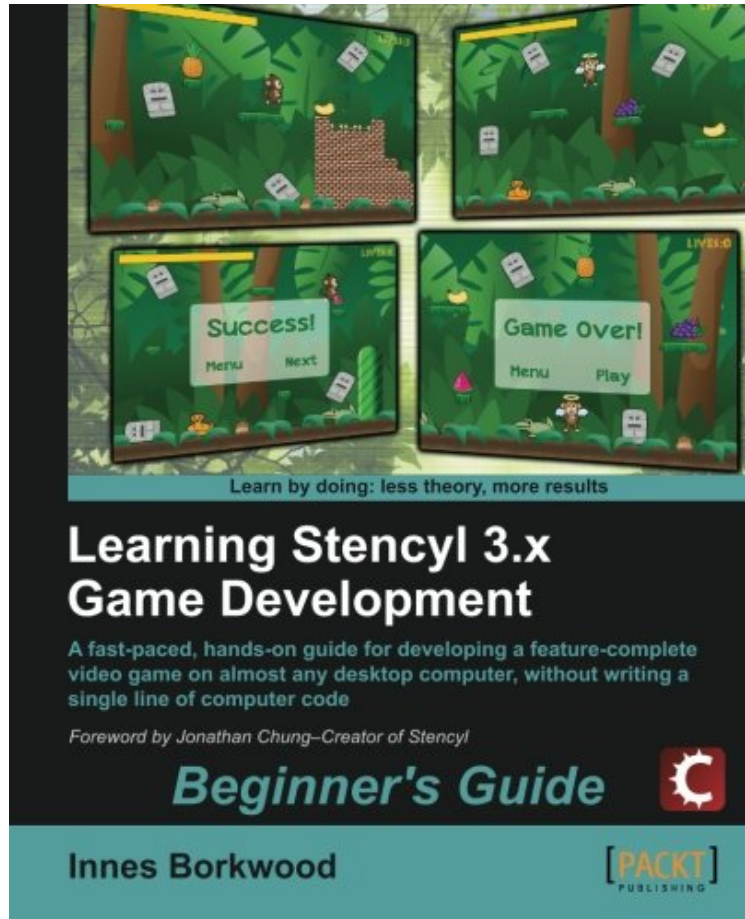


Learning Stencyl 3.x Game Development: Beginner's Guide

Innes Borkwood

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Innes Borkwood : Learning Stencyl 3.x Game Development: Beginner's Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning Stencyl 3.x Game Development: Beginner's Guide:

1 of 1 people found the following review helpful. Book becoming outdated.By JohnnyThe book goes in depth, and I can follow the instructions. However this book is already becoming outdated, since the latest version of Stencyl is 3.4. I noticed many things are different between the book and the software. My biggest complaint is when the book tells you to load a certain game from the assets folder, like 5961_04_15, the software always upgrades the program (otherwise you can't use it). Then when you run the example game, it doesn't run as it should.For example, the monkey in the game that is referenced throughout the book is stuck below the scenery. You have to know what you're doing to fix it, otherwise you will become very frustrated. I blame the producers of Stencyl, for their bad import utility which apparently doesn't work as it should, not the author of this book. Otherwise, the book is very good, just be prepared for inconsistencies.0 of 0 people found the following review helpful. Great introduction to Stencyl.By Nelson SantosI am

an experienced professional programmer with some background knowledge in game development but I have never used a game creation tool before and wasn't sure what to expect from Stencyl. All I knew was that it looked easy to use and was a quick way of getting a game idea up and running. I was eager to get started and I wanted to minimize the amount of time it took to learn the tool itself. Then I found this book. I purchased the cost effective eBook and read it cover to cover in 3 to 4 days. After that time I can say that I was almost completely comfortable using the Stencyl IDE and I learned the rest through use. I recommend this book for teaching the core concepts involved in using the Stencyl tool. As an experienced programmer, I grasped the concepts introduced in the book easily and was glad I made the purchase. I blazed through learning the tool and am now in the middle of a production. Thanks to the author for this book. 1 of 1 people found the following review helpful. Really good for beginners By Maximiliano Villa Really good for beginners! Intermediate and advanced users will find some use for it as a cheat sheet, and to check on the way they're making their games (and maybe find some other way of achieving the same results).

A step-by-step, practical tutorial with a no-nonsense approach. The book starts by showing readers how to create a playable game that is fully-functioning, then moves on to demonstrate how to fine-tune the game with eye-catching graphics techniques, audio-effects and more. This book is for indie and existing game developers and those who want to get started with game development using Stencyl. Some understanding of Objective-C, C++, and game development basics is recommended. People with some programming experience may also find this book useful.

About the Author Innes Borkwood is a freelance computer consultant and software trainer living in Perth, Western Australia. Prior to moving to Perth in 2011, Innes was a full-time teacher at Chesterton Community Sports College in Staffordshire, England, where he taught Information Communications Technology for four years. In addition to consulting and teaching, Innes has also worked as a freelance journalist for national computer magazines in the UK. Since the first personal computers arrived in the UK, Innes has been a dedicated technology enthusiast and electronics hobbyist, with an enthusiasm for participating in, and encouraging, life-long learning. He has a First Class Honours Degree in Business Studies with ICT, and continues to learn something new every day! Innes is happily married to his very understanding wife, Ellen, with whom he has two wonderful children, David and Catherine.