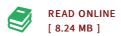# Entry Level 2D Game Creation Using Construct: Practical Tips Techniques Volume One

By Hobbypress

Createspace, United States, 2010. Paperback. Book Condition: New. 248 x 198 mm. Language: English . Brand New Book ***** Print on Demand *****.CONSTRUCT had revolutionized the world of open source 2D game creation, by providing easy drag-and-drop kind of interface for producing complex game logic, all without writing codes and scripts. The goal of this book is to provide starters with rich technical information so the best decision and judgment can be exercised when creating 2D games through CONSTRUCT. This is not a step-by-step tutorial. This is also not a guide book kind of overview material. We place our focus on the practical side of game creation - practical tips and techniques one will definitely need when starting out a game project. We also tell exactly what can and cannot be done with Construct, and the kind of performance drawback that can be foreseen when the platform is not fed with the right inputs. So, are you ready for the challenge?.

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