



# Game Maker Studio Practical Tips & Techniques 2013 Edition Vol. 1

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# Game Maker Studio Practical Tips & Techniques 2013 Edition Vol. 1

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## **Game Maker Studio Practical Tips & Techniques 2013 Edition Vol. 1 HobbyPRESS**

\* We update this book in Apr 2015 \* Professor Overmars's Game Maker had revolutionized the world of Windows game creation, by providing easy drag-and-drop kind of interface for producing complex game logic, all without the need to write difficult codes. Game Maker Studio (GM Studio) is the free edition of the latest generation of GM. The goal of this book is to provide starters with rich technical information so the best decision and judgment can be exercised when creating games through GM Studio. This is not a step-by-step tutorial. This is also not a guide book kind of overview material. We place our focus on the practical side of game creation – practical tips and techniques one will definitely need when starting out a game project. We also tell exactly what can and cannot be done with GM Studio, and the kind of performance drawback that can be foreseen when the platform is not fed with the right inputs. So, are you ready for the challenge? Information presented in this book is based on the V1.2 of GM Studio. You can download it for free from the website of Yoyo Games.

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