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Construct 2 Game Development by Example

John Bura

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Construct 2 Game Development by Example John Bura
Learn how to make games for multiple platforms with Construct 2

About This Book

- Make games easily in Construct 2, with no programming
- Get to grips with game design and production from scratch, with no experience necessary
- Learn the secrets behind the mechanics of bestselling games, from tower defence to physics puzzles

Who This Book Is For

This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game development, design, and production.

What You Will Learn

- Create 2D games from scratch
- Monetize your games with in-game shops
- Program game mechanics which are the core of game design
- Deploy your game to multiple platforms
- Discover techniques to build simple yet effective enemy AI
- Implement physics for falling blocks and bullets
- Get time saving tips and best practice advice for quick and effective game production
- Design different types of games that are fun and exciting

In Detail

Construct 2 is an HTML5-based game editor that uses drag-and-drop functionality to allow users to create complex and engaging games with no programming experience. The software is fast and easy to learn for novices, yet powerful for advanced users, letting expert game builders work even quicker than by coding.

This book gets to grips with the basics of Construct 2 game design techniques and clearly explains and illustrates important features, from controls to game mechanics, before having you put those skills to the test by building three complete game projects. You will learn how to create games in popular and bestselling genres, distribute them through multiple channels, and expand your foundational knowledge into expert game design skills.

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