Programming Video Games for the Evil Genius

Ian Cinnamon

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IF EVIL'S YOUR NAME, THEN THESE ARE YOUR GAMES!

Always wanted to be a genius game creator? This Evil Genius guide goes far beyond a typical programming class or text to reveal insider tips for breaking the rules and constructing wickedly fun games that you can tweak and customize to suit your needs!

In *Programming Video Games for the Evil Genius,* programming wunderkind Ian Cinnamon gives you everything you need to create and control 57 gaming projects. You'll find easy-to-follow plans featuring Java, the most universal programming language, that run on any PC, Mac, or Linux computer.

- Illustrated instructions and plans for an awesome mix of racing, board, shoot 'em up, strategy, retro, and puzzle games
- Gaming projects that vary in difficulty-starting with simple programs and progressing to sophisticated projects for programmers with advanced skills
- An interactive companion website featuring a free Java compiler, where you can share your projects with Evil Geniuses around the globe
- Removes the frustration-factor-all the parts you need are listed, along with sources

Regardless of your skill level, *Programming Video Games for the Evil Genius* provides you with all the strategies, code, and insider programming advice you need to build and test your games with ease, such as:

- Radical Racing
- Screen Skier
- Whack an Evil Genius
- Tic-Tac-Toe Boxing
- Snake Pit
- Space Destroyers
- Bomb Diffuser
- Trapper
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