

Beginning Platino Game Engine

Learn how to build a game using Platino Studio. Follow step-by-step basics to create an app, and then add different functionalities and game logic.

With *Beginning Platino Game Engine* you will be able to develop UWP apps using the Processing JS language. You also will be introduced to Temboo and extending the processing language to IoT.

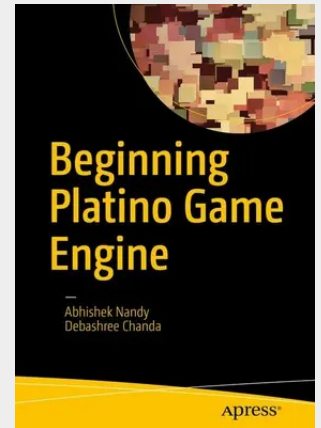
What You'll Learn:

- Develop using the Platino game engine
- Build UWP apps using the Processing JS language
- Extend the processing language to IoT with Temboo

Who Is this Book for:

Indie game developers, app developers interested in games, and students new to the Platino game engine and perhaps new to game development.

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35,30 €

32,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781484224830

Medium: Buch

ISBN: 978-1-4842-2483-0

Verlag: Apress

Erscheinungstermin: 22.11.2016

Sprache(n): Englisch

Auflage: 1. Auflage 2016

Produktform: Kartoniert

Gewicht: 3206 g

Seiten: 141

Format (B x H): 178 x 254 mm

