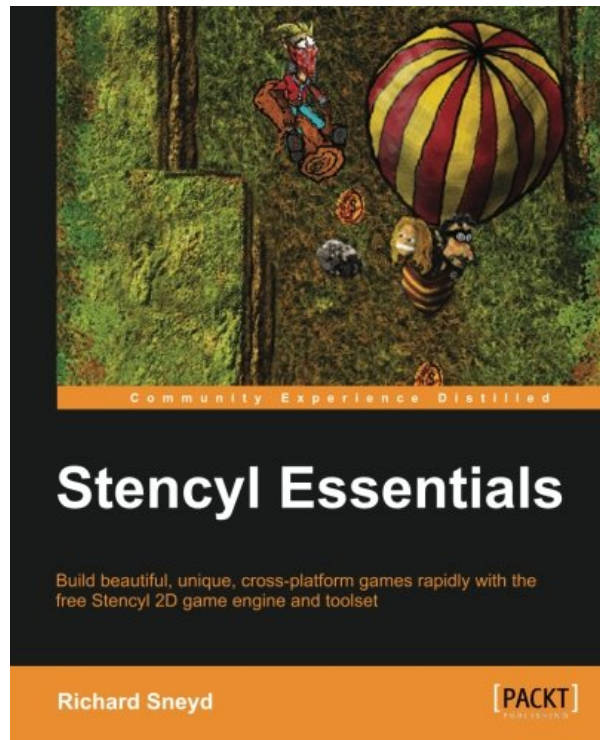
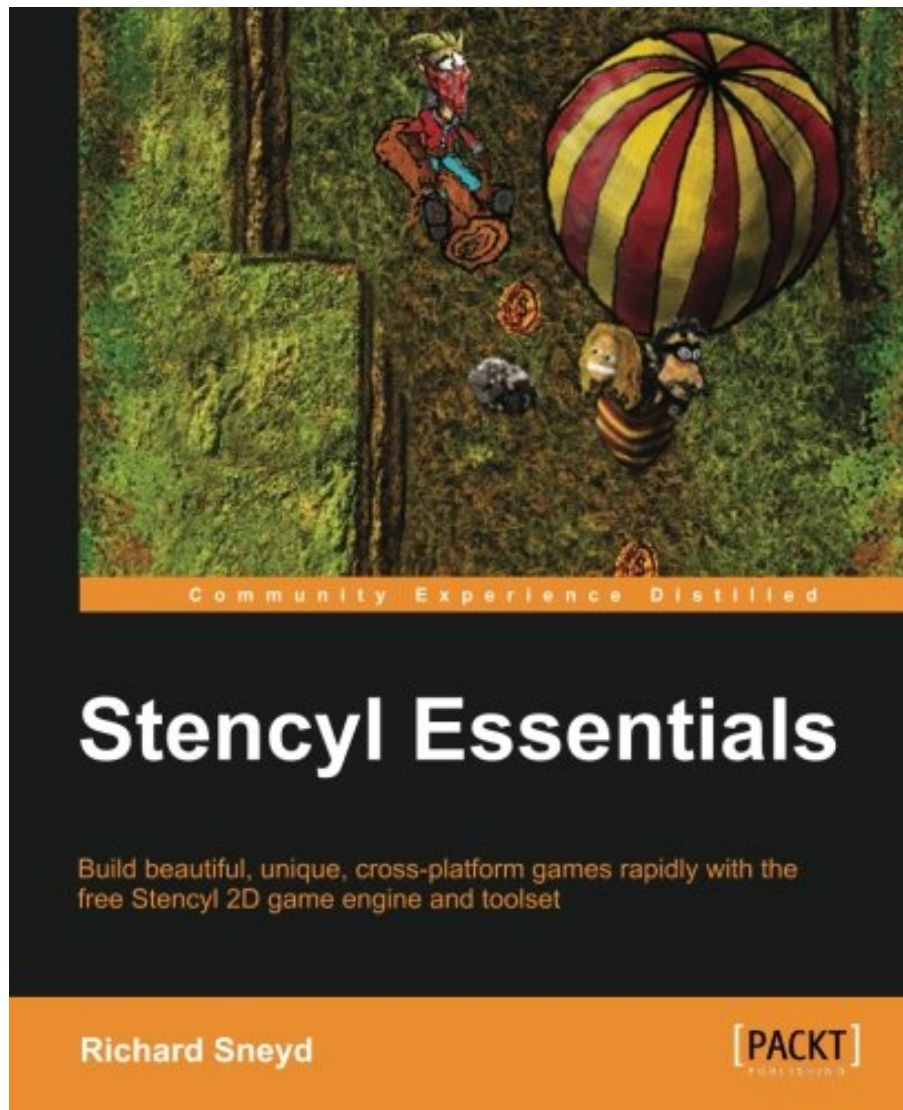


