. Handling Input 11. Sounds and Music 12. Artificial Intelligence 13. The Final Frontier: Invaderz!!! Part IV: Appendices A. Scan Code Reference B. Useful Links C. What's on the CD Index

About the Author Maneesh Sethi is a student at Stanford University in Palo Alto, California. As a high-school student, Sethi founded Standard Design, a web-site design company. He is the author of Game Programming For Teens, first and second editions, and Web Design For Teens. Sethi lectures on game programming topics at conferences across the country and has been a guest on G4TechTV. Visit his web site at www.maneeshsethi.com.