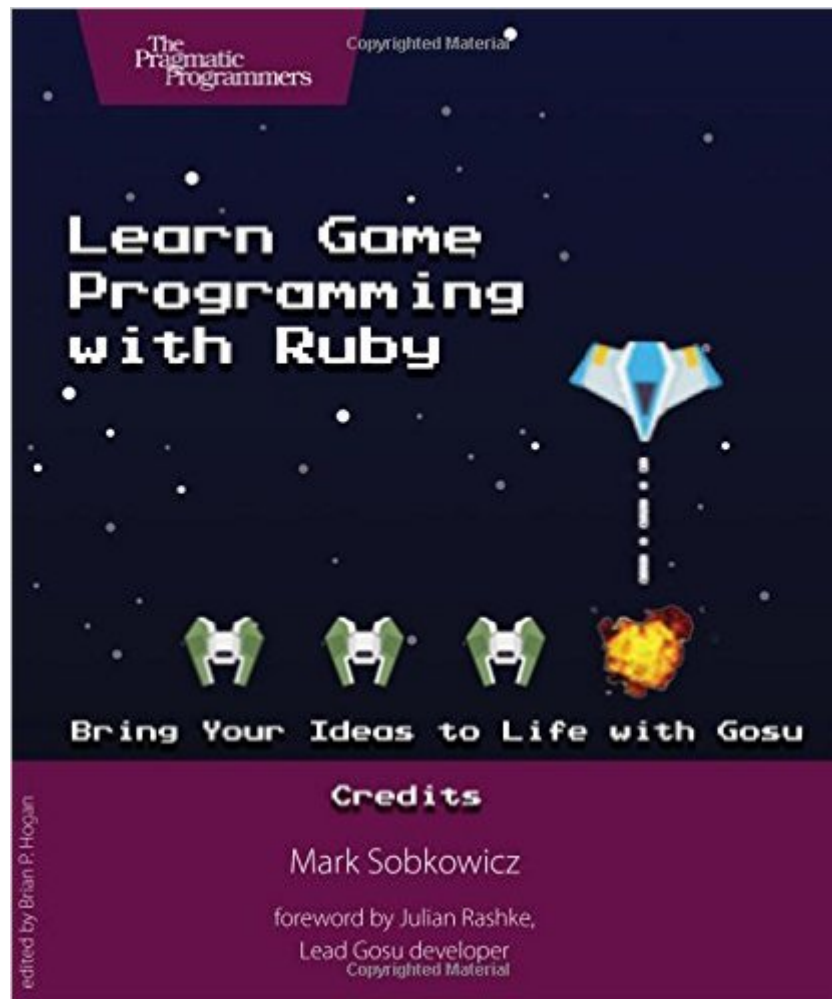# Learn Game Programming With Ruby: Bring Your Ideas To Life With Gosu

Synopsis

Level up your programming skills while making fast-paced, arcade-style video games. Make enemy spaceships explode in balls of fire, and escape from a pit while dodging falling boulders. You'll use the fun and approachable Ruby programming language and the Gosu 2D game library, which makes making games a breeze. Gain the skills and techniques you need to bring your own video game ideas to life with moving images and thumping sounds.If you have a little experience programming in Ruby or another language, then you're ready to start making your own video games. In this book you'll learn concepts such as animation, keyboard and mouse movement, sounds and music, and physics as you build four exciting games.Your first game will test your reflexes as you try to click on a ruby that pops in and out of your screen. Learn how to draw images and text, and how to make objects move around the screen. You'll make a space-shooter where you defend your home base from a seemingly endless stream of enemies, as you discover how to use keyboard input, add music and sounds, an opening title screen, and scrolling end-credits. Next up: make a sliding number puzzle game where you'll learn to incorporate more complicated logic and user interaction into your game. Learn all about game physics as you build a game where a bold adventurer must climb out of a pit while dodging bouncing, spinning rocks. Finally, package up your games as Windows and Mac apps so you can share them with your friends.When you're done with this book, you'll have improved your programming skills, and you'll have all the tools you need to make your own arcade-style games.What You Need:You'll need a computer running Windows 7 or later, or Mac OS X 10.7 or later. All the other software you need is free, and the first chapter will get you up and running.

Book Information

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Customer Reviews

This book is a good introduction to how programs can be written in Ruby employing gems and external libraries. I concur with Victor Blake¢ ™s review about the experience being more entertaining than educational; however you will gain some practical knowledge by building the games. From there you can stretch out by modifying the games and creating alternative variations. Also agree that this book is not for people brand-new to programming. Follow Victor¢ ™s advice about some other intro to programming resources before tackling this text.For these with some experience with moderate Ruby/Python etc¢ | experience: 4 starsFor the complete novice to programming: Not recommended.

Learn Game Programming with Ruby is an introductory book to 2D game programming for beginners. It is based on the Ruby programming language and makes use of the Gosu 2D game development library and the Chipmunk physics library. Readers are assumed to have basic programming skills in Ruby as there is no tutorial. The book guides the readers through the process of writing four very different games, which cover many aspects of basic game programming that may be extended or pieced together as the basis for more complex games.The book first guides the reader to download and set up their Ruby development kit and libraries. From then on, it shows the readers how to write their first game, expand it, and then writing more but very different games as a way to show different techniques in game programming. The complete source code for the four games can be downloaded from the publisher's website.The last part of the book shows the readers how to package their game for sharing.The book is divided into the following main chapters, which should give you an idea of what the book is about.1. Introduction2. Get Ready3. Creating Your First Game4. Creating a Sprite-Based Game5. Managing Lots of Sprites6. Adding Scenes and Sounds7. Creating a Puzzle Game8. Making a Platformer Game with Physics9. Making a Side-Scrolling Game10. Package and Share Your GameThe book is well written and fun to follow. It is suitable for beginners who want to learn 2D game programming. Ruby is one of the easier languages to learn, so readers can focus on how to write games instead. All in all, this book is a great and fun way to learn 2D game programming.

This book requires a background understanding of Ruby in order to understand what the code is

doing. The software relies heavily on gems and libraries -- and to that degree is practical rather than educational. While it shows examples there is not much in the way of explanation or understanding of what the underlying libraries and gems are doing. The instructions are clear, easy to follow, and include reasonable detail. I was able to easily follow the instructions for installation of the gems and libraries (already had brew installed). I'd highly recommend (as does the other) going through the free Ruby intro courses on Code Academy before getting started. For those completely new to Ruby I'd recommend tryruby.org first, then Code Academy, then this book.

I bought this as a gift for my brother, who is in the first year of his studies as a computer engineer. He has not yet started coding his own games, but he enjoys the format of the book and the fact that it's instructions are adaptable to both Mac and PCs.

Learn Game Programming with Ruby is a well-written, easy to read book for learning game programming. It provides fully working code as well as starter files from the book's website. The code is not always the best structured, but the beauty of software is that you can change it. Mark Sobkowicz does a really good job explaining the concepts of the various types of games, and the examples do work as advertised. I found that they were easy to experiment with for further learning.I would not recommend this as the first programming book that you pick up. I have had experience with Ruby before, and I've been programming in various languages for almost 20 years. I recommend Programming Ruby "The Pick Axe Book" as prerequisite material. Ruby is not a difficult language to learn, and the Gosu library works as expected without any prior knowledge.I think this is a great place for people with fundamental Ruby knowledge to start their journey in game programming. I had no prior experience with games, and I found the book very accessible.

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