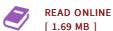




BlitzMax for Absolute Beginners: Games Programming for the Absolute Beginner (Paperback)

By Sloan Kelly

aPress, United States, 2016. Paperback. Condition: New. 1st ed.. Language: English . Brand New Book. Go through the steps necessary to create high-speed 2D retro-style games. This easy-to-read-and-follow one of a kind book on BlitzMax game programming also covers some 3D programming. BlitzMax for Absolute Beginners includes game application projects such as The Great Escape, Tank Attack, and Paratrooper. These will help you build your skills as you go. Have you ever wanted to program your own computer game? Never felt you could? Well, now you can. What You ll Learn Program computer games from scratch with BlitzMax Produce high-quality arcade games with sound and graphics Utilize the power of OpenGL to create fantastic 3D effects Who This Book Is For Those new to game programming and those new to BlitzMax.



Reviews

Unquestionably, this is actually the finest operate by any publisher. I have study and i also am confident that i am going to planning to go through once more yet again in the foreseeable future. I realized this pdf from my i and dad recommended this book to understand.

-- Gus Kilback

I just started out reading this ebook. It is rally exciting through reading through time. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Leonie Collins