

Parallax Backgrounds

Ben Tyers

Swift 3 Game Development Stephen Haney, 2017-02-07 Embrace the mobile gaming revolution by creating popular iOS games with Swift 3.0 About This Book Create and design games for iPhone and iPad using SpriteKit and Swift 3.0 Learn the core fundamentals of SpriteKit game development and mix and match techniques to customize your game This step-by-step practical guide will teach you to build games from scratch using little-known tips and strategies for maximum fun Who This Book Is For If you wish to create and publish fun iOS games using Swift, then this book is for you. You should be familiar with basic programming concepts. However, no prior game development or Apple ecosystem experience is required. What You Will Learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit Set up the scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun and repeatable action Make use of animations, graphics, and particles to polish your game Understand the current mobile monetization landscape to choose the best option for your own situation Integrate your game with Game Center so that your players can share their high scores and achievements Publish your game to the App Store and enjoy people playing your games In Detail Swift is the perfect choice for game development. Developers are intrigued by Swift 3.0 and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. This book starts by introducing SpriteKit and Swift's new features that can be used for game development. After setting up your first Swift project, you will build your first custom class, learn how to draw and animate your game, and add physics simulations. Then, you will add the player character, NPCs, and powerups. To make your game more fun and engaging, you will learn how to set up scenes and backgrounds, build fun menus, and integrate with Apple Game Center to add leaderboards and achievements. You will then make your game stand out by adding animations when game objects collide, and incorporate proven techniques such as the advanced particle system and graphics. Finally, you will explore the various options available to start down the path towards monetization and publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit. Style and approach This project-based guide is engaging with a visually-rich approach rather than a text-heavy approach. With every chapter containing practical examples, you will understand how Swift programming works and make the most of the new features in version 3.0.

iPad Air Guide T A Rudderham, 2014-01-01 iPad Air is packed with advanced technology, all within a 7.5 millimeter frame that's just one pound in weight. This eBook, written by best-selling author T A Rudderham and brought to you by the expert team at iOS Guides, reveals everything you need to know about iPad Air and iOS 7. Suitable for both beginners and intermediate users alike, iPad Air Guide is packed with high-resolution images and written with clear, concise text. Split into five chapters, the book covers basics from talking to Siri and setting up email accounts, to advanced tuition including splitting the keyboard in two and editing photos.: Chapter 1: Getting Started Chapter 2: Apps Chapter 3: Get Social Chapter 4: Settings Chapter 5: Advanced Tips Download this eBook today to learn everything you need to know about iPad Air.

iPhone 5s Guide T A Rudderham, Discover everything you need to know about iPhone 5s with this in-depth guide. Written by best-selling author T A Rudderham, and brought to you by the expert team at iOS Guides, this eBook is suitable for both beginners and intermediate users alike. You'll learn the very basics such as syncing with iTunes and setting up emails, through to advanced tips such as tweaking photos and seeing your frequent locations. Also included are detailed tutorials related to the latest technologies included with iPhone 5s. You'll discover how to film and edit slow motion videos, capture multiple photos using burst mode and how to add and use a fingerprint. Each chapter is color-coded, so you can easily navigate your way from section to section. The book also contains hundreds of images and screenshots to help you learn quicker and more efficiently. This is the perfect guide for those looking for tips, secrets and tuition for their new iPhone 5s.

Android Game Programming by Example John Horton, 2015-06-30 Android gaming is a hot topic these days, but one of the few areas of technology that does not have an abundance of clear and useful documentation online. However, there is an ever-increasing demand for Android games. This book will help you get up to speed with the essentials of game development with Android. The book begins by teaching you the setup of a game development environment on a fundamental level. Moving on, the book deals with concepts such as building a home screen UI, implementing game objects, and painting the scene at a fixed resolution. Gradually, it builds up to the implementation of a flexible and advanced game engine that uses OpenGL ES 2 for fast, smooth frame rates. This is achieved by starting with a simple game and gradually increasing the complexity of the three complete games built step by step. By the end of the book, you will have successfully built three exciting games over the course of three engrossing and insightful projects.

