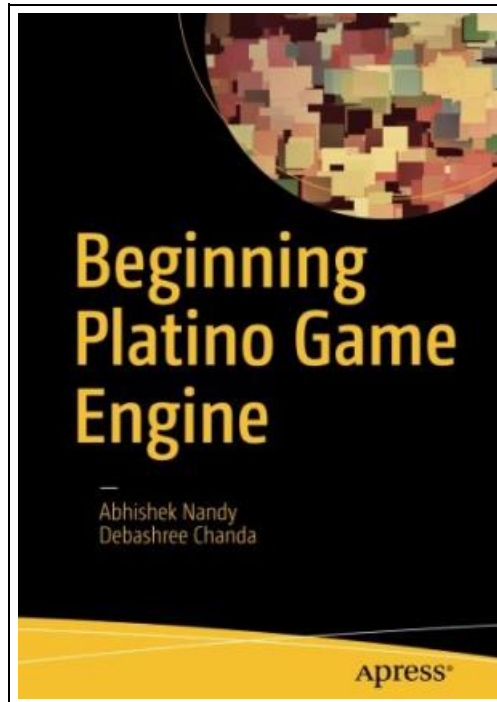


Beginning Platino Game Engine



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Reviews

Good e book and useful one. It really is simplistic but shocks in the 50 % of your book. Your way of life period will probably be convert the instant you total reading this ebook.

(Myah Williamson)

BEGINNING PLATINO GAME ENGINE



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Condition: New. Publisher/Verlag: Springer, Berlin | Learn how to build a game using Platino Studio. Follow step-by-step basics to create an app, and then add different functionalities and game logic. With Beginning Platino Game Engine you will be able to develop UWP apps using the Processing JS language. You also will be introduced to Temboo and extending the processing language to IoT. What You'll Learn: Develop using the Platino game engine. Build UWP apps using the Processing JS language. Extend the processing language to IoT with Temboo. Who Is this Book for: Indie game developers, app developers interested in games, and students new to the Platino game engine and perhaps new to game development. | Chapter 1: Introduction to Game Engine. Chapter Goal: We will do a brief walk through of what we expect you will learn from this book, including an introduction to Game engine. Why is it useful? What different game engines are available? Chapter 2: Introduction to Platino Game Engine. Chapter Goal: This chapter introduces the reader to Platino Game Engine. How it has evolved. How is it different? The flow of Platino Game engine. People behind the game engine. Chapter 3: Installing Platino Game Engine and setting it up. Chapter Goal: In this chapter the reader will learn about installing the Platino Game engine. The entire logic of Platino Engine. Chapter 4: Getting into development with Platino Game Engine. Chapter Goal: In this chapter, the reader will learn about sample walkthrough. We will get started with development on the game engine. Building different apps and games on it. Chapter 5: Processing in terms of UWP, Android and IoT. Chapter Goal: In this chapter, we will be covering the details of Windows 10 UWP. Then move along with processing language give a brief discussion of it. We get started with Processing JS and get in terms of Windows 10 UWP. Building...



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