Buildbox 2.x Game Development

By Ty Audronis

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Key Features

- Create captivating 2D & 2.5D (isometric) video games for all platforms
- Leverage Buildbox to monetize and prepare your games for distribution
- This step-by-step tutorial will get you generating complex and media rich games with no coding experience

Book Description

Buildbox is an "any skill level" development platform to develop video games with no coding experience. It also exports these games to be compiled for any platform (from Windows to Mac to iOS to Android and Blackberry) all using the same graphic user interface.

Using an example as a tutorial, we will relate the driving principles and you'll see how you can implement these principles to develop any games on the platform. We begin by setting expectations and providing a brief overview of the software. But it's not long before you "dive in" to creating your first video game. You will actually have a playable level ("world") by the end of the second chapter.

Later on, you'll learn everything from basic graphics creation to advanced world design while you refine your first game, called "Ramblin' Rover." All along the way, you will see how certain functions could be used in tandem to create other types of games; hoping to spark imagination. We will follow the principles and process of monetization through ads and in-game rewards.

Lastly, we will go through the process of exporting, compiling, and preparing your storefront to sell the games you will eventually create.

What you will learn

- Create the illusion of a 3D background in your game using parallax
- Add advanced controls and obstacles to our first world
- Develop assets (graphic and audio) for the Buildbox engine
- Design games based on the capabilities and limitations of Buildbox and their

target platforms
- Compile and distribute video games on various channels such as Steam, iOS store, Android stores, and the Mac App Store
- Optimize your games to get the absolute best quality within platform restrictions
- Conquer common issues experienced with Buildbox development

About the Author

Ty Audronis has been programming his own video games since 1980. When other kids were raking leaves for spare cash, Ty was making games for local kids and setting up networks in the neighborhood. Since then, Ty's worked for some of the world's finest industrial design firms developing everything from custom CMS websites to interactive exhibits in world-renowned museums to prototyping user interfaces for major banking institutions. Ty has a rich history in the Television and Film industries as well.

Ty first became familiar with Buildbox when a client asked him to make a video game for mobile devices in record time. He was impressed with the ease of use, and quick turnaround when creating basic 2D and 2.5D games; reducing the time for Ty to create a game from months to mere days.

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Editorial Review

About the Author
Ty Audronis Ty Audronis has been creating games and interactive experiences on computers since 1980. When other children were earning money for trips to convenience stores and arcades by raking leaves or mowing lawns, Ty was helping neighbors buy computers, and programming games for the neighborhood kids on an Atari 800 computer. In the 1990s, Ty was introduced to the Internet and was attending California State University, Chico, as a visual effects major. He had an epiphany; one day there will be no difference between film, television, games, and the Internet. Everything will converge. As a result, Ty diversified his education (and career) into all things media. Luckily for Ty, he was right. He s worked on several apps and games for various clients using several different development platforms. Ty has worked in many great institutions (from Frog Design to California Academy of Sciences and beyond). Ty has been recognized in several industries for his artistic and technical exploits and abilities. These include studio design, workflow design, post-production for TV/film, marketing, digital design and development, and even as a drone pilot and builder. Ty has authored two other books for Packt Publishing: Lightning Fast Animation with Element 3D and Building Multicopter Video Drones.

Users Review

From reader reviews:

Henry Major:

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Agustin Thornsberry:

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Kent Brown:

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Alex Tipton:

People live in this new morning of lifestyle always try and and must have the free time or they will get large amount of stress from both way of life and work. So , once we ask do people have free time, we will say absolutely indeed. People is human not really a robot. Then we consult again, what kind of activity do you possess when the spare time coming to an individual of course your answer will certainly unlimited right. Then ever try this one, reading ebooks. It can be your alternative inside spending your spare time, often the book you have read is usually Buildbox 2.x Game Development.

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