

Platformer

Joshua Bycer

Game Design Deep Dive Joshua Bycer,2019-09-20 The Game Design Deep Dive series examines specific game systems or mechanics over the course of the history of the industry. This book examines the history of jumping – one of the oldest mechanics in the industry – and how it has evolved and changed over the years. The author looks at the transition from 2D to 3D and multiple elements that make jumping more complicated than it looks from a design perspective. Key Selling Points: The first in a series of books that focus entirely on a singular game design system or mechanic, in this case: jumping. A perfect read for anyone interested in understanding game design, or just curious from a historical standpoint. A must read for anyone interested in building their own platformer or just interested in the history of the game industry’s most famous game mechanic. This book is a perfect companion for someone building their first game or as part of a game design classroom. Includes real game examples to highlight the discussed topics and mechanics. Joshua Bycer is a Game Design Critic with more than seven years of experience critically analyzing game design and the industry itself. In that time, through Game-Wisdom, he has interviewed hundreds of game developers and members of the industry about what it means to design video games. He also strives to raise awareness about the importance of studying game design by giving lectures and presentations; his first book was titled 20 Essential Games to Study.

Run and Jump Peter D. McDonald,2024-02-06 How abstract design decisions in 2D platform games create rich worlds of meaning for players. Since the 1980s, 2D platform games have captivated their audiences. Whether the player scrambles up the ladders in Donkey Kong or leaps atop an impossibly tall pipe in Super Mario Bros., this deceptively simple visual language has persisted in our cultural imagination of video games. In Run and Jump, Peter McDonald surveys the legacy of 2D platform games and examines how abstract and formal design choices have kept players playing. McDonald argues that there is a rich layer of meaning underneath, say, the quality of an avatar’s movement, the pacing and rhythm of level design, the personalities expressed by different enemies, and the emotion elicited by collecting a coin. To understand these games, McDonald draws on technical discussions by game designers as well as theoretical work about the nature of signs from structuralist semiotics. Interspersed throughout are design exercises that show how critical interpretation can become a tool for game designers to communicate with their players. With examples drawn from over forty years of game history, and from games made by artists, hobbyists, iconic designers, and industry studios, Run and Jump presents a comprehensive—and engaging—vision of this slice of game history.

A Beginner's Guide to 2D Platform Games with Unity Patrick Felicia,2016-12-10 ** Buy this book today and create your first platformer game with Unity in no time ** In this book, the first in the Beginner's Guide series, you will create a simple 2D platform game, create challenging gameplay and learn techniques to code more in less time. This book can be read as a standalone (you don't need to have read the previous books in the series, although it may help) and focuses on: scoring system and lives (e.g., keeping track of the score across the game), user interface (menus and in-game information for 2D games), character movement (e.g., walk, run, jump, crouch, etc.), character interaction (i.e., collect objects or avoid other objects), playful game-mechanics (e.g., bouncing objects, moving platforms, time-limited level, collapsing bridges, etc.) and improving C# programming skills (e.g., important and useful functions and principles that you can reuse in your own games). The main idea behind this book is to save you some headaches when you need to create your 2D platformer and to help you to find the time to actually code your game, by explaining simple and effective ways and best coding practices that you can use easily to create more code (and games) in less time with less stress and more fun. ” Buy this book now and get started on creating your 2D platformer right away! The content of each chapter is as follows: Chapter 1, Creating a Simple Level, shows you how to create a simple level for a platformer game including a main character, a mini-map, platforms, cameras following the player, and sprites that you can collect or avoid. Chapter 2, Managing Score, Lives and Levels, explains how it is possible to manage the score and the number of lives across your scenes; you will also learn how to load new scenes based on conditions, and to also minimize your development time by using prefabs. Chapter 3, Adding Sound and Displaying Values Onscreen, explains how you can add audio to your game, and display and update information onscreen (e.g., number of lives or score). Chapter 4, Adding Challenging Gameplay, shows and explains how to make your platform game more challenging by adding engaging game mechanics (e.g., moving platforms, teleportation, etc.). Chapter 5 provides answers to Frequently Asked Questions (FAQs) related to the topics covered in this book. Chapter 6 summarizes the topics covered in the book and provides you with more information on the next steps. The method explained in this book has been tried-and-tested, and I can guarantee that after reading this book, you will be able to create your own 2D platform games; this is because the book includes step-by-step instructions, plenty of screenshots and explanations, and a format that is easy to read (just like a friend or a friendly instructor would explain coding to you: in a casual way, yet concise, accurate, and informative). The method used in this book is the same used in the books in the series called Unity from Zero to Proficiency, a very successful series for which many readers have already given a 5 stars rating, based on the content and the methodology used to teach Unity. After buying the book, you also get access to the author, if you have any question, and to plenty of free add-ons worth over \$100 exclusively made available to you including a member area with weekly updates, a private Facebook group where you can post your questions, over 25 tutorials (video and text), cheat sheets, discounted paperback copies, and much more! Download this book now!

