



The Game Programming Starter Series: Learn to write your first Shoot 'Em Up: Step-By-Step Lessons using Clickteam Fusion

By HobbyPRESS

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Using Clickteam Fusion, you will learn how to make a basic "Shoot'Em Up" with this book and the free resources that come with it. Give yourself a strong head start in computer game design with our Game Programming Starter books, which are published fresh in 2015. Through these books you will learn how computer games work and how simple games may be created using ready-made resources and modern drag-and-drop game engines. This book focuses on shoot-them-up game creation. We assume you are totally new to game programming. To make things easy for you, we use simple language throughout the book. And we simplify many of the technical terms into something more straight forward and human friendly. Many trade jargons are intentionally skipped. You need to be computer literate. You should know how to use Windows (Windows XP, Windows 7, Windows 8 ...etc). And you should have a reasonably configured computer system. A dual core processor with 2GB+ of RAM, several GBs of free drive space that hold the resource files, and an active internet connection are all necessary.

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