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Basic Game Design and Creation for Fun & Learning teaches you how to make your own computer games--no programming skills required! Whether you're a game player who wants to try making your own games or a teacher who wants to provide a new way for students to learn, you'll find everything you need to get started! Basic Game Design and Creation for Fun & Learning breaks the complex process of game design into an easy-to-follow, step-by-step format. Each chapter helps you create a 2D game using the popular game development software, GameMaker 6.1, and each game project provides reference figures and sample demonstrations, so that you can track your progress as you go. Throughout the book, you'll find real-life examples to explain advanced concepts that would otherwise frustrate beginning game designers. This storybook approach allows you to learn just what you need to get started making your own games quickly, while giving the basic skills you need for creating any kind of game. So if you want to get started turning your own game ideas into reality, or you're thinking about a career in game creation, this is the place to get started!

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