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About the Author

Richard Sneyd

Richard Sneyd (BA Hons.) is the founder and CEO of CyberMyth Games, an indie game development studio based in Country Cork, Ireland. His role within the company requires that he wears many hats, including that of a programmer, designer, digital 2D and 3D artist, sound designer, scriptwriter, texture artist, leader, marketer, and business man. He is also a fully registered, qualified, and highly experienced lecturer. His specialty subjects include 3D modeling and animation, computer game programming, 2D image processing, game design, desktop audio, psychology, consumer behavior, human resources, and business management. In addition to classroom teaching, he is actively involved in online education, regularly publishing new courses, and various other learning materials, such as books and tutorials, in conjunction with CyberMyth Games. He is enthusiastic about his work, and his students and colleagues think of him as a very dedicated and accomplished teacher. All of his courses and books are characterized by a steady, incremental flow of information, and a lucid teaching style that is easy to understand and follow for all. He is a husband to his wonderful wife, Jennifer, and father to a wonderful son, Darius.

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STENCYL ESSENTIALS BY RICHARD SNEYD PDF

Build beautiful, unique, cross-platform games rapidly with the free Stencyl 2D game engine and toolset

About This Book

- Learn to develop fantastic 2D computer games in just a fraction of the usual time using Stencyl's visual programming language
- Gain a deep understanding of all the great game development and design features and tools that Stencyl has to offer
- Build your very first computer game prototype with Stencyl by following the step-by-step lessons in this book

Who This Book Is For

If you are a computer game enthusiast who has always wanted to know what it takes to build a playable game, or maybe you would like to expand your programming knowledge so that you can develop great computer games using a solid game engine and toolkit, then this book is for you.

What You Will Learn

- Discover the key benefits of Stencyl, its technical structure, and what makes it so special
- Understand and work effectively with the Stencyl interface
- Set up scenes and alter their settings at will
- Import and utilize graphics
- Integrate sound FX and music in your games
- Create and configure actor types and instances
- Implement tilesets and backgrounds by importing them in to your game
- Write custom behaviors to control your actors

In Detail

With the incredible growth in the global games industry over the past few years, Stencyl makes it possible for anyone to learn how to create amazing, engaging, and polished 2D games in just a fraction of the time.

Whether you are new to game development or an experienced developer looking for a quicker, more intuitive way to prototype, develop, and publish your game ideas, this book will show you how to achieve your game development goals using Stencyl. By following a clear, step-by-step development cycle for our first game prototype, you will rapidly gain a working knowledge of the Stencyl game engine and toolkit. With ample screenshots, you can be certain that you'll be able to follow along at every stage.

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Most helpful customer reviews

2 of 2 people found the following review helpful.

this book makes for a good tutorial for the "somewhat experienced beginner" looking to make ...

By Cal Arts

SUMMARY:

In short, this book makes for a good tutorial for the "somewhat experienced beginner" looking to make exactly the same type of game that Mudslide Cowboy is. I would not recommend it for an absolute beginner or for someone who has already built a few of their own games. I would recommend it for the casual Stencyler who has done the crash course tutorials and read Innes Borkwood's Learning Stencyl 3.X Game Development: Beginner's guide.

If you are just getting your feet wet with Stencyl and game design, and are looking to make a clone of Mudslide Cowboy and don't care much about how it works, just that it does work, then this book is perfect for you. If you are looking for a deeper understanding of game design principles, game logic, and programming technicalities then I suggest you move on. This book is very much like the books you see in arts and crafts stores. You know the ones like, "How to Draw Dragons" or, "How to Draw Manga". These books give you what you want on the surface level but do not explain in detail figure drawing, anatomy, color theory, etc. Read below for why.

