

Unreal Development Kit Game Programming with UnrealScript Beginner's Guide



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This is a step-by-step book that builds on your knowledge by adding to an example game over the course of each chapter. Each topic uses example code that can be compiled and tested to show how things work instead of just telling you. Complicated tasks are broken down into easy to follow steps with clear explanations of what each line of code is doing. This book is written for beginners to UnrealScript, whether this is your first experience with programming or you're coming into it from another language and would like to learn how UnrealScript uses concepts you're already familiar with. If you would like to make games with the Unreal Development Kit, this book is for you.