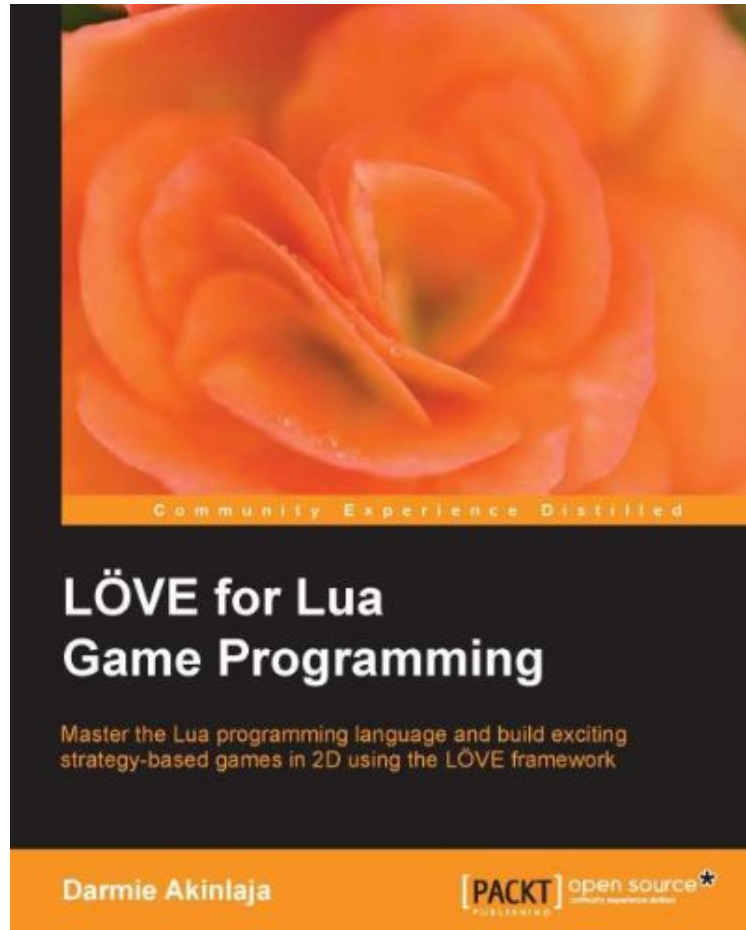


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LVE for Lua Game Programming

Von Darmie Akinlaja

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game from idea to prototype. Even if you are new to game programming, with this book, you will soon be able to create as many game titles as you wish without stress. The LVE framework is the quickest and easiest way to build fully-functional 2D video games. It leverages the Lua programming language, which is known to be one of the easiest game development languages to learn and use. With this book, you will master how to develop multi-platform games for Windows, Linux, and Mac OS X. After downloading and installing LVE, you will learn by example how to draw 2D objects, animate characters using sprites, and how to create game physics and game world maps. LVE2d for Lua Game Programming makes it easier and quicker for you to learn everything you need to know about game programming. If you're interested in game programming, then this book is exactly what you've been looking for.

Approach This book follows a tutorial approach with examples and step-by-step instructions to help explain the key concepts of the LVE framework as well as everything you need to know about game development using the Lua programming language.

Who this book is for LVE2d for Lua Game Programming is for anyone who is interested in learning about desktop game development.

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ber den Autor und weitere Mitwirkende Darmie Akinlaja Darmie Akinlaja is a physicist and software developer who actively develops and contributes to the architecture of RubiQubea cross-platform mobile application that gives users access to a variety of innovative HTML5 applications based on their location. He serves as the Head of Mobile at MobiQube Ltd., a software company located in the city of Lagos, Nigeria, where he's dedicated to developing rich mobile applications for clients. In 2008, Darmie supported his college best friend in developing a social network, which enjoyed its moment of fame at the Federal University of Technology, Akure. In 2011, his interest in video games and animations deepened, so he founded a video game production start-up, Gigaware Enterprise, with the goal of creating the best quality and fun games with local African contexts. Darmie's passion for technology began at the age of 7 when he had his first encounter with a computer system; ever since, his curiosity has helped him discover a lot about technology and also helped him learn everything by himself.