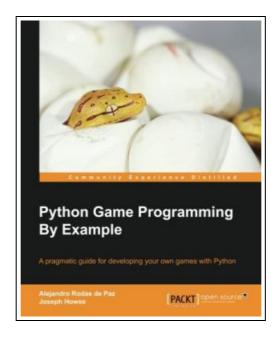# Python Game Programming By Example (Paperback)

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Packt Publishing Limited, United Kingdom, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.A pragmatic guide for developing your own games with Python About This Book * Strengthen your fundamentals of game programming with Python language * Seven hands-on games to create 2D and 3D games rapidly from scratch * Illustrative guide to explore the different GUI libraries for building your games Who This Book Is For If you have ever wanted to create casual games in Python and you would like to explore various GUI technologies that this language offers, this is the book for you. This title is intended for beginners to Python with little or no knowledge of game development, and it covers step by step how to build seven different games, from the well-known Space Invaders to a classical 3D platformer. What You Will Learn * Take advantage of Python s clean syntax to build games quickly * Discover distinct frameworks for developing graphical applications * Implement non-player characters (NPCs) with autonomous and seemingly intelligent behaviors * Design and code some popular games like Pong and tower defense * Compose maps and levels for your sprite-based games in an easy manner * Modularize and apply object-oriented principles during the design of your games * Exploit libraries like Chimpunk2D, cocos2d, and Tkinter * Create natural user interfaces (NUIs), using a camera and computer vision algorithms to interpret the player s real-world actions In Detail With a growing interest in learning to program, game development is an appealing topic for getting started with coding. From geometry to basic Artificial Intelligence algorithms, there are plenty of concepts that can be applied in almost every game. Python is a widely used general-purpose, high-level programming language. It provides constructs intended to enable clear programs on...

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