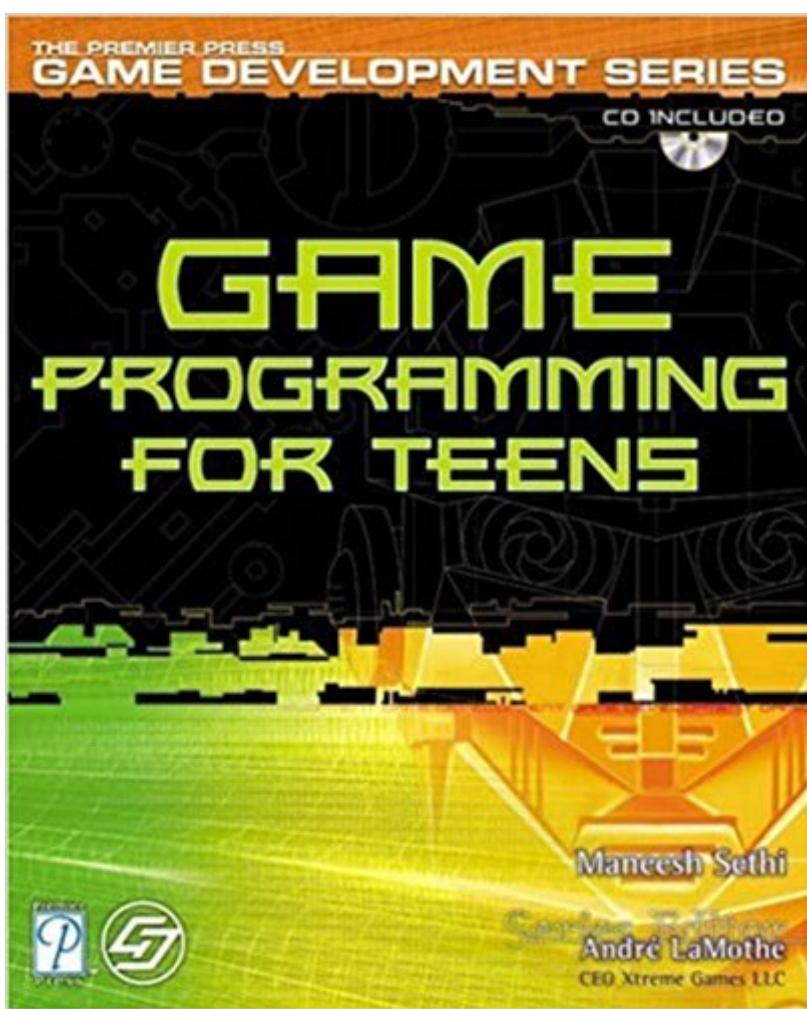The book was found

# Game Programming For Teens (Premier Press Game Development)

## Synopsis

"Game Programming for Teens" takes young readers on a journey from ignorance to proverbial wisdom in the art of game programming. Truly starting at the beginning, the reader will learn the nuances of the Blitz Basic Language. The first part includes instructions on basic coding such as operators and statements. It provides an introduction to the language in general. After teaching loops and the like, the reader is trained in the art of style. During part two, the reader begins to learn how to work with graphics to create an exciting experience. Page flipping and collision detection are explained in detail, as is basic image programming. Parallaxing effects are also included. Translations are looked into, as well as other items required in a graphical program. The final part of the book brings it all to a close--it consists of everything else the reader will need. This section teaches the skills of sounds and music and Artificial Intelligence. Input, including that from the keyboard, mouse, and joystick, will also be covered.