Run and Jump Peter Douglas McDonald,2024 A monograph that surveys the formal elements of the 2D platforming game genre and examines how design choices act as ideological forms of pleasure, affect, and idea--

Compliance Status of Major Air Pollution Facilities United States. Environmental Protection Agency. Office of Enforcement,1978

Proceedings of the 17th European Conference on Game-Based Learning Ton Spil,Guido Bruinsma ,Luuk Collou,2023-10-05 These proceedings represent the work of contributors to the 24th European Conference on Knowledge Management (ECKM 2023), hosted by Iscte – Instituto Universitário de Lisboa, Portugal on 7-8 September 2023. The Conference Chair is Prof Florinda Matos, and the Programme Chair is Prof Álvaro Rosa, both from Iscte Business School, Iscte – Instituto Universitário de Lisboa, Portugal. ECKM is now a well-established event on the academic research calendar and now in its 24th year the key aim remains the opportunity for participants to share ideas and meet the people who hold them. The scope of papers will ensure an interesting two days. The subjects covered illustrate the wide range of topics that fall into this important and ever-growing area of research. The opening keynote presentation is given by Professor Leif Edvinsson, on the topic of Intellectual Capital as a Missed Value. The second day of the conference will open with an address by Professor Noboru Konno from Tama Graduate School and Keio University, Japan who will talk about Society 5.0, Knowledge and Conceptual Capability, and Professor Jay Liebowitz, who will talk about Digital Transformation for the University of the Future. With an initial submission of 350 abstracts, after the double blind, peer review process there are 184 Academic research papers, 11 PhD research papers, 1 Masters Research paper, 4 Non-Academic papers and 11 work-in-progress papers published in these Conference Proceedings. These papers represent research from Australia, Austria, Brazil, Bulgaria, Canada, Chile, China, Colombia, Cyprus, Czech Republic, Denmark, Finland, France, Germany, Greece, Hungary, India, Iran, Iraq, Ireland, Israel, Italy, Japan, Jordan, Kazakhstan, Kuwait, Latvia, Lithuania, Malaysia, México, Morocco, Netherlands, Norway, Palestine, Peru, Philippines, Poland, Portugal, Romania, South Africa, Spain, Sweden, Switzerland, Taiwan, Thailand, Tunisia, UK, United Arab Emirates and the USA.

Mono-Olefins F. Asinger,2013-10-22 Mono-Olefins: Chemistry and Technology is a translation from the German and deals with the study of olefins from low ethylene to hexenes and olefins from the high hexenes to eicosenes. The book describes the gaseous or low-boiling olefins and the higher, normally liquid olefins (which have only a minor role in applications in the chemical industry). The olefins are considered important as they are added in the distillation of off-gases in refineries. Although the liquid olefins are used sparingly, these are needed to manufacture lubricants, synthetic detergents, and the higher aliphatic

