

Game Development with Construct: From Design to Realization

Game development is a challenging but rewarding endeavor. With the right tools and knowledge, you can create games that are fun, engaging, and visually stunning. Construct 2 is one of the most popular game development tools available, and it is perfect for both beginners and experienced developers.



Game Development with Construct 2: From Design to Realization by LEE STEMKOSKI

★★★★☆ 4.4 out of 5

Language : English
File size : 4404 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 405 pages



This book is a comprehensive guide to game development with Construct 2. It covers everything from the basics of game design to advanced techniques for creating complex games. Whether you are a complete beginner or an experienced developer, this book will help you take your game development skills to the next level.

What is Construct 2?

Construct 2 is a 2D game development tool that is designed to be easy to use, even for beginners. It uses a drag-and-drop interface that makes it easy to create games without having to write any code.

Construct 2 is a powerful tool that can be used to create a wide variety of games, from simple 2D platformers to complex 3D RPGs. It is also a very versatile tool that can be used to create games for a variety of platforms, including PC, Mac, iOS, and Android.

What's in This Book?

This book is divided into three parts:

1. **Part 1: Getting Started**
2. **Part 2: Game Design**
3. **Part 3: Game Development**

Part 1: Getting Started

Part 1 of this book covers the basics of game development with Construct 2. It includes chapters on:

- Installing and setting up Construct 2
- Creating your first game
- The basics of game design
- Working with Construct 2's drag-and-drop interface
- Creating and using sprites
- Adding physics to your games

Part 2: Game Design

Part 2 of this book covers the principles of game design. It includes chapters on:

- The different types of games
- The elements of game design
- Creating game levels
- Balancing your game
- Testing and debugging your game

Part 3: Game Development

Part 3 of this book covers the advanced techniques for game development with Construct 2. It includes chapters on:

- Creating 3D games with Construct 2
- Using plugins to extend Construct 2's functionality
- Publishing your game to different platforms
- Marketing and promoting your game

Who is This Book For?

This book is for anyone who wants to learn how to make games with Construct 2. Whether you are a complete beginner or an experienced developer, this book will help you take your game development skills to the next level.

About the Author

I am a game developer with over 10 years of experience. I have created games for a variety of platforms, including PC, Mac, iOS, and Android. I am also the author of several books on game development.

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Free Download your copy of Game Development with Construct: From Design to Realization today and start making your own games!



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