

Corona SDK Hotshot

Von Nevin Flanagan

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Von Nevin Flanagan : Corona SDK Hotshot before purchasing it in order to gage whether or not it would be worth my time, and all praised Corona SDK Hotshot:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. gute Themen,aber einige MngelVon DaniDie zeilenweise Erklrunen machen das Buch als Nachschlagewerk nahezu unbrauchbar... Allerdings liefert es beim Durcharbeiten sehr gute Themen und Antworten auf einige komplexe Fragen, die bei der Spielentwicklung auftauchen.

KurzbeschreibungIn DetailIf you've used the Corona Software Development Kit to build your very first new mobile app, you already know how easy it makes developing across all the pieces of this fragmented market. This book upgrades your knowledge of Lua and the Corona API with designs, habits and advanced concepts to speed your

development and create more exciting apps. Corona SDK Hotshot will show you how to combine advanced Lua features such as coroutines and metatables with Corona's sophisticated tools, including physics and networking, to develop exactly the game or app you or your customers need, quickly and with an eye towards updating your app with improvements in the future. Corona SDK Hotshot will expand your basic knowledge of Corona with an insight into making the most of its event platform, using physics wisely and easily, and moving on to advanced programming tasks like path-finding. You will focus heavily on how to keep your programs understandable as they become more complicated, by using modules and events to divide it up. You'll practice ways to make AI scripts and map files easily understandable to designers and other collaborators, and use networks like GameCenter to publish progress. The last projects will combine the full range of covered material to illustrate how you can produce sophisticated and exciting apps as a Corona Hotshot!

Approach Using a project based approach you will learn the coolest aspects of Corona SDK development. Each project contains step- by-step explanations, diagrams, screenshots, and downloadable materials.

Who this book is for This book is for users who already have completed at least one simple app using Corona, or are familiar with mobile development using another platform and have done Lua programming in another context.

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ber den Autor und weitere Mitwirkende Nevin Flanagan Nevin Flanagan has had an extremely varied career covering several fields, but the threads of computers, teaching, and games have trailed through it all for years. He has programmed on different levels ranging from assembly language to high-level scripting in game engines, and is credited as a contributor to the World of Warcraft user interface. He is currently fascinated by the interface possibilities offered by mobile touchscreen devices and is completing a Master's degree in Interactive Media and Game Development at Worcester Polytechnic Institute in Massachusetts. He lives with his wife Jenna in Leominster, Massachusetts, in the U.S.A.