Learning Web Design Jennifer Niederst Robbins, 2012-08-07 Do you want to build web pages, but have no previous experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the Web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multi-column pages that adapt for mobile devices. Learn how to use the latest techniques, best practices, and current web standards—including HTML5 and CSS3. Each chapter provides exercises to help you to learn various techniques, and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels, whether you're a beginner or brushing up on existing skills. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn about the new HTML5 elements, APIs, and CSS3 properties that are changing what you can do with web pages Make your pages display well on mobile devices by creating a responsive web design Learn how JavaScript works—and why the language is so important in web design Create and optimize web graphics so they'll download as quickly as possible

Android: Game Programming John Horton, Raul Portales, 2016-09-26 Extend your game development skills by harnessing the power of Android SDK About This Book Gain the knowledge to design and build highly interactive and amazing games for your phone and tablet from scratch Create games that run at super-smooth 60 frames per second with the help of these easy-to-follow projects Understand the internals of a game engine by building one and seeing the reasoning behind each of the components Who This Book Is For If you are completely new to Java, Android, or game programming, this book is for you. If you want to publish Android games for fun or for business and are not sure where to start, then this book will show you what to do, step by step, from the start. What You Will Learn Set up an efficient, professional game development environment in Android Studio Explore object-oriented programming (OOP) and design scalable, reliable, and well-written Java games or apps on almost any Android device Build simple to advanced game engines for different types of game, with cool features such as sprite sheet character animation and scrolling parallax backgrounds Implement basic and advanced collision detection mechanics Process multitouch screen input effectively and efficiently Implement a flexible and advanced game engine that uses OpenGL ES 2 to ensure fast, smooth frame rates Use animations and particle systems to provide a rich experience Create beautiful, responsive, and reusable UIs by taking advantage of the Android SDK Integrate Google Play Services to provide achievements and leaderboards to the players In Detail Gaming has historically been a strong driver of technology, whether we're talking about hardware or software performance, the variety of input methods, or graphics support, and the Android game platform is no different. Android is a mature, yet still growing, platform that many game developers have embraced as it provides tools, APIs, and services to help bootstrap Android projects and ensure their success, many of which are specially designed to help game developers. Since Android uses one of the most popular programming languages, Java, as the primary language to build apps of all types, you will start this course by first obtaining a solid grasp of the Java language and its foundation APIs. This will improve your

chances of succeeding as an Android app developer. We will show you how to get your Android development environment set up and you will soon have your first working game. The course covers all the aspects of game development through various engrossing and insightful game projects. You will learn all about frame-by-frame animations and resource animations using a space shooter game, create beautiful and responsive menus and dialogs, and explore the different options to play sound effects and music in Android. You will also learn the basics of creating a particle system and will see how to use the Leonids library. By the end of the course, you will be able to configure and use Google Play Services on the developer console and port your game to the big screen. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Java by Building Android Games by John Horton Android Game Programming by Example by John Horton Mastering Android Game Development by Raul Portales Style and approach This course is a step-by-step guide where you will learn to build Android games from scratch. It takes a practical approach where each project is a game. It starts off with simple arcade games, and then gradually the complexity of the games keep on increasing as you uncover the new and advanced tools that Android offers.

Swift Game Development Siddharth Shekar, Stephen Haney, 2018-09-28 Embrace the mobile gaming revolution by creating popular iOS games with Swift 4.2 Key Features Learn to create games for iPhone and iPad with the latest Swift Programming language Understand the fundamental concepts of game development like game physics, camera action, sprites, controls, among others Build Augmented reality games using ARKit for true performance Book Description Swift is the perfect choice for game development. Developers are intrigued by Swift and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features – including its new ones for game development. Using SpriteKit, you will learn how to animate sprites and textures. Along the way, you will master physics, animations, and collision effects and how to build the UI aspects of a game. You will then work on creating a 3D game using the SceneKit framework. Further, we will look at how to add monetization and integrate Game Center. With iOS 12, we see the introduction of ARKit 2.0. This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices. In the next section, we will dive into creating Augmented Reality games using SpriteKit and SceneKit. Then, finally, we will see how to create a Multipeer AR project to connect two devices, and send and receive data back and forth between those devices in real time. By the end of this book, you will be able to create your own iOS games using Swift and publish them on the iOS App Store. What you will learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit and SceneKit Set up a scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun, repeatable action Make use of animations, graphics, and particles to polish your game Understand the current mobile monetization landscape Integrate your game with Game Center Develop 2D and 3D Augmented Reality games using Apple's new ARKit framework Publish your game to the App Store Who this book is for If you wish to create and publish iOS games using Swift, then this book is for you. No prior game development or experience with Apple ecosystem is needed.