## Book Information

Series: Premier Press Game Development

Paperback: 392 pages

Publisher: Cengage Learning PTR; 1 edition (May 15, 2003)

Language: English

ISBN-10: 1592000681

ISBN-13: 978-1592000685

Product Dimensions:  9.2 x 7.4 x 1 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review:    3.6 out of 5 stars      85 customer reviews

Best Sellers Rank: #3,446,959 in Books (See Top 100 in Books)   #68 inÂ Books > Teens > Education & Reference > Science & Technology > Computers > Programming   #85 inÂ Books > Teens > Hobbies & Games > Games & Activities > Computer & Video Games   #2123 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming

## Customer Reviews

Part I: The Basics of BASIC 1 1. Getting Started 2. Getting to Know BASIC 3. Loops, Functions, Arrays, and Types 4. The Style Factor Part II: Getting Graphical 5. Beginning Graphics 6. Page Flipping and Pixel Plotting 7. Basic Image Programming 8. Animation 9. Collision Detection Part III: Completing the Puzzle 10. Handling Input 11. Sounds and Music 12. Artificial Intelligence 13. The Final Frontier: Invaderz!!! Part IV: Appendices A. Scan Code Reference B. Useful Links C. What's

on the CD Index --This text refers to an alternate Paperback edition.

Maneesh Sethi is a student at Stanford University in Palo Alto, California. As a high-school student, Sethi founded Standard Design, a web-site design company. He is the author of Game Programming For Teens, first and second editions, and Web Design For Teens. Sethi lectures on game programming topics at conferences across the country and has been a guest on G4TechTV. Visit his web site at www.maneeshsethi.com.

I thought that this was a very THOROUGH book for beginning programmers! It teaches the BlitzBasic game programming language. But I must admit (and what I'm going to to say next may even be controversial), but a lot of the information found in this book could ALSO be found in much more details over the web, on youtube, and at BlitzBasic's very website at [...]. On the web is where I learned everything that there is to know about the BlitzBasic programming language, I received live and prompt feedback there, I could post my code on their website and they'd help me do whatever I was trying to do when I was programming my game. I could also ask any question that I wanted there. And from BlitzBasic, it is where I started my career as a hobbyist game programmer where I branched off to learning other languages e.g., other BASIC languages (like FreeBASIC, JustBASIC, etc.); Java, JavaScript, and Monkey-X (which is from the makers of BlitzBasic. Thus, as a book this book is GREAT!! And it's GREAT for beginners and for those who may need a hard copy book to start with. It might even be a great book to have in a programmer's library (or any library) to go back to some programming concepts if let's say a person hasn't programmed in a while. Plus, books don't hurt the eyes as much as the light from a computer might. Thus, I definitely recommend this book for the basics and as a reference book like a dictionary would be! BlitzBasic is also a great programming language to start with if one wants to get into programming PERIOD!!! But, just be aware that some of the knowledge in this book could be found on the web too. But then again in this day and age, a bit of everything and every piece of knowledge could be found on the web so what I said in the latter sentence is nothing new. Thus, this is my opinion for what it is worth!

I am a software engineer and a parent of an 11-year-old, and I have been looking for a way to teach my son computer programming in a way that would be fun for him. I read this book cover-to-cover, and it's almost perfect for this purpose. I have no doubt that the book would be excellent for a self-starting teen to read on his or her own. But as a parent, this book is invaluable for the parent seeking short, fun, educational programming activities that will be a lot of fun for the learner (and the

