



The Game Programming Starter Series: Learn to write your first Shoot 'Em Up using Stencyl: Step-By-Step Lessons 2015 Ed.

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Using Stencyl, you will learn how to make a basic "Shoot'Em Up" with this book and the free resources that come with it. Give yourself a strong head start in computer game design with our Game Programming Starter books, which are published fresh in 2015. Through these books you will learn how computer games work and how simple games may be created using ready-made resources and modern drag-and-drop game engines. This book focuses on shoot-them-up game creation using Stencyl. We assume you are totally new to game programming. To make things easy for you, we use simple language throughout the book. And we simplify many of the technical terms into something more straight forward and human friendly. Many trade jargons are intentionally skipped. Book TOC: LICENSE AGREEMENT 3 LIMITATION OF LIABILITY 4 ABOUT THE STARTER SERIES 5 BASIC REQUIREMENTS 6 LEARNING GOALS 8 THE TARGET PLATFORM 9 TOOLS AND RESOURCES 10 LESSON 1 - THE CONCEPT OF OBJECTS AND LAYERS 13 LESSON 1 CON'T - OBJECT INTERACTION 17 LESSON 1 CON'T - CREATING NEW ACTORS 18 LESSON 1 CON'T - BACKGROUND AND SCROLLING 25 LESSON 1 CON'T - TILESETS 29 LESSON 1 CON'T - FREE ARTWORKS 32 LESSON 1 CON'T - SCALING IMPORTED ARTWORKS 33 LESSON 2 - THE CONCEPT OF ON SCREEN COORDINATES 34 LESSON 2 CON'T - SCENE AND BOUNDARIES 37 LESSON 2 CON'T - LAYERS AND SCROLL FACTORS 39 LESSON 3 - ACCEPTING USER INPUT 40 LESSON 3 CON'T - PROCESSING USER INPUT 43 LESSON 3 CON'T - BEHAVIORS 47 LESSON 3 CON'T - OBJECT INTERACTIONS 49 SAMPLE SET 1 54 SAMPLE SET 2 67 SAMPLE SET 3 75 WHAT IS NEXT? 86

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