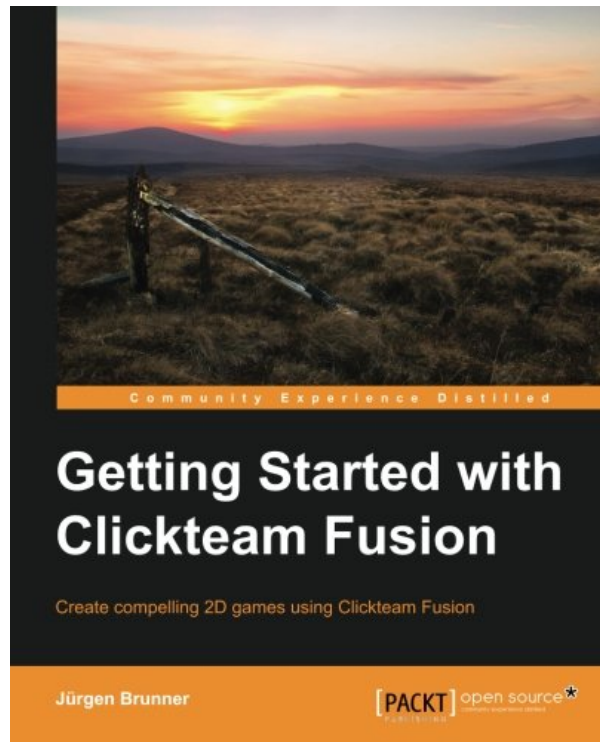
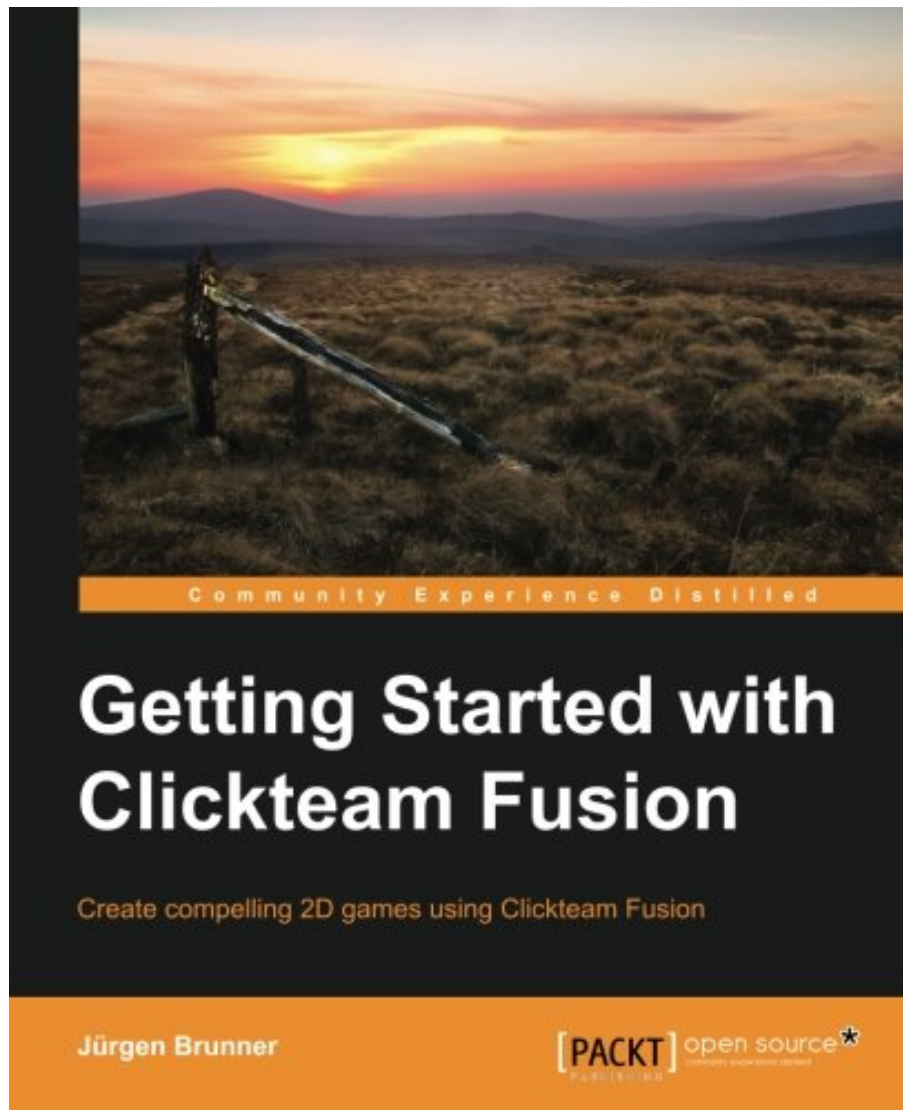


GETTING STARTED WITH CLICKTEAM FUSION BY JURGEN BRUNNER



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About the Author

Jurgen Brunner

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Create compelling 2D games using Clickteam Fusion

- Use the easy-to-understand Fusion editors to design, animate, and program your first 2D games
- Create 2D games without a scripting language or any foreknowledge of game development
- Step-by-step tutorial that will guide you through the many features and essential aspects of creating video games.

