

DANIEL CERMAK-SASSENATH

INTRODUCTION TO GAME PROGRAMMING USING PROCESSING

For Designers, Artists, Players,
Non-Tech People and Everybody Else



```
scoreLowestHiscore();  
fGetScoreLowestTime();  
layers[0].fGetScore();  
e(); && (fScoreLowest  
tionFinalTotal() = 0.00;  
vGoToScreenHiscoreEnter(); return; }  
sScreen = screen.HISCORESHOW;
```



CRC Press
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Introduction To Game Development Using Processing

Karin Nielsen-Saines



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