GameMaker Studio - Zombie Tower Defense Ben G Tyers, 2020-01-09 Create an amazing tower defence game in GameMaker Studio 2.1 Includes free download of project files, resources and a PDF copy of the book. If you have any questions or issues, I'm on hand at gamemakerbook@gmail.com For resources, please email GameMakerBook@gmail.com after purchase.

Game Development with Swift Stephen Haney, 2015-07-23 Apple's new programming language, Swift, is fast, safe, accessible—the perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along

the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

Beginning Facebook Game Apps Development Wayne Graham, 2012-06-10 Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? *Beginning Facebook Game Apps Development* gets you started with building your first game apps that run on Facebook. Become your own Zynga and create your own Civilization or Farmville and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled.

GameSalad Essentials Miguel DeQuadros, 2015-01-30 If you want to create your own game, but don't know where to start, this is the book for you. Whether you've used GameSalad before, or have prior game development experience or not you are sure to learn! Imaging software experience, such as Photoshop, is good to have, but art and assets are provided in the book's resources.

GameMaker: Studio 100 Programming Challenges Ben Tyers, 2017-02-09 Push your GameMaker programming skills to the edge with 100 programming challenges using the popular GameMaker: Studio and GML. Each challenge includes an outline of the challenge, a scoring and time guide, useful GML code, and a working example provided in GMZ format. For more advanced programmers, each challenge comes with an additional task to complete. Think you're a good GameMaker game application developer or programmer? Think again with this awesome book! What You'll Learn Upgrade your skills with each specific game application coding challenge Create many different game events, action or scenarios Code for many different kinds of game applications or themes from space to adventure to sports to fantasy Who This Book Is For GameMaker and GameMaker: Studio users and coders.

Build your own 2D Game Engine and Create Great Web Games Kelvin Sung, Jebediah Pavleas, Fernando Arnez, Jason Pace, 2015-10-13 Build Your Own 2D Game Engine and Create Great Web Games teaches you how to develop your own web-based game engine step-by-step, allowing you to create a wide variety of online videogames that can be played in common web browsers. Chapters include examples and projects that gradually increase in complexity while introducing a ground-up design framework, providing you with the foundational concepts needed to build fun and engaging 2D games. By the end of this book you will have created a complete prototype level for a side scrolling action platform game and will be prepared to begin designing additional levels and games of your own. This book isolates and presents relevant knowledge from software engineering, computer graphics, mathematics, physics, game development, game mechanics, and level design in the context of building a 2D game engine from scratch. The book then derives and analyzes the source code needed to implement these concepts based on HTML5, JavaScript, and WebGL. After completing the projects you will understand the core-concepts and implementation details of a typical 2D game engine and you will be familiar with a design and prototyping methodology you can use to create game levels and mechanics that are fun and engaging for players. You will gain insights into the many ways software design and creative design must work together to deliver the best game experiences, and you will have access to a versatile 2D game engine that you can expand upon or utilize directly to build your own 2D games that can be played online from anywhere. • Assists the reader in understanding the core-concepts behind a 2D game engine • Guides the reader in building a functional game engine based on these concepts • Leads the reader in exploring the interplay between technical design and game experience design • Teaches the reader how to build their own 2D games that can be played across internet via popular browsers

Creating Games with Cocos2d for iPhone 2 Paul Nygard,2012-01-01 There are nine complete games with increasing complexity built in this book. The process of game building is well-illustrated with screenshots and explained code. This book is aimed at readers with an understanding of Objective-C and some familiarity with the cocos2d for iPhone 2.0 framework.

Games and Learning Alliance Francesca de Rosa,Iza Marfisi Schottman,Jannicke Baalsrud Hauge,Francesco Bellotti,Pierpaolo Dondio,Margarida Romero,2021-11-29 This book constitutes the refereed proceedings of the 10th International Conference on Games and Learning Alliance, GALA 2021, held in La Spezia, Italy, in December 2021. The 21 full papers and 10 short papers were carefully reviewed and selected from 50 submissions. The papers cover a broad spectrum of topics: Serious Games Applications; Serious Game to Improve Literacy; Technology used for Serious Games; Serious Game Usage; Serious Games Design.Chapters “Cards and Roles: Co-designing Privacy Serious Games with an Online Role-Playing Boardgame and “An Authoring Tool to Engage Younger Audiences in the Development of Nature Preservation Games: The G4N Toolkit to Game Design ” are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