Who This Book Is For

This book is for game enthusiasts who want to create their own 2D video games. No prior knowledge of programming or Clickteam Fusion is necessary.

What You Will Learn

- Create 2D games and apps without a scripting language
- Understand game mechanics like movements, physics, or simple artificial intelligence
- Explore the different editors of Fusion including the frame, animation, and event editors
- Prototype your small and big game ideas in Fusion
- Discover more and more about different game types and create your own little game worlds

In Detail

Clickteam Fusion is an extremely powerful yet easy-to-use visual creation tool. With Clickteam Fusion's amazing event editor system, you are able to quickly generate games or apps without having to master a traditional programming language. Clickteam Fusion is a game and application authoring tool that allows you to design and develop games for Windows, iOS, Android, Flash, and XNA for Windows mobile phones and the Xbox.

With this in-depth practical guide, you will learn how to develop 2D games with the intuitive visual programming editor of Fusion and create simple prototypes within hours. You will learn about topics like Loops, Extensions, Exporters and Distribution as well as in depth coverage of other features like building 2d game movements and templates like Asteroids, Racing Car, Platformer or Physics. This book will help you create games for mobile devices and Pc with simple and descriptive game examples.

This book will guide you into the world of video game development, and will teach you how to create 2D games and apps without knowing a scripting language. You will also learn about the basics of this complete development studio, including how to use the graphics, animation, and programming editors.

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Most helpful customer reviews

4 of 4 people found the following review helpful.

An Excellent Introduction to Video Game Design

By Joe Lawry

To a lot of people, video game design seems like the kind of career that's almost impossible to break into. Take me, for example, circa 1994. As a budding video game enthusiast, I wanted nothing more than to become a programmer for Nintendo. Of course, what my 8-year-old counterpart didn't realize at the time was that becoming a game designer for a triple-A company is about as easy as becoming an astronaut. The reality of the situation is that video game design requires a solid background in Computer Science, Mathematics and Art.

This is exactly the kind of background that I didn't have when I was 8 and it's still not the background I have today. Fortunately for me, there's Clickteam Fusion 2.5 and an even better resource that goes along with it: "Getting Started with Clickteam Fusion". Jürgen Brunner, who's a bit of a game enthusiast himself, dispels a myth that a lot of people have about breaking into video game design - that it's impossible to create a game, let alone make one without a background in programming and art.

The only thing that you need to make a game, Brunner asserts, is the drive to see your vision come to life. This starts with a prototype of the game followed by several tests: the alpha phase, closed beta test and open beta test. The light at the end of this tunnel of course is the gold release. This is something that I thought was only reserved for AAA titles. The fact that you can have one for an indie game really excited me when Brunner explained that - and this is where the book starts to get really interesting.

After providing readers with an overview of the game design process, Brunner takes a look at the various

tools and resources that are available in Fusion. He then devotes the rest of his book to the mechanics of game design and how they're handled in the program. If you want to export your game to a mobile platform, then don't worry - Brunner has you covered. The epilogue that he provides is essentially an introduction to Fusion's export function and the different mediums that it supports.

Overall, I found this book to be very useful. I may not know nearly as much about game design as Brunner might but that doesn't mean I'm intimidated by it. The key point that Brunner makes throughout the book is that game design can be a worthwhile hobby or even career if you have the drive to go along with it. Although the latest version of Fusion isn't available as a free download (as of this writing), I think that anyone who reads this book should purchase the full version if they're really adamant about creating games. Highly recommended.

0 of 0 people found the following review helpful.

The perfect book to start using Fusion for those game developers wannabes.

By L. R.

This book is a hands-on introductory guide to Clickteam fusion as a game development tool. It is intended for people that have not experience coding but aims to create a game at their own.

The book has a tutorial like style and comes with several examples in a complementary zip file downloadable from the packtpub website [...]

The book covers the basics of fusion user interface, how to create your first game, the fusion picture, frame and animation editor, how to treat with graphics, control event and movements, apply basic physics, collide detection, using extensions, define some AI to create enemy behaviors, create health and ammo bars, how to adapt to the right resolution of the screen, how to save the game score, how to add a soundtrack, and finally how to export your work for different platforms.

The most interesting aspect of this book is their clarity because it directly exposes how to do the thing and about the Fusion tool it really can help because its very intuitive and graphical so anybody can create an acceptable game with a very little effort.

However the book doesn't cover advanced settings as complicated physics. Nevertheless is a very good book and tool to those game developers wannabes.

0 of 0 people found the following review helpful.

A good book about Clickteam Fusion 2.5

By J. Vance

This book is very good for both new and intermediate users of Clickteam Fusion 2.5

It covers the basic usage and then goes into some more advanced issues to get users to the next level of game development.

If you have seen some of authors game creations like Pitiri 1977 -- [...]

You know he is an expert user of the tool.

The book covers:

- The basics of Fusion
- The Editors
- Physics
- Advanced looping -- Fastloops
- Exporting to Android, Flash, HTML5, iOS and XNA
- Tips for optimizing for mobile development

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