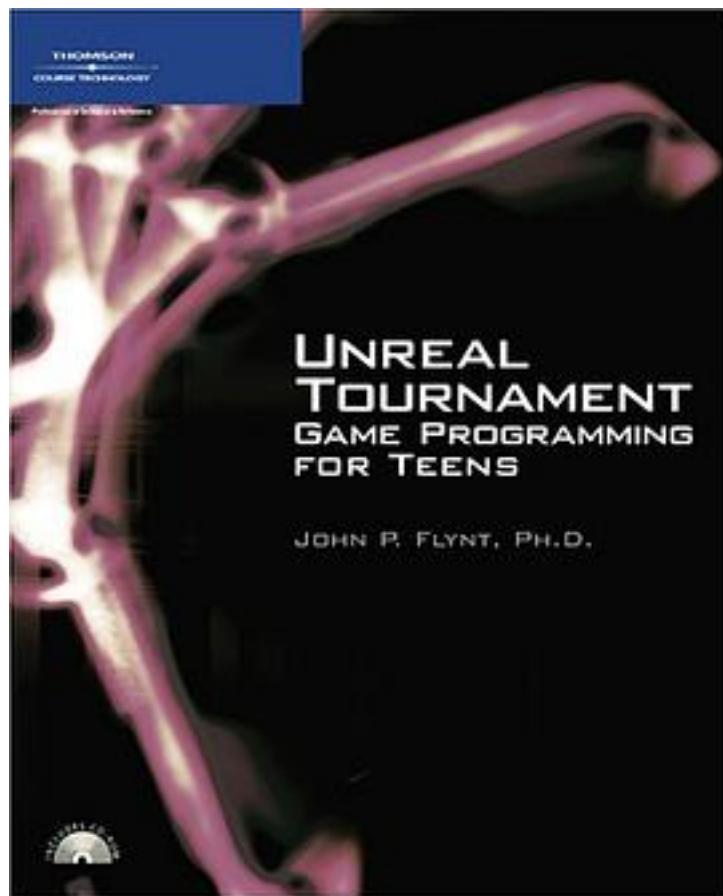


Unreal Tournament Game Programming for Teens



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Unreal Tournament Game Programming for Teens provides you with a structured but entertaining way to learn how to develop your own simple computer games using Unreal Tournament. It addresses the fundamentals of computer programming by allowing you to work with UnrealScript and the Unreal Level Editor. You'll begin with

programming basics and will then quickly progress to creating elementary events and games within the modification framework provided by Unreal Tournament. This book does not involve actual game play with Unreal Tournament, but rather focuses on how to derive classes from the classes in the Unreal Tournament class hierarchy, how to use features of the Unreal Level Editor, and how to work with the syntax of UnrealScript. Using the skills you develop as you work through the book, you can begin exploring how to program a number of events characteristic of Unreal Tournament.

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