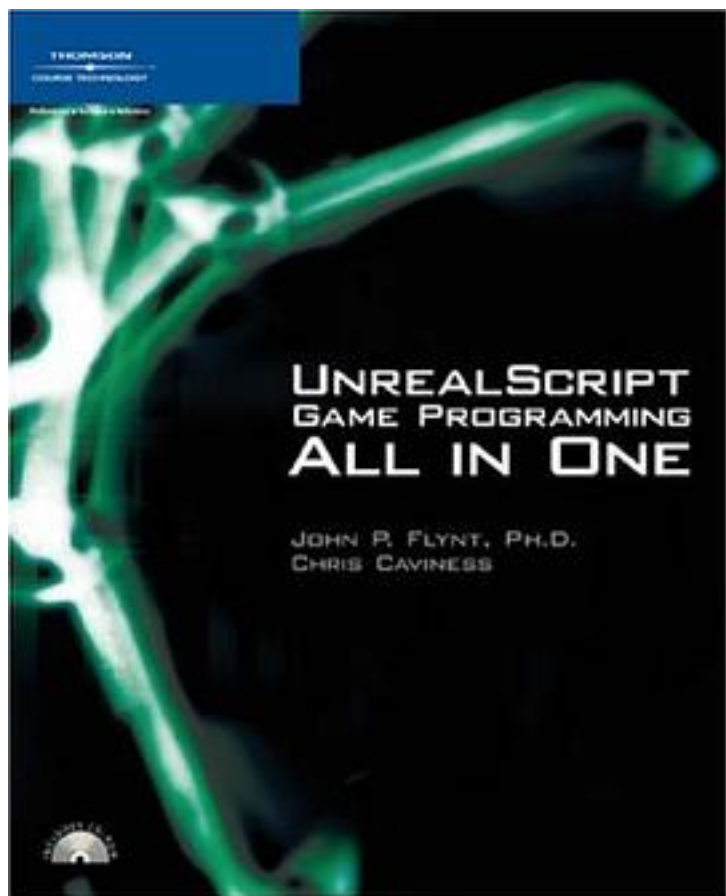


UnrealScript Game Programming All in One



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UnrealScript Game Programming All in One provides you with an introduction to the basics of UnrealScript, an essential part of the Unreal Tournament game engine. This game engine has been used to develop some of the most popular, most praised games in existence today. If you are new to programming and want to begin with a

language that puts you in a position to immediately work with a game, then UnrealScript is ideal. Written to help you develop the fundamental programming skills you need to immediately begin working with modifications to Unreal Tournament, this book offers approximately 70 starter programs designed as beginner-level workarounds to the Unreal Tournament class hierarchy. Get ready to jump into this easy-to-follow guide to programming, UnrealScript, and Unreal Tournament!

作者介绍:

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