



GameMaker Game Programming with GML

Learn GameMaker Language programming concepts and script integration with GameMaker: Studio through hands-on, playable examples

Matthew DeLucas

[PACKT]
PUBLISHING

Gamemaker Game Programming With Gml Delucas Matthew

Ben Tyers



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GameMaker Cookbook Brandon Gardiner, 2015-12-23 Over 50 hands on recipes to help you build exhilarating games using the robust GameMaker system About This Book Design and develop game elements that can be used alone or stacked to enhance your gaming experience Explore extensions that can unlock GameMaker Studio's true potential to create complex games A recipe based easy to follow guide to take your GameMaker skills to the next level Who This Book Is For This book is intended for GameMaker Studio enthusiasts who are looking to add more substance and improve their content If know your way around the program and have some basic GML skills but want to take them further then this book is for you What You Will Learn Set up player control schemes of various types such as touch controls and a gamepad Create your own physics sandbox Get accustomed to advanced player movement Implement music and 3D sound in your games Utilize GameMaker's GUI layers to create exciting games Generate adjustable game settings and save systems Add depth to your game with lighting and special effects In Detail GameMaker Studio started off as a tool capable of creating simple games using a drag and drop interface Since then it has grown to become a powerful instrument to make release ready games for PC Mac mobile devices and even current gen consoles GameMaker is designed to allow its users to develop games without having to learn any of the complex programming languages such as C or Java It also allows redistribution across multiple platforms This book teaches you to harness GameMaker Studio's full potential and take your game development to new heights It begins by covering the basics and lays a solid foundation for advanced GameMaker concepts Moving on it covers topics such as controls physics and advanced movement employing a strategic approach to the learning curve The book concludes by providing insights into complex concepts such as the GUI menus save system lighting particles and VFX By the end of the book you will be able to design games using GameMaker Studio and implement the same techniques in other games you intend to design Style and approach A problem solving guide that teaches you the construction of game elements and mechanics to be integrated in games for rapid prototyping Each overall topic includes several individual recipes taught through step by step instructions and in depth follow up with examples

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 genres Master GameMaker Language GML programming Apply game design principles Delve into game programming patterns Who This Book is For Video game enthusiasts interested in game development and design No prior programming experience is required [The Game Maker's Apprentice](#) Jacob Habgood, Mark Overmars, 2006-12-31 The Game Makers Apprentice shows you how to create nine exciting games using the wildly popular Game Maker game creation tool This book covers a range of genres including action adventure and puzzle games complete with professional quality sound effects and visuals It discusses game design theory and features practical examples of how this can be applied to making games that are more fun to play Game Maker allows games to be created using a simple drag and drop interface so you don t need to have any prior coding experience It includes an optional programming language for adding advanced features to your games when you feel ready to do so You can obtain more information by visiting [book.gamemaker.nl](#) The authors include the creator of the Game Maker tool and a former professional game programmer so you ll glean understanding from their expertise The book also includes a DVD containing Game Maker software and all of the game projects that are created in the book plus a host of professional quality graphics and sound effects that you can use in your own games

Beginning GameMaker Studio 2 Ben Tyers, 2018-11-30 Learn the basics of GML programming with this awesome book Each chapter covers a separate GML aspect Includes an appendix which also allows the book to be used in an educational setting All resources and project files included Using this book you ll learn 24 GML programming elements that are important when creating a game Each section includes an introduction to a new programming element some examples a worksheet with answer key mini projects to apply your to new knowledge The book concludes with a teacher s section that includes lesson plans that educators can use when teaching content from this book homework task end of course exam end of course game assignments and lesson plan sheets The Introduction chapter covers the initial basics you will need to work through this book it is strongly suggested that you do that chapter before attempting anything else The book has just under 300 pages these are the chapters Introduction Chapter 1 Variables Chapter 2 Conditionals Chapter 3 Drawing Chapter 4 Drawing Continued Chapter 5 Keyboard Input Simple Movement Chapter 6 Objects Events Chapter 7 Sprites Chapter 8 Health Lives Score Chapter 9 Mouse Chapter 10 Alarms Chapter 11 Collisions Chapter 12 Rooms Chapter 13 Backgrounds Chapter 14 Sounds Chapter 15 Splash Screens Menu Chapter 16 Random Chapter 17 AI Chapter 18 INI Files Chapter 19 Effects Chapter 20 Loops Chapter 21 Arrays Chapter 22 DS Lists Chapter 23 Paths Chapter 24 Scripts Teacher s Section Chapter 25 Progress Sheet Chapter 26 Marking Guide Chapter 27 End Of Course Assignments Chapter 28 Test Chapter 29 Homework Chapter 30 Teacher s Notes

Introduction to Game Design & Programming in Gamemaker Studio 2 Ben Tyers, 2019-02-11 This mammoth 350 page book covers all the bases you need to start making your own games with GameMaker Studio 2 You don t need any prior experience of design or coding to learn

how to make a computer games This book guides you through all the steps After finishing this book you will have the skills to start making your own games It covers the following Starting With An Idea This section covers what you need to do with your initial ideas and how to take them forward Initial Planning Preparation Take your ideas forward design the basic game layout what objects will be present and how they will interact Game Design Considerations Possible design issues and how to tweak your ideas Software Financing Software and resources cost money this chapter covers some of the options available when funding your game Game Assets Where to get assets depending on your game budget Refining Resources Setting up and editing resources so they are ready for your game Beta Testing Debugging Testing the game fixing bugs and implementing feedback Programming Covers some of the coding required to implement aspects from your game design This also covers a way to make the game in small chunks so you can test it as you go Game Refinement Polishing off the game and making it ready for publication Final Testing Final checks before publishing Publishing Game Promotion How to promote your game and get it played Summary Best of luck with your own projects An appendix that introduces you to commonly used GML A great investment for any budding game developer Also suitable for use in class

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

Game Development with GameMaker Sebastiano M. Cossu, 2024-10-15 Create games from start to finish while learning game design and programming principles using the GameMaker Game Development with GameMaker covers all aspects of game design and development from the initial idea to the final release You will learn how to make a 2D game from start to finish using GameMaker covering important features and topics related to game development The book will cover design and development of a top down action game from start to finish leveraging on best practices according to the current state of the industry s standards It will cover all the building blocks of 2D game development movements combat AI UI level design inventory power ups etc This edition also aims to implement the many changes that has come to GameMaker new features as well as best practices You Will Master GameMaker Language GML programming Apply game design principles and programming patterns Learn about 2D game development techniques and best practices Review the visual programming tool of GameMaker Who This Book is For Game enthusiasts interested in game development and design with GameMaker would benefit from the book No prior programming experience is required

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