Practical GameMaker Projects Ben Tyers,2018-07-09 Make ten simple, casual games, and learn a ton of GML coding along the way. Each of these games is the kind you can play when you have a minute or two free, and are great for playing on your PC, or exported to HTML5 or Android. Each game in Practical GameMaker Projects has its own chapter that explains the process of making each game, along with sketches, screenshots, coding, explanations, and tips. For each game there is a YYY project file of the completed game that is ready to load and play. Also, all resources are available so you can make the game as you follow along in the book. Each chapter has an introduction that explains what the aim of the game is, followed by a design and coding section which will cover the coding of the game. You're free to re-use code in your own projects, both free and paid. At the end of each chapter there is a things-to-try page that gives you five things to add to the game to improve its playability or appearance – pushing you a little to improve your planning and GML skills. What You'll Learn Build ten game applications using GameMaker Studio 2 Use the GameMaker Markup Language along the way Master the concepts behind each of the ten game apps Design and code for each of the ten game examples Try some add-ons for each of the ten games Who This Book Is For Game developers with at least some prior game development experience. GameMaker Studio experience recommended, but not required.

An Introduction to HTML5 Game Development with Phaser.js Travis Faas,2017-01-12 Experience the thrill of crafting your own HTML5 game with Phaser.js game engine. HTML5 and modern JavaScript game engines have helped revolutionized web based games. Each chapter in An Introduction to HTML5 Game Development with Phaser.js showcases a sample game that illustrates an aspect of Phaser.js (now Lazer.js) that can be used as is, or in remixed games of the developer's design. Each of these examples help the reader to understand how to optimize JavaScript game development with modern project tooling like Grunt and Bower. Though the world of HTML game development continues to grow and evolve, An Introduction to HTML5 Game Development with Phaser.js, provides a grounded resource and vital learning tool to anyone looking to optimize web game development process.

Learn cocos2d Game Development with iOS 5 Steffen Itterheim,Andreas Lw,2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5. This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Best of all, Learn cocos2d Game Development with iOS 5 will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These

fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Animating with Flash MX Alex Michael, 2012-10-02 If you are a professional animator and want to learn to use the Flash environment as a vehicle for your creative work then this is the book for you. It gets you up to speed fast with the basics of how to use Flash MX to animate, so you can start concentrating on how best to translate your animation skills to this medium. The techniques shown throughout the book build up in skill level quickly, showing you clearly and concisely the most effective way to translate your animations into Flash with the focus remaining on the importance of creative animation techniques. Benefit from Sprite Interactive's wealth of tips and tricks from their wide range of professional Flash animation work and successful training courses. Learn how to apply these techniques to your own work, how to make your characters run in Flash, speed them up and slow them down, make them stumble as they walk, show their anger or fear, make them come to life. Alex Michael, Lead Animator and MD of Sprite Interactive (www.sprite.net), shows you how to achieve all the creative skills of traditional animation using Flash so you can create work for a wide variety of new and innovative platforms, including PocketPCs and interactive TV, as well as video and the web. The free CD includes all the files you need to try everything in the book for yourself, as well as invaluable time and money saving animation processes and tools. Make sure you are at the cutting edge of animation and push your creative skills to the edge, if you want to animate successfully in Flash, buy this book.

Learn iPhone and iPad cocos2d Game Development Steffen Itterheim, 2011-07-30 Learn iPhone and iPad cocos2D Game Development provides a rock-solid introduction to the cocos2d iPhone game engine and related tools. It focuses on the process of creating several games made entirely with cocos2d and little-to-no iPhone SDK and OpenGL code. By creating 2-3 sample games over the course of the book, you'll learn key concepts of the cocos2d game engine and relevant tools like Zwoptex (TextureAtlas), ParticleDesigner (Particle Effects), and others. The example games are modeled after popular App Store games so that they are relevant, recognizable, and immediately fun and inspiring. The games increase in complexity and highlight common recurring cocos2d beginner questions. As you move along, you'll learn about possible stumbling blocks and how to navigate them successfully. As you move from beginning to advanced, you'll encounter general game programming wisdom, tips for performance improvement, as well as pointers to alternative implementations and further reading. It is assumed that the reader has previous programming knowledge but not necessarily with Objective-C. Related topics such as Xcode, Objective-C, the iPhone SDK, and OpenGL are only discussed where absolutely necessary.

Reviewing **Parallax Backgrounds**: Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is really astonishing. Within the pages of "**Parallax Backgrounds**," an enthralling opus penned by a very acclaimed wordsmith, readers embark on an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve into the book's central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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