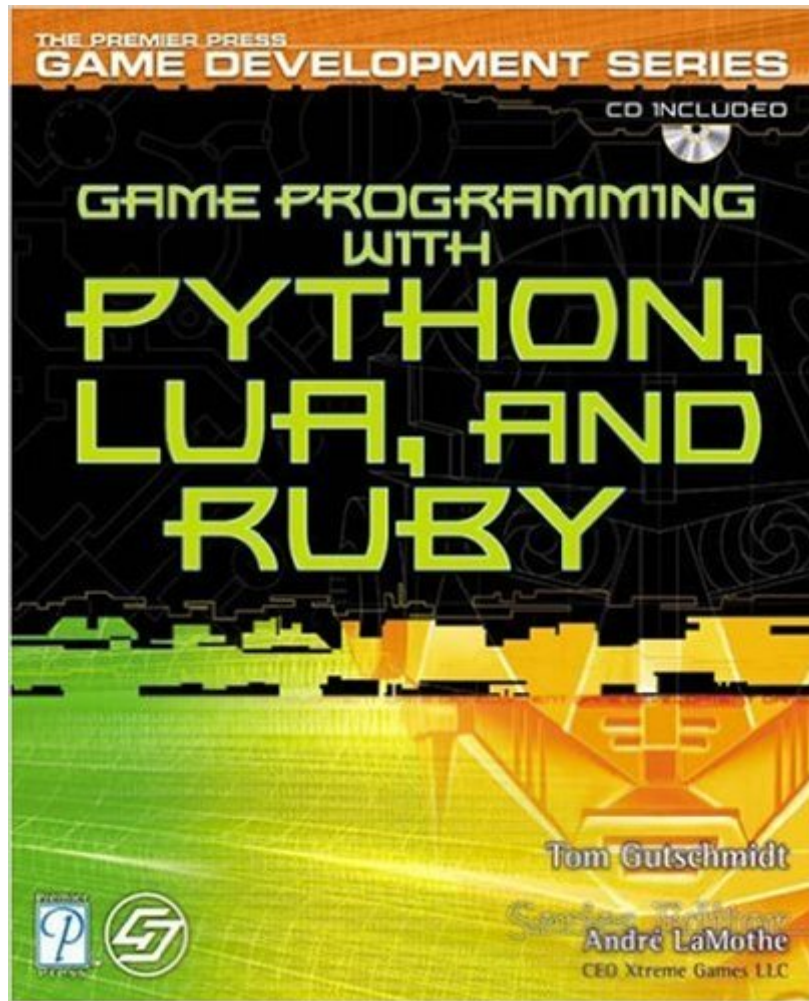


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Game Programming With Python, Lua, And Ruby (Game Development)



Synopsis

Get ready to dive headfirst into the world of programming! "Game Programming with Python, Lua, and Ruby" offers an in-depth look at these three flexible languages as they relate to creating games. No matter what your skill level as a programmer, this book provides the guidance you need. Each language is covered in its own section?you'll begin with the basics of syntax and style and then move on to more advanced topics. Follow along with each language or jump right to a specific section! Similar features in Python, Lua, and Ruby?including functions, string handling, data types, commenting, and arrays and strings?are examined. Learn how each language is used in popular game engines and projects, and jumpstart your programming expertise as you develop skills you'll use again and again!

Book Information

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Customer Reviews

First let me preface this by saying that i'm only on page 31 and ALREADY am I compelled to write a review about how bad this book is. however, if I get further into the book to find that by some miracle it actually improves, I will revise this review as appropriate. However, the first 31 pages alone are so bad i had to say something before other people blow their cash on this. Where to begin? I suppose my biggest problems with the book are:1) It's like no one edited the book AT ALL:By only page 31, already i've had to re-read more than a few sentences because of the blatant grammar errors that I simply don't expect when reading a professionally published book, such as"A strings is basically..."

(p31)"In the 1960's software development..." (p13)."They can be composed numbers, letters..."

(p30)There are numerous others but I can't remember them off hand. Also, in Chapter 1 as the three languages are introduced, the author produces a diagram for each language's "family tree". Two out of three of these are completely wrong. Figure 1.5 is labeled as "The Python language family tree", yet the diagram itself doesn't contain Python anywhere-- rather, the root of the tree is Lua. Figure 1.6 is labeled "The Lua language family tree", but again, Lua is nowhere to be found; rather, the root of the tree is Ruby. How can so many errors exist already, less than one TENTH of the way through the book? 2) Numerous technical errors and misconceptions: With all due respect, I seriously question the author's grasp of even basic subjects so far. For instance, on page 25, we're told that the # symbol is used for one-line comments in numerous languages, including *C*.

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