alcohols. The book then explains the three processes used to separate olefin containing mixtures of gases into fractions by the C-number or to convert olefins in the pure state: distillation, absorption, and adsorption. The author then describes the processes in manufacturing carburetor fuel from petroleum and natural gases. Petroleum oil is a mixture of paraffinic, naphthenic, and aromatic hydrocarbons and has no olefins. The text describes the complete process of refining petroleum into different products such as gasoline, kerosene, lubricants, and spotting benzenes. Then the book explains the polymerization of olefins to produce carburetor fuels either by the thermal method or catalytic method. The text notes some research made into double-bond isomerization in mono-olefins and their possible applications. This book is beneficial to industrial chemists, researchers, technical designers, and engineers whose works are related with oil refinery and fossil fuels.

Game Development with GameMaker Studio 2 Sebastiano M. Cossu,2019-09-02 Create games from start to finish while learning game design and programming principles using the GameMaker Studio 2 game engine and GameMaker Language (GML). Game Development with GameMaker Studio 2 covers all aspects of game design and development from the initial idea to the final release, using an award-winning game engine. You learn how to create real-world video games based on classic and legendary video game genres. Each game project introduces and explains concepts of game development and design and coding principles, allowing you to build a wide set of skills while creating an exciting portfolio to kick-start a career in game development. Author Sebastiano Cossu teaches you to design levels in your games, draw sprites to populate your virtual worlds, program game objects for interaction with the player, incorporate custom music and sound effects, build GUIs for your menus and game interfaces, and support keyboard, mouse, and gamepad controls in your projects. He shows you how to build cross-platform games to run on all desktop platforms (Windows, Linux, Mac OS) and publish them on the most popular game stores such as Steam, GOG, Humble Store, and Itch.io. What You'll Learn Create games for different genresMaster GameMaker Language (GML) programmingApply game design principlesDelve into game programming patterns Who This Book is For Video game enthusiasts interested in game development and design. No prior programming experience is required.

Real-World Flash Game Development Christopher Griffith,2012-11-12 This book covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 8 years in the industry. Gifts from Griffith's REAL-WORLD experiences include: Game design templates and pre-written scripts to automate tasks within Flash; Classes for handling common math computations used in gaming, so that game developers can see how to set up a simple game flow; Powerful debugging tools for your games(debuggers for Flash games are hard to come by, and this book provides them for you). The associated web site offers: Code from the game examples in the book with fully build-able source files. Additional code snippets, classes, and utilities. Scripts for automating tedious and repetitive tasks within Flash. Template game-design documents for planning game proposals in the same manner outlined in the book. Links to other helpful online resources for both Flash and game development.

The Ultimate Platformer Handbook Drew Sleep,Jon White (Editor),2022

A Beginner's Guide to 2D Platform Games with Unity Patrick Felicia,2020-10-29

Game Preview Nicolae Sfetcu,2014-05-04 A guide for game preview and rules: history, definitions, classification, theory, video game consoles, cheating, links, etc. While many different subdivisions have been proposed, anthropologists classify games under three major headings, and have drawn some conclusions as to the social bases that each sort of game requires. They divide games broadly into, games of pure skill, such as hopscotch and target shooting; games of pure strategy, such as checkers, go, or tic-tac-toe; and games of chance, such as craps and snakes and ladders. A guide for game preview and rules: history, definitions, classification, theory, video game consoles, cheating, links, etc.

STEM Education Series Chak Tin Yu,Hobbypress Tomorrowskills,2020-05-28 This book covers Game Maker Studio v2. Give yourself a strong head start in computer game design! Through our 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 simple jump and run game creation using Game Maker Studio. This is an easy-read that tries to get you started real quick. 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.Game Maker Studio is a very special game engine because it is a hybrid drag-and-drop and scripting platform - it does not rely solely on drag drop. There are places where scripting is necessary to get things done. Scripting is more complicated but is way more flexible and powerful. The beautiful thing here is that you do not write script from ground zero to produce a game. You use drag and drop to produce the basic structure of your game, then use very simple scripts to give the finishing touch. Our demo material includes scripts, to show you minimum degree of scripting to achieve our purposes.

