The Big Game Developer Bundle

Description: Create games that will put your company on the map - Discover a wealth of essential skills and techniques for the most popular frameworks and languages used in the industry today.

This pack includes:

- Learning C++ by Creating Games with UE4

Unreal Engine 4 is used to create top-notch, exciting games by AAA studios, and learning to program in C++ needs some serious motivation.

- Learning Unreal Engine iOS Game Development

Unreal® Engine 4 has always been the best measurement for industry standards. With all its tools and power, game developers and designers can reach a new level of productivity for their games with the lowest cost ever.

- Mobile Game Design Essentials

The videogame industry is not affected by the economic crisis as the market expands each year. In addition to that, the mobile market offers the opportunity to small teams with limited budgets to create successful games that can compete with the big companies. This is a guide to help you take a share of this huge market.

- Game Data Analysis - Tools and Methods

Publishing video games online has been gaining in popularity for a number of years, but with the advent of social networks and the use of in-game data analysis recently, its potential profitability has skyrocketed. The power of video game analytics is immensely beneficial if done well; it can provide a lot of information with a high level of relevancy.

- GameMaker Game Programming with GML

This hands-on guide will help you build a strong foundation in programming in GameMaker Language by taking you through several example games. Knowledge gained by the end of the book can be applied so you can build your own line of exciting games.

- HTML5 Game Development with GameMaker

The introduction of HTML5 has revolutionized the web browser as a legitimate gaming platform with unlimited potential. Making games for the browser has never been simpler, especially with GameMaker Studio. Developers have full control over asset management, built-in systems for physics, particles and path finding. In addition, it offers a rich scripting language and extensions for developers now enabling everyone to create games and monetize them quickly and easily.

- Getting Started with Unity

Unity is a game development engine which is fully integrated with a complete set of intuitive tools and rapid workflows used to create interactive 3D content. Unity is best used for making great games that can deploy to numerous platforms.

Contents:

Learning C++ by Creating Games with UE4:

1. Coding with C++
2. Variables and Memory
3. If, Else, and Switch
4. Looping
5. Functions and Macros
6. Objects, Classes, and Inheritance
7. Dynamic Memory Allocation
8. Actors and Pawns
9. Templates and Commonly Used Containers
10. Inventory System and Pickup Items
11. Monsters
12. Spell Book

Learning Unreal Engine iOS Game Development:

1. Prepare to Make Unreal Games with Unreal Engine - Installing and Setting Up
2. Methods and Tools to Create Your Games
3. Creating a Brick Breaking Game
4. Advanced Game Content Generation with a Fruit Chopper Game
5. Building an Exciting Endless Runner Game
6. Designing an Advanced Game
7. Monetizing Your Game
8. iOS Debugging and Optimization
9. Publishing

Mobile Game Design Essentials:

1. Operating Systems - Mobile and Otherwise
2. The Mobile Indie Team
3. Graphics for Mobile
4. Audio for Mobile
5. Coding Games
6. Mobile Game Controls
7. Interface Design for Mobile Games
8. Mobile Game Engines
9. Prototyping
10. Balancing, Tuning, and Polishing Mobile Games
11. Mobile Game Design
12. Pitching a Mobile Game

Game Data Analysis - Tools and Methods:

1. Context and Themes in Games
2. Common Key Performance Indicators
3. Environment and Tools for Data Analysis
4. Game Analytics and Generation of Content
5. Advanced Analysis and Statistical Methods
6. Data Visualization
7. Limits of Game Data Analysis

GameMaker Game Programming with GML:

1. Getting Started - An Introduction to GML
2. Random Organization - Creating a Puzzle Game
3. So How Do I Play? - Adding Player Interaction
4. Juicy Feedback - Aural and Visual Effects
5. Solving the Puzzle - Finishing Touches to the Puzzle Game
6. Finite State Machines - Starting the 2D Platformer
7. It’s in the Name - Platforms and Collisions
8. Setting the Stage - Views, Backgrounds, and Tiles
9. Breaking Vlad - Pickups, Hazards, and Enemies
10. GOAL - Timelines and Feedback Review

HTML5 Game Development with GameMaker:
1. Getting to Know the Studio with Your First Game
2. Triple ‘A’ Games. Art and Audio
4. The Adventure Begins
5. Platform Fun
6. Toppling Towers
7. Dynamic Front Ends
8. Playing with Particles
9. Get Your Game Out There

Getting Started with Unity:

1. Getting to Know Unity3D
2. Creating a Maze with Built-in Objects
3. Using Scripts to Interact with Objects
4. Creating and Tracking Objects
5. Bringing Your Game to Life with AI and Animations
6. Finalizing and Optimizing Your Game

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