Game Programming for Teens (Premier Press Game Development)

Maneesh Sethi

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"Game Programming for Teens" takes young readers on a journey from ignorance to proverbial wisdom in the art of game programming. Truly starting at the beginning, the reader will learn the nuances of the Blitz Basic Language. The first part includes instructions on basic coding such as operators and statements. It provides an introduction to the language in general. After teaching loops and the like, the reader is trained in the art of style. During part two, the reader begins to learn how to work with graphics to create an exciting experience. Page flipping and collision detection are explained in detail, as is basic image programming. Parallaxing effects are also included. Translations are looked into, as well as other items required in a graphical program. The final part of the book brings it all to a close--it consists of everything else the reader will need. This section teaches the skills of sounds and music and Artificial Intelligence. Input, including that from the keyboard, mouse, and joystick, will also be covered.

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