

Learning Stencyl 3.x Game Development: Beginner's Guide

By Innes Borkwood



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A step-by-step, practical tutorial with a no-nonsense approach. The book starts by showing readers how to create a playable game that is fully-functioning, then moves on to demonstrate how to fine-tune the game with eye-catching graphics techniques, audio-effects and more. This book is for indie and existing game developers and those who want to get started with game development using Stencyl. Some understanding of Objective-C, C++, and game development basics is recommended. People with some programming experience may also find this book useful.

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Learning Stencyl 3.x Game Development: Beginner's Guide By Innes Borkwood Bibliography

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Editorial Review

About the Author

Innes Borkwood is a freelance computer consultant and software trainer living in Perth, Western Australia. Prior to moving to Perth in 2011, Innes was a full-time teacher at Chesterton Community Sports College in Staffordshire, England, where he taught Information & Communications Technology for four years. In addition to consulting and teaching, Innes has also worked as a freelance journalist for national computer magazines in the UK. Since the first personal computers arrived in the UK, Innes has been a dedicated technology enthusiast and electronics hobbyist, with an enthusiasm for participating in, and encouraging, life-long learning. He has a First Class Honours Degree in Business Studies with ICT, and continues to learn something new every day! Innes is happily married to his very understanding wife, Ellen, with whom he has two wonderful children, David and Catherine.

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