Unreal Development Kit Game Programming With UnrealScript: Beginner's Guide

Learn by doing: less theory, more results

Unreal Development Kit Game Programming with UnrealScript

Create games beyond your imagination with the Unreal Development Kit

Beginner's Guide

Rachel Cordone

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Synopsis

This is a step-by-step book that builds on your knowledge by adding to an example game over the course of each chapter. Each topic uses example code that can be compiled and tested to show how things work instead of just telling you. Complicated tasks are broken down into easy to follow steps with clear explanations of what each line of code is doing. This book is written for beginners to UnrealScript, whether this is your first experience with programming or you're coming into it from another language and would like to learn how UnrealScript uses concepts you're already familiar with. If you would like to make games with the Unreal Development Kit, this book is for you.

Book Information

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Customer Reviews

Rachel Cordone's Unreal Development Kit - Game Programming with UnrealScript (Packt Publishing, 2011) is right now the best reference on the subject. The rapid release schedule of UDK makes it difficult to write about and teach, and Cordone's book uses the December 2011 version of UDK, which was released the same month. As far as I know, that makes it the only up to date reference book. More than that, it provides value to experienced coders by adding UnrealScript to their arsenal, then goes even further by adding UDK's Kismet and multiplayer development to the experienced UnrealScript writer's skills.With more than 420 pages of instructional content, it looks a bit daunting at first, but a fast skim through the text shows Cordone is having fun with her material. Her gamer's personality comes through and the text is conversationally informal and refreshing for the reader. Overall she maintains a comfortable environment where the beginner experiences more

enjoyable progress and less anxiety over the material.The book is best for beginner game developers. or beginners to UnrealScript, but if readers have had even a basic programming course, or ever worked with any kind of scripting at all, they'll see rapid progress in the Unreal environment.For a point of reference, I came to video game development from a multimedia and web background, and I have a little experience with other scripting, and a lot of experience in the UDK editor and with Kismet. As a game artist and level designer, I sense that some of the stuff in here I might never use, and it would be an advantage if a few more of the complex functions had descriptions of why they're used, or in what situation, from a game play standpoint instead of a coder's motives.

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