



# Nauka Programowania Gier w Praktyce

Indeks: 794314 Producent: Routledge Kod producenta: 9781498753388

Cena: 326.32 zł

## Opis

### Learn to Implement Games with Code

Producent: Routledge

- **temat:** Games development & programming, Programming & scripting languages: general, COMPUTERS / Design, Graphics & Media / Video & Animation, COMPUTERS / Languages / General, Computers / Programming / Games, Computers/Languages - General, Computers/Programming - Games, Games & Activities/Video & Mobile, ANF: Computers and IT, Add Component Button, COMPUTERS, COMPUTERS / Design, Graphics & Media / Video & Animation, COMPUTERS / Languages / General, COMPUTERS / Programming / Games, Computer, Computer Applications, Computer games - Programming, Computer science, Computer/General, Computers/Languages - General, Computers/Programming - Games, Computerspiele (Programmierung, Computerspiele (Programmierung/Entwicklung), Design, Graphics & Media, Dialogue Box, Dialogue Script, Digital animation, Do-it-yourself, Dungeon Scene, Entire Game World, Entwicklung), Function Public Void, Game Implementation Techniques, Game Implementation Techniques; Public Void; Red Knight; Dialogue Box; Dungeon Scene; Group Script; Function Public Void; Set Alpha; Selection Box; Selection Script; Interaction Scene; Save Data; Unity Technologies; Inspector Window; Dialogue Script; Sprite Sheet; Luna's Group; Text Txt; Update Position; Green Dragon; Indicator Image; Add Component Button; Init Void Start; Entire Game World; Yield Return; game programming; game design; software; scripting, Games, Games & Activities, Games & Activities/Video & Mobile, Games development & programming, Games development and programming, General, Green Dragon, Group Script, HC, HC/Ratgeber/Hobby, Haus/Spielen, Raten, Hobby, Haus, How-to, How-to/Do-it-yourself, Indicator Image, Init Void Start, Inspector Window, Interaction Scene, Languages, Languages - General, Luna's Group, Non-Fiction, Programming, Programming & scripting languages: general, Programming - Games, Programming and scripting languages: general, Public Void, Ratgeber, Red Knight, Save Data, Scholarly, Scholarly/Undergraduate, Selection Box, Selection Script, Set Alpha, Software Engineering, Spielen, Raten, Sprite Sheet, Text Txt, The arts: general topics, Undergraduate, Unity Technologies, Update Position, Video & Animation, Video & Mobile, Video games;Programming., Yield Return, game design, game programming, implementation, init, knight, public, red, scripting, software, start, techniques, technologies, unity, void, Computer science, Digital animation, Games development and programming, Programming and scripting languages: general, Software Engineering, The arts: general topics, HC/Ratgeber/Hobby, Haus/Spielen, Raten
- **wiązący:** paperback
- **język:** english, english, english
- **waga przedmiotu:** 0.53 kilograms
- **strony:** 376
- **słowo kluczowe tematu:** COMPUTER, Computer Applications, Computer/General, Game Implementation Techniques; Public Void; Red Knight; Dialogue Box; Dungeon Scene; Group Script; Function Public Void; Set Alpha; Selection Box; Selection Script; Interaction Scene; Save Data; Unity Technologies; Inspector Window; Dialogue Script; Sprite Sheet; Luna's Group; Text Txt; Update Position; Green Dragon; Indicator Image; Add Component Button; Init Void Start; Entire Game World; Yield Return; game programming; game design; software; scripting, How-to/Do-it-yourself, Non-Fiction, Scholarly/Undergraduate, United States, game design; game programming; scripting; software; Game Implementation Techniques; Public Void; Red Knight; Dialogue Box; Dungeon Scene; Group Script; Function Public Void; Set Alpha; Selection Box; Selection Script; Interaction Scene; Save Data; Unity Technologies; Inspector Window; Dialogue Script; Sprite Sheet; Luna's Group; Text Txt; Update Position; Green Dragon; Indicator Image; Add

Component Button; Init Void Start; Entire Game World; Yield Return; implementation; techniques; init; void; start; red; knight; unity; technologies; public

- **marka:** CRC Press
- **kod unspsc:** 55101500
- **kod podmiotu:** COM071000, COM051010, COM012040, COM051010, COM012040, GAM013000, 1416, UY, UGN, UMK, UMX, UMZ, AB, UMK, UMX
- **grupa docelowa:** Tertiary education
- **numer części:** 9781498753388
- **waga opakowania przedmiotu:** 0.63999346732893 kilograms
- **zewnętrznie przypisany identyfikator produktu:** 1498753388, 9781498753388, 9781498753388, 09781498753388
- **producent:** Routledge
- **autor:** Quick, John M.
- **gatunek muzyczny:** HC, Ratgeber, Hobby, Haus, Spielen, Raten, The arts: general topics, Computer science, Software Engineering, Digital animation, Programming and scripting languages: general, Games development and programming
- **Data publikacji:** 2016-09-15T00:00:01Z
- **numer wydania:** 1
- **nazwa przedmiotu:** Learn to Implement Games with Code
- **data premiery:** 2016-09-15T00:00:01Z
- **data uruchomienia strony produktu:** 2016-02-10T20:31:48.616Z

## Parametry

|                 |                |
|-----------------|----------------|
| Liczba stron    | 376            |
| Wydanie         | 1              |
| Wydawnictwo     | Routledge      |
| Autor           | John M. Quick  |
| Opakowanie      | miękka okładka |
| Data publikacji | 2016-09-15     |
| Język           | angielski      |
| Waga            | 0.53 kg        |