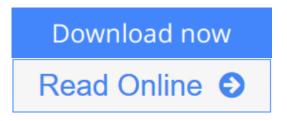# UnrealScript Game Programming Cookbook

By Dave Voyles

UnrealScript Game Programming Cookbook By Dave Voyles

Make the Unreal Engine your own and enter the world of high-level game programming with this super-practical collection of recipes for UnrealScript. Professional developer or hobbyist, this book will give you the edge.

Overview

- Create a truly unique experience within UDK using a series of powerful recipes to augment your content.
- Discover how you can utilize the advanced functionality offered by the Unreal Engine with UnrealScript.
- Learn how to harness the built-in AI in UDK to its full potential.

In Detail

Designed for high-level game programming, UnrealScript is used in tandem with the Unreal Engine to provide a scripting language that is ideal for creating your very own unique gameplay experience. By learning how to replicate some of the advanced techniques used in today's modern games, you too can take your game to the next level and stand out from the crowd.

By providing a series of engaging and practical recipes, this "UnrealScript Game Programming Cookbook" will show you how to leverage the advanced functionality within UDK. You'll be shown how to implement a wide variety of practical features using the high-level scripting language ranging from designing your own HUD, creating your very own custom tailored weapons, to generating pathfinding solutions, and even meticulously crafting your own AI.

Learn how you can fully augment your projects with UnrealScript, with the additional inclusion of specific techniques that cover disciplines as diverse as AI scripting and HUD design. Initially starting with recipes that cover tinkering with your IDE, developing archetypes, and scripting cameras, you'll soon move on to creating advanced artificial intelligence, weapons, and vehicles alongside unique HUD and inventory systems.

What you will learn from this book

- Create advanced navigation with pathnodes and waypoints.
- Construct AI that follows and avoids players and other bots.
- Produce custom modular weapons, like your very own homing rocket.
- Develop a HUD to display essential information using the UDK canvas.
- Fashion archetypes and prefabs for easy collaboration with level designers.
- Script a modular camera system for a variety of perspectives.
- Craft pickups for both health and ammunition.
- Design weapons that perform damage over time or even heal friends.

Approach

Filled with a practical collection of recipes, the UnrealScript Game Programming Cookbook is full of clear step-by-step instructions that help you harness the powerful scripting language to supplement and add AAA quality to your very own projects.

Who this book is written for

This essential Cookbook has been assembled with both the hobbyist and professional developer in mind. A solid foundation of object oriented programming knowledge will be required. All examples can be replicated and used by UDK and in some cases other software and tools - all of which are available for free – can be used too.

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Editorial Review

About the Author

Dave Voyles

Dave Voyles has worked as a coordinator for the last two Indie Games Uprisings on Xbox Live, an annual event organized to highlight the talented developers and their titles on Xbox Live Indie Games. Additionally, he has released a title of his own, Piz-ong on XBLIG, as well as projects using Unity and the Unreal Engine for game jams.

He's proficient in C# and UnrealScript, and all facets of the Unreal Engine, as well as a number of 3D modeling suites, including 3DS Max and Maya.

He has also worked as a technical reviewer on Unreal Development Kit Game Programming with UnrealScript: Beginner's Guide, Packt Publishing and Unreal Development Kit Beginner's Guide, Packt Publishing. Moreover, he works as managing editor at Armless Octopus, a site dedicated to cover Indie game development with an emphasis on XNA and XBLIG. You can find him on Twitter under the handle **@DaveVoyles** or at **www.About.me/DaveVoyles**.

Users Review

From reader reviews:

Brandon Harmon:

The experience that you get from UnrealScript Game Programming Cookbook may be the more deep you digging the information that hide into the words the more you get serious about reading it. It does not mean that this book is hard to understand but UnrealScript Game Programming Cookbook giving you excitement feeling of reading. The author conveys their point in particular way that can be understood by simply anyone who read it because the author of this guide is well-known enough. This book also makes your vocabulary increase well. Making it easy to understand then can go along, both in printed or e-book style are available. We highly recommend you for having this kind of UnrealScript Game Programming Cookbook instantly.

Sandy Gonsalves:

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