



Awesome Game Creation: No Programming Required (with CD-ROM) (Graphic Series)

Luke Ahearn, Michael Whalen

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This book teaches users how to make the computer games they imagine become a reality. Through the tutorials, example games, and lessons covered, readers will learn how to create their own games using The Games Factory 32-bit development tool, The PIE 3 GCS, and other utilities without any programming skills. Written by developers of successful games who want to share their insights and experiences with aspiring developers, the book includes a free version of The Games Factory. Detailed tutorials and in-depth definitions of terminology and concepts, provide a real understanding of the development process and also explain the basics of image creation and sound. The text also teaches how to use TGF to create screen savers and other useful applications. It covers the history of computer games from where they began to where they're going. The CD includes a free unregistered version of TGF, sample games to play and explore, a demo of the PIE 3D GCS useful image and sound utilities, and other valuable tools and assets for a complete game creation package. The games created with this version of TGF can only be saved as .gam files to be played on machines with TGF.

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