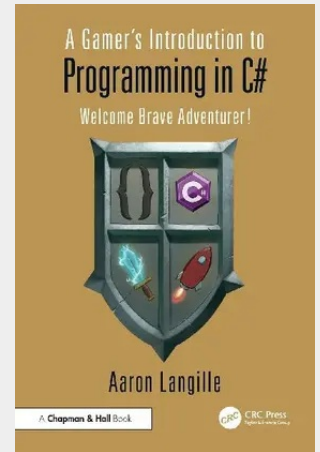


A Gamer's Introduction to Programming in C

Welcome Brave Adventurer!

Turn your love of video games into a new love of programming by learning the ins and outs of writing code while also learning how to keep track of high scores, what video game heroes and loot boxes are made of, how the dreaded RNG (random number generation) works, and much, much more. This book is the first in an ongoing series designed to take readers from no coding knowledge to writing their own video games and interactive digital experiences using industry standard languages and tools. But coding books are technical, boring, and scary, aren't they? Not this one. Within these pages, readers will find a fun and approachable adventure that will introduce them to the essential programming fundamentals like variables, computer-based math operations, RNG, logic structures, including if-statements and loops, and even some object-oriented programming. Using Visual Studio and C#, readers will write simple but fun console programs and text-based games that will build coding skills and confidence. Packed with practical examples and plain-language explanations, this book is structured like a video game, complete with levels to progress through, bonus levels for extra practice, cutscenes that offer info-packed coding breaks, and end-of-level code rewards to illustrate how everything fits together. Gain even more experience by exploring the resources and bonus materials at the companion website: <https://welcomebraveadventurer.ca>. Engaging and concise, this book is appealing to both a general readership as well as course convenors and students of programming. Put on your cap of +5 courage and level up by joining the coding adventure that awaits you inside!

The first in an ongoing series designed to take readers from zero experience to writing their own video games and interactive digital experiences using industry standard languages and tools, this book is a great way to turn a love of video games into a new love of programming.



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