CONS:

The author bills the book as having a "no-nonsense style, enabling you to get to grips with Stencyl in a fun, yet fast paced way" and it is. The author structures the book so that you get to setting up and creating the game relatively quickly but at the cost of explaining much of it. You will find irregular explanations of options and code structure. The rest of it is glossed over and you will just be snapping code together, forgetting about it, and then coming back to it at a later point to finish it. You won't know why it was set up

that way and you will most likely not understand how it is working together (if you are a beginner). You are expected to just follow along to meet the book's goal of having you create a game quickly with no nonsense. This is typically what you find of many tutorials out there in the infinite universe of the Internet. It shows you how to build something (very well) but doesn't explain it for a deeper understanding.

There are times in the book when the author assumes you know your way around Stencyl and forgets to tell you little things like click the ok button. A beginner will be utterly confused when the pop up menu being discussed in the book is not on the screen. In one part, it tells you specifically not to click anything. It does a nice little explanation of things and then it goes onto the next part of the process that cannot be seen unless you specifically click that button you were told not to. Once again, someone who is familiar with the program will know to click that button to go onto the next section. A person with no experience will be lost, at least for a little while, until they get brave enough to click that button.

Values for the game are easy to mess up. If you are not careful to read every line you will mistake the necessary values due to screen shots. The screen shot may have one value but in the text there are instructions to change it to another value. You have to be extra careful.

Infrequent testing. The game doesn't call for playtesting very much. You can easily find yourself at the end of a few chapters testing the game and discovering that it does not work. Too bad you made ten or fifteen modifications to the game during those chapters. Looks like you will have to back over each step to see what you missed. This shouldn't happen. Testing should happen more than the reader would want in order to keep the game moving forward and to keep the reader smoothly engaged.

At certain points, you can tell the author is tired of writing this book. His instructions become this: Set up the code to look like what is in the screen shot. While I am a fan of this style, it is not a good option for beginners. They too easily look over the tiny little details, drop down menus, and similarly-named code blocks. At one point in Chapter 10, he mentions that the next chapter is the end of the book and Monetization and Publishing will be discussed. Then comes Chapter 11: Scoring and Game Rules. This really is a minor detail but it goes to show you the author was a bit tired by the end of the book. But that last part is probably the editors fault.

PROS:

Now that I have done a lot of complaining, I want to come out and say that I don't dislike this book. It just had some flaws that anyone looking to buy it should know about. The following is short but very powerful. Don't judge it by the length but by the context of it.

I can't thank the author enough for his no nonsense way of writing. I applaud him for that. Too many books and tutorials spend their time going off the rails wasting time. I was able to get through this book in a couple of days on and off. If I committed myself to it, I could have probably finished reading it in an afternoon or so.

When you do actually get explanations, they are concise, informative, and helpful. The author also provides good tidbits of information that will help trouble shoot during playtesting. For example: Being aware of placing blank tiles from the tileset in the level editor. This can cause a lot of time lost if you don't know to look for it.

The final chapter on Monetization and Publishing provides an excellent overview and starting point for anyone looking to take that next step. It talks about Android, IOS, different types of certificates, Ad extensions, Interstitial ads, Banner ads, etc. Very well done here.

The code is set up intelligently. I am not a programmer by profession but I have programmed a few complex games and was delighted to learn a few things. Everyone programs differently and there is no right or wrong. Just better or worse. The author does a good, clean job of setting up the code in an understandable way that is easy to construct for beginners and gives more experienced individuals another option.

NOTE:

There are issues with Stencyl that will make the author seem like a liar. He isn't a liar. He just cannot account for the myriad of tiny little things that can cause the reader to get stuck. For example, in Chapter 3 when you import the tileset it may not display properly in the editor. There is no mention of this in the book. You will have to simply adjust a single value to fix it. A person completely new to this would most likely be derailed and blame the author. Once again, it is not the author's fault. It is just the nature of the program.

0 of 0 people found the following review helpful.

Great intro to Stencyl and game programming in general.

By [brenda o donovan](#)

Great book for anyone interested in beginning game development or even an experienced game developer looking to get to grasps with the Stencyl engine. Stencyl's a wonderful engine for making 2D games and this book is a fantastic resource for learning the ins and outs of the software. By the end of this book you will be savvy in using Stencyl and the logic of game programming in general. For me, it was the perfect first step to coding. I got to learn and understand how game programming works and now the thought of learning the likes of C# and C++ seems less daunting! Definitely recommended.

0 of 0 people found the following review helpful.

This book was very useful for me.

By [Javier Gómez López](#)

The book has everything you need to make a video game. In my case, I wanted to make a video game, just as a hobby and I found helpful information in this book. Finally , I posted my video game Newgrounds and have participated in the contest of 2015 Stencyl Jam.

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