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# BLITZMAX FOR ABSOLUTE BEGINNERS: GAMES PROGRAMMING FOR THE ABSOLUTE BEGINNER (PAPERBACK)



aPress, United States, 2016. Paperback. Condition: New. 1st ed.. Language: English . Brand New Book Go through the steps necessary to create high-speed 2D retro-style games. This easy-to-read-and-follow one of a kind book on BlitzMax game programming also covers some 3D programming. BlitzMax for Absolute Beginners includes game application projects such as The Great Escape, Tank Attack, and Paratrooper. These will help you build your skills as you go. Have you ever wanted to program your own computer game? Never...

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- Authored by Sloan Kelly
- Released at 2016



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