parent as well). Every kid loves games, and this book does a great job.I would also recommend this book to an adult who wants to learn the basics of game programming. It's a pretty fast read, very easy to follow. I personally learned a lot from this book. I've been programming computers for 30 years, but I've never written a graphics-based game before, and this book efficiently and easily goes through all the techniques for creating good games very quickly. I think it would also be fairly easily followed by a teen or adult who has never programmed before.The book uses Blitz Basic, which is optimized for writing computer games and seems to be much easier to use than Visual Basic (the computer language I first tried when teaching my child). A trial version of Blitz Basic is on the CD-ROM included with the book, and the full version (called BlitzPlus) can be purchased online if desired (but is not required). The CD-ROM also includes excellent example artwork, animations, and sounds for the games described in the book, which is a great way to get a teen or pre-teen into programming without getting bogged down with creating art and sounds from the start.By the way, this book covers creating 2D games (like Pong, Space Invaders, that sort of thing). 3D games are (I am told) much more challenging, and are covered in other books. (Blitz Basic is for 2D games; for 3D games, there is a related programming language called Blitz3D.)I have one important complaint about this book, which is why I gave it 4 stars rather than 5 stars. There are many errors in this book. It could have used more careful technical editing. For example, in the section on arrays, the author carefully explains how the indexes for a 30-element array range from 0 to 29, and cautions the reader not to try accessing element 30 (which is one past the end of the array), and then proceeds to give a sample program that makes exactly this mistake. There are several errors of this magnitude in the book, and at least a minor mistake every 3 or 4 pages. It's unfortunate, because these mistakes can be very confusing to a beginning programmer.But having said that, I still very much recommend this book. It's a good one. Congratulations to the teenage author who wrote it, excellent job!

I bought this book for my son for Christmas, and he couldn't wait to get started. He did, however run into an issue when trying to compile his first few programs. Here, he was being advised that he could not write to the Temp directory. Problem was, that when he was opening up the examples from the CD, as the book requested, the compiler defaults to writing to the same directory that the program was opened from. And since this was the CD, he would acquire the error.I easily resolved this for him by copying the entire contents of the CD, to the folder that was established during the initial installation of the compiler. Issue resolved. Other than that, we have not witnessed any other issues. I did take a sneak peak at the finished program that the reader will eventually establish

throughout the chapters, and it was very cool being programmed from BASIC.I would recommend this book to anyone who has a son or daughter that loves to play games and is constantly on the computer.

I have read the book and found it to be extremely useful. I am not a teenager (I'm much older) and still found it an excellent introduction to blitzbasic. It also covered some intermediate to advanced topics with easy to understand code. The source code was well-written and excessively commented (a plus). This is a practical book that discusses an introduction to a subject then dives right in to the code (another plus). This book is recommended for adults as well. The text is written at a comfortable level that won't insult anyone's intelligence. Browse through it at a nearby bookstore if that's possible, and I'm sure that you'll see that it is well worth the cost. When I finished reading the book I came away with a feeling of "I can do that". 5 stars. We've been needing this book. Also, BlitzBasic has been upgraded to BlitzPlus. This book applies to BlitzPlus as well. To answer the inevitable question: yes, BlitzBasic has been used to develop many commercial games.

_Download to continue reading..._

Game Programming for Teens (Premier Press Game Development) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Game Guru: Strategy Games (Premier Press Game Development) 3D Game Programming for Teens (For Teens (Course Technology)) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Game Programming Gems (Game Programming Gems (W/CD)) Premier Piano Course Jazz, Rags & Blues, Bk 3: All New Original Music (Alfred's Premier Piano Course) Kaplan GRE Exam 2009 Premier Program (w/ CD-ROM) (Kaplan GRE Premier Program (W/CD)) Kaplan GMAT 2008 Premier Program (w/ CD-ROM) (Kaplan GMAT Premier Program (w/CD)) Kaplan GMAT 2010 Premier Live Online (Kaplan Gmat Premier Live) Kaplan LSAT 2009 Premier Program (w/ CD-ROM) (Kaplan LSAT Premier Program (W/CD)) Kaplan GRE Exam 2010 Premier Live Online (Kaplan Gre Exam Premier Live) Kaplan GMAT, 2007 Edition: Premier Program (Kaplan GMAT Premier Program (w/CD)) Kaplan GRE Exam, 2007 Edition: Premier Program (Kaplan GRE Premier

Program (W/CD)) Kaplan MCAT 2007-2008 Premier Program (w/ CD-ROM) (Kaplan MCAT Premier Program (W/CD)) Kaplan GMAT 2006, Premier Program (Kaplan GMAT Premier Program (w/CD)) Edinburgh Premier Map A-Z (A-Z Premier Street Maps)

Contact Us

DMCA

Privacy

FAQ & Help