Godot 3D Game Development Marijo Trkulja,2022-09-23 You can create great video games ... Godot is the way! **KEY FEATURES** ● Ideal starting point for aspiring game artists, level designers, and animators looking to create 2D or 3D games. ● Includes examples, screenshots, illustrations, and charts to explain the use of Godot's GD Script. ● Offers lessons on animations, fixing bugs, optimizing, supporting several platforms, and publishing games. **DESCRIPTION** The impressive Godot game engine allows any programmer to start making 2D and 3D games without any specialized language requirements. In addition, this game engine makes it simple to design video games, create interactive and animated applications, and utilize them in advertising campaigns. The book starts with the fundamental aspects of game production. The book explains how games are made firsthand by interacting with several real-world projects. This book teaches you the basics of game development, which includes how to make a 2D platformer, point-and-click, or adventure game. Later, the book will help you progress to more challenging and complicated games like 3D platformers and 3D role-playing adventures. The book provides practical guidance on a wide range of topics, including gaming design patterns, advanced design methodologies, and the underlying principles of a 3D game. If you're making a game to promote a digital or physical product, the Godot engine will make it simple to implement ideas, including player interaction and using 2D or 3D space. The Godot GD script coding for various game design and computational chores will support your work in creating commercial video game products. In addition, you can release your game on popular PC platforms, mobile devices, and game consoles. **WHAT YOU WILL LEARN** ● Learn Godot scripting and the IDE, 3D geometry, advanced vector maths, and 3D physics. ● Create humanoids, 3D space and environments, props, game mechanics, and collision detection mechanisms. ● Create a 3D RPG game that works on multiple platforms from scratch. ● Use the tile map editor, 2D lights, Node2D properties, and sprite-based animations. ● Test, troubleshoot, and publish wholly created games on multiple platforms. **WHO THIS BOOK IS FOR** Whoever is enthusiastic about making games and wishes to make professional-quality 3D animations and eye-popping visual effects will benefit from this book. You don't need to be familiar with the Godot engine. The assumption is that you already have some programming knowledge, which should be enough to get you started with this book. **TABLE OF CONTENTS** 1. Introduction 2. Towards 2D Game 3. Making 2D Games 4. Creating a 2D Game 5. 2D Adventure 6. 3D Math and 3D Physics 7. Project: 3D Platformer 8. 3D RPG Adventure 9. Game Systems in a 3D RPG Adventure

Reverse Design Patrick Holleman,2018-09-03 The Reverse Design series looks at all of the design decisions that went into classic video games. This is the fourth installment in the Reverse Design series, looking at Half Life. Written in a readable format, it is broken down into six sections examining some of the

most important topics to the game: How Half-Life is a key step in the evolution from the composite style of videogame design to the set piece style of design. How Half-Life defined almost all of the core concepts of the cover-based shooter, and redefined the level architecture of the FPS genre The small tricks and flourishes that Half-Life used to tell a story through its mechanics, AI and environments Key Features Comprehensive definitions of key concepts and terms, introducing the reader to the basic knowledge about the study of FPS design Summary of historical context of Half-Life, how it emerged from arena shooters like Doom and Quake, and how it influenced other games Extensive collections of data and data visualizations explaining how systems like enemy movement, cover design and platformer physics work

Extra Lives Tom Bissell,2011-06-14 In Extra Lives, acclaimed writer and life-long video game enthusiast Tom Bissell takes the reader on an insightful and entertaining tour of the art and meaning of video games. In just a few decades, video games have grown increasingly complex and sophisticated, and the companies that produce them are now among the most profitable in the entertainment industry. Yet few outside this world have thought deeply about how these games work, why they are so appealing, and what they are capable of artistically. Blending memoir, criticism, and first-rate reportage, Extra Lives is a milestone work about what might be the dominant popular art form of our time.

