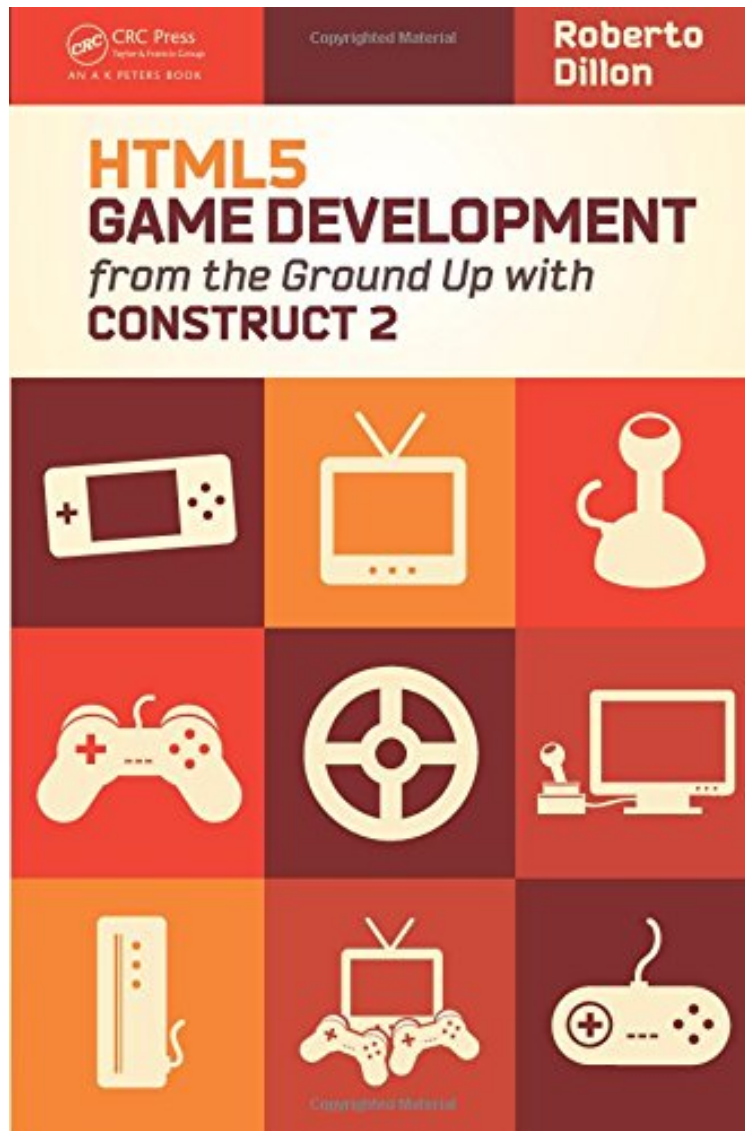


HTML5 Game Development from the Ground Up with Construct 2

Roberto Dillon

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



#2204794 in Books 2014-03-29 2014-05-01Original language:EnglishPDF # 1 9.25 x .60 x 6.131, .97 #File Name: 1482216612266 pages | File size: 60.Mb

Roberto Dillon : HTML5 Game Development from the Ground Up with Construct 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised HTML5 Game Development from the Ground Up with Construct 2:

2 of 2 people found the following review helpful. Four StarsBy Jerry L. YoungWell written and easy to follow from start to finish.2 of 2 people found the following review helpful. A must have for aspiring indie devsBy George 106This is actually three books into one and the way it manages to contain so much useful information in about 260 pages only is truly an impressive achievement.The first part defines the AGE framework, a very reliable methodology

to understand what game design is all about. Having read Roberto's first book, "On the Way to Fun", I was already accustomed to its main ideas but the refinements provided here are really useful and make the original model even better. The second "book" is the technical one, teaching Construct 2. Clear and to the point. I'd have liked the printing quality of some pictures to be a little clearer at times but I had no problems in following the step by step instructions overall. The third part instead is a sort of survival guide for indie developers, discussing business models and ecosystems. A must read as well if you would like to wisely try to distribute and monetize your games, made with Construct 2 or with any other tool as well. While some tools keep changing slightly every other day, the general guidelines provided here remain mostly valid. Notice also that the book uses Ludei CocoonJS for exporting to iOS. This tool is still accessible, though deprecated, in Construct 2 but it does remain one of the best options currently available IMHO, so this wasn't a problem for me. Personally, I learned a lot from this book and most likely this would be your same feeling after reading it!

2 of 2 people found the following review helpful. Unique introduction to game development I really liked this book and how it teaches not only tutorial specific ... By zia gina Unique introduction to game development I really liked this book and how it teaches not only tutorial specific to an engine (Construct 2, in this case) but also general game design concepts that can be applied anywhere. The third section, introducing several game portals and marketplaces, was also quite a revelation since I didn't know about several of them and I see I was definitely missing something. As a single volume, this book is worth its weight in gold: it teaches you how to think in game design terms, how to develop games in Construct 2 and where to distribute them. What else can we ask for? If you are an aspiring game developer, go get it!

Written for the new generation of hobbyists and aspiring game developers, HTML5 Game Development from the Ground Up with Construct 2 shows you how to use the sophisticated yet user-friendly HTML5-based game engine Construct 2 to develop and release polished, two-dimensional games on a multitude of different platforms. The book also covers the foundational knowledge of game analysis and design based on the authors research and teaching experiences at DigiPen Institute of Technology, James Cook University, and other institutions. The author first helps you understand what really matters in games. He guides you in becoming a better game designer from the ground up, being able to play any game critically, and expressing your ideas in a clear and concise format. The book then presents step-by-step tutorials on designing games. It explains how to build an arcade-style game as well as a platformer integrating some physics elements. It also shows you how to create a more complex puzzle game the authors own published game, Turkey on the Run. Lastly, the book discusses different ways to deploy and monetize games across several platforms, including Facebook, iOS, Android, and web-based marketplaces. Sample Construct 2 project files for the games designed in the book are available on the authors website. Integrating hands-on guidance with theoretical game design concepts, this book gives you a solid foundation in game development. It will help you advance in your journey as an indie game developer.