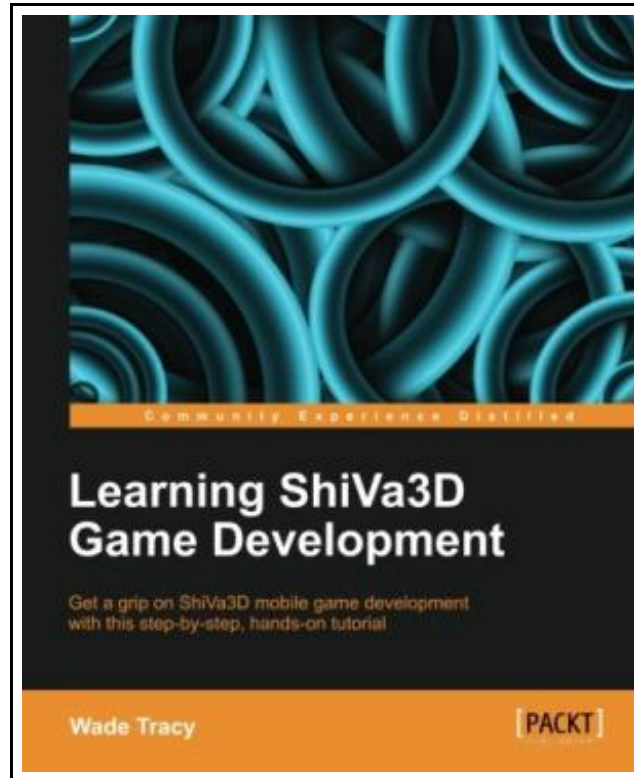# Learning ShiVa3D Game Development

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Reviews

Simply no phrases to clarify. It is really basic but surprises from the 50 percent of the ebook. Once you begin to read the book, it is extremely difficult to leave it before concluding.
(Mr. Noah Cummerata IV)

LEARNING SHIVA3D GAME DEVELOPMENT

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Packt Publishing. Paperback. Book Condition: New. Paperback. 166 pages. Dimensions: 9.1in. x 7.4in. x 0.6in.Get a grip on ShiVa3D mobile game development with this step-by-step, hands-on tutorial Overview Step-by-step hands-on introduction, perfect for those just getting started in mobile development Use the StoneScript scripting language to handle object interactions and game events Use the ShiVa editor to create special effects, realistic physics, and level design In Detail Mobile games have been the recent craze and with so many ways to monetize the popularity of these games, it is no wonder that game developers are excited to get into the market. However, the mobile platforms that are available and their popularity constantly change meaning that developers have to be able to react quickly to the market. ShiVa3D gives developers the power to quickly develop the game once, but deploy to almost every popular mobile platform, which enables them to have greater distribution and a greater opportunity to sell games. Learning ShiVa3D Game Development is a simple, hands-on guide to the key features of the ShiVa3D game engine that will enable you to get up and running with your mobile game ideas. Learning ShiVa3D Game Development will make it possible to easily develop your game once, but publish it to most of the popular mobile platforms. This book specifically targets the key features of ShiVa3D that will enable you to create games quickly. It will take you through designing game components in the editor and provide detailed explanations for every line of scripting used. Youll look at how the modular nature of the editor allows you to do everything from scripting, to complex physics interactions, to special effects with only a few adjustments to pre-configured settings. We will see how to deal with input from the keyboard, mouse, or touchscreen as well...

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