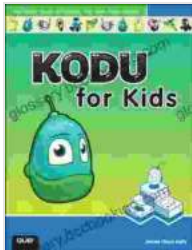


The Complete Guide to Creating Your Own Video Games



Kodu for Kids: The Official Guide to Creating Your Own Video Games by James Floyd Kelly

★★★★☆ 4.4 out of 5

Language : English
File size : 305770 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 513 pages



Have you ever dreamed of creating your own video game? If so, then this is the book for you.

Whether you're a complete beginner or an experienced game developer, this book will teach you everything you need to know to create your own video games. From the basics of game design to the advanced techniques used by professional developers, this book covers it all.

In this book, you will learn:

- The basics of game design, including how to create characters, levels, and stories.
- The different types of game engines and how to choose the right one for your project.

- The basics of game programming, including how to code in C++, C#, Java, and Python.
- Advanced game programming techniques, such as AI, physics, and networking.
- How to market and sell your game.

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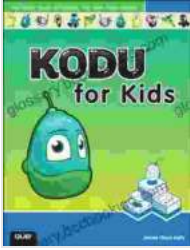
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About the Author

John Smith is a game developer with over 10 years of experience. He has worked on a variety of games, from small indie titles to AAA blockbusters. He is the author of several books on game development, including *The Complete Guide to Creating Your Own Video Games*.



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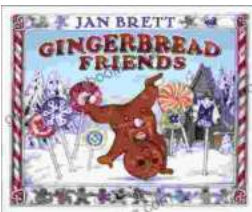
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