

# GameMaker Game Programming with GML

*Matthew DeLucas*

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**Matthew DeLucas : GameMaker Game Programming with GML** before purchasing it in order to gage whether or not it would be worth my time, and all praised GameMaker Game Programming with GML:

4 of 4 people found the following review helpful. Some what skeptical of the 5 4 star reviews By ARH Based on the current reviews of which were rated highly, it makes me wonder if any of these individuals actually "worked" all the way through the text; no skimming or simply reading with no coding. For what it's worth, the author definitely appears to know his stuff. However, while mid-way through chapter 3 the author referred to a script that "allegedly" was coded in chapter 2. I had to do a double take, as I had no recollection of coding such script (scr\_grid\_setup). Just by the mere nature of the name itself, this sounds like an important script. Sure enough, after searching through the entire book this was the only mentioning of the script. After checking the associated files, sure enough, low and behold, the referenced script is included in the project that comes with the book; it has a decent amount of setup code as well. In the same paragraph related to the referenced script, the author refers to no requirement of updating the "Create" event for the (obj\_grid\_block). However, not once was a Create event coded in the text for that object up to this point. Nor does the

event exists in the files that come with the book. As I can only speak for me, this discovery was disheartening. How could a major piece of code referenced in a later chapter be missing from the book? What else could be missing? Does the current project actually need this functionality? Sigh. Unfortunately, this is one red flag that I am having a hard time dismissing. As with most books, misspellings, and bad grammar of which this book has none are tolerable to an extent. Missing code of which is referenced with no explanation in a systematic programming book not so much. Therefore, recommending this text to beginners in good conscious will not happen. For what seemed so far to be an excellent text, makes one wonder how all these high marking reviewers missed something so glaring right in the beginning of the book. I really want to like this book, as there is much about it to like. Moreover, please note that I normally would not review a book until I am finished. However, I was just compelled based on all the high marks that lead me to buy it in the first place. If the decision to continue with the book occurs, this review for better or for worse will receive an update. 1 of 1 people found the following review helpful. Not worth it... By Elias Vazquez I don't even know how it was even published. In the book you are going to be creating a puzzle game and a platformer type game. Well, thankfully I have had a little bit of experience with GML through youtube but the book does not explaining everything. It leaves you guessing where to go on almost every page at the beginning. Then, if you are not already familiar with coding and GML, there is countless typos which may either render you confused or just frustrated that every time you try to run the game you have to find the left out code or syntax error... I would ask for a refund but I think I am going to keep this book and get myself another one and get better at coding in GML and try to go through this book again. Perhaps I can make it run that time... 1 of 1 people found the following review helpful. Very helpful By yourheaviness I rarely review items on . However, this has been so useful to me. A lot of concepts that were explained very well helped me go back into some of my other programs and re-write them correctly. Thanks!

Learn GameMaker Language programming concepts and script integration with GameMaker: Studio through hands-on, playable examples About This Book Write and utilize scripts to help organize and speed up your game production workflow Display important user interface components such as score, health, and lives Play sound effects and music, and create particle effects to add some spice to your projects Learn how to script common game features: artificial intelligence, collision, reading input, and player feedback Build your own example match-three puzzle and platform games Who This Book Is For If you are a GameMaker: Studio developer, having little experience with writing scripts and are looking to expand that skill set, this is the book for you. It is assumed that you can already navigate GameMaker: Studio to some degree. Because this book focuses on the scripting and integration of scripts to aid in the production of a game, instead of game design, it would also be useful for you to have access (or have the ability) to create the visual and audio assets that are presented in the examples throughout this book. What You Will Learn Create script resources as well as custom scripts for events Learn how to import, compress, and play sound effects and background music Build particle effect systems to give games a little extra flare Track and display user interface elements such as health and scoring Program and interact with simple yet challenging artificial intelligence Read player input from a variety of sources Utilize alarms to create a clean series of events Establish a finite state machine to track a character's current state Complete easy and fun games from start to finish In Detail GameMaker: Studio is a popular game engine used to publish games to a variety of platforms. Although GameMaker: Studio's drag-and-drop functionality makes creating games simple and fast, utilizing scripts can really help organize and speed up GameMaker's workflow exponentially. This hands-on guide will help you build a strong foundation in programming in GameMaker Language by taking you through several example games. Knowledge gained by the end of the book can be applied so you can build your own line of exciting games.

About the Author Matthew DeLucas Matthew DeLucas has been a gameplay engineer with Schell Games in Pittsburgh, Pennsylvania for over five years. He has worked on a wide range of interactive projects for PC, Web, mobiles, and consoles. Matt has also released independent projects for PC and Xbox 360, such as Convextrix, a puzzle game, and Battle High, which is a fighting game series. Being a programmer and designer, Matthew has also participated in almost every official, 48hour Global Game Jam, managing to help his team achieve success while experimenting with new ideas. Matthew began his programming career in GameMaker: Studio and has become proficient with additional game engines, such as Gamebryo and Unity3D, and scripting languages such as C#, Python, Lua, and MaxScript for 3DS Max. Often, he chronicles his experiences with game production on his blog at [www.mattrifiedgames.blogspot.com](http://www.mattrifiedgames.blogspot.com). Matthew has had a desire to work in the game industry ever since he was young, and he enjoys all of the facets of game production programming, design, and art. His favorite genres include platformer, puzzles, racing, and fighting games, all of which influence his designs.