Instant HTML5 2D Platformer Aidan Temple,2013-01-01 Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. The step-by-step approach taken by this book will show you how to develop a 2D HTML5 platformer-based game that you will be able to publish to multiple devices.This book is great for anyone who has an interest in HTML5 games development, and who already has a basic to intermediate grasp on both the HTML markup and JavaScript programming languages. Therefore, due to this requirement, the book will not discuss the inner workings of either of these languages but will instead attempt to describe the functionality of the code present within this book.

The Sega Mega Drive & Genesis Encyclopedia Chris Scullion,2021-12-08 “An exhaustive, tremendous look back at one of the most beloved consoles of all time . . . an absolutely barnstorming recollection of a wonderful era.” —Finger Guns The third book in Chris Scullion’s series of video game encyclopedias, The Sega Mega Drive and Genesis Encyclopedia is dedicated to Sega’s legendary 16-bit video game console. The book contains detailed information on every single game released for the Sega Mega Drive and Genesis in the west, as well as similarly thorough bonus sections covering every game released for its add-ons, the Mega CD and 32X. With nearly a thousand screenshots, generous helpings of bonus trivia and charmingly bad jokes, The Sega Mega Drive and Genesis Encyclopedia is the definitive guide to a legendary gaming system. “The Sega Mega Drive and Genesis Encyclopedia is a must-buy for fans of the console and a perfect addition to any retro game fan’s library.” —Goomba Stomp Magazine

20 Essential Games to Study Joshua Bycer,2018-10-26 The purpose of this book is to look over the past 35 years of games to discuss titles whose design deserves to be studied by anyone with an interest in game design. While there are plenty of books that focus on the technical side of Game Development, there are few that study the nature of game design itself. Featuring a mix of console and PC offerings, I purposely left off some of the easy choices (Mario, Starcraft, Call of Duty, Overwatch) to focus on games that stood out thanks to their designs. Key Features An informative breakdown focusing on the design and gameplay of successful games Written to be useful for students or designers starting out in game development Books focused specifically on design are rare Perfect for students and professionals alike, or can be read for the nostalgia and history

Godot Engine Game Development Projects Chris Bradfield,2018-06-29 A project based guides to learn animation, advanced shaders, environments, particle rendering, and networked games with Godot 3.0 Key Features Learn the art of developing cross-platform games Leverage Godot’s node and scene system to design robust, reusable game objects Integrate Blender easily and efficiently with Godot to create powerful 3D games Book Description Godot Engine Game Development Projects is an introduction to the Godot game engine and its new 3.0 version. Godot 3.0 brings a large number of new features and capabilities that make it a strong alternative to expensive commercial game engines. For beginners, Godot offers a friendly way to learn game development techniques, while for experienced developers it is a powerful, customizable tool that can bring your visions to life. This book consists of five projects that will help developers achieve a sound understanding of the engine when it comes to building games. Game development is complex and involves a wide spectrum of knowledge and skills. This book can help you build on your foundation level skills by showing you how to create a number of small-scale game projects. Along the way, you will learn how Godot works and discover important game development techniques that you can apply to your projects. Using a straightforward, step-by-step approach and practical examples, the book will take you from the absolute basics through to sophisticated game physics, animations, and other techniques. Upon completing the final project, you will have a strong foundation for future success with Godot 3.0. What you will learn Get started with the Godot game engine and editor Organize a game project Import graphical and audio assets Use Godot’s node and scene system to design robust, reusable game objects Write code in GDScript to capture input and build complex behaviors Implement user interfaces to display information Create visual effects to spice up your game Learn techniques that you can apply to your own game projects Who this book is for Godot Engine Game Development Projects is for both new users and experienced developers, who want to learn to make games using a modern game engine. Some prior programming experience in C and C++ is recommended.

Decoding **Platformer**: Revealing the Captivating Potential of Verbal Expression

In an era characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Platformer**," a mesmerizing literary creation penned by a celebrated wordsmith, readers set about an enlightening odyssey, unraveling the intricate significance of language and its enduring impact on our lives. In this appraisal, we shall explore the book's central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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Platformer Introduction

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