

Unreal Development Kit Game Programming with UnrealScript: Beginner's Guide

Rachel Cordone

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Rachel Cordone : Unreal Development Kit Game Programming with UnrealScript: Beginner's Guide before purchasing it in order to gauge whether or not it would be worth my time, and all praised Unreal Development Kit Game Programming with UnrealScript: Beginner's Guide:

18 of 18 people found the following review helpful. Phenomenal book for a topic that has little published By Jason Olsan On ordering this book, I had a very low bar. Most UDK books are written about creating levels in the editor and a chapter (with about half a chapter's worth of information) about UnrealScript. I've always thought that UnrealScript is the one topic that is woefully under represented considering its importance it writing a quality game. At such a low price for the Kindle, I was willing to purchase this book with a high amount of skepticism. I am so glad I did and am more than happy that I was wrong. This book goes well past the "How to write your first program" rigmarole of most UnrealScript books. It steps straight into how UnrealScript works, what the keywords are used for, and real-world

examples of what you can do with UnrealScript. I thought I had a good knowledge of UnrealScript basics, but within the first 30 pages Rachel's book already showed me a MUCH simpler approach to changing a camera than what I spent three days doing. The most amazing thing about this book is the professional approach she takes with the organization of her code. She brings up important points that novices in the development field should know about writing maintainable code. Having worked in the software development industry for 15 years, this book feels simple enough to help new people but is comprehensive enough to be a boon to a seasoned developer. If you want to learn UnrealScript, BUY THIS BOOK. 10 of 10 people found the following review helpful. Great Book for Beginners By supermieki This is the best UnrealScript tutorial/blog/video/book/you-name-it I have found. It is definitely an excellent place for beginners to start out with programming UnrealScript. If you have a good background in another language like Java or C#, really any other object oriented or scripting language, you can gloss over the first few chapters as the author explains what ints/floats, variables, methods, classes, loops, etc... are. She does a good job of not only explaining WHAT to do by WHY you are doing it. By the time you get halfway through the book, you will have a simple top down game working; your own weapon, power-ups, enemies and scoring. In the next few chapters she moves on to some slightly more intermediate topics like states, some Kismet (like creating actions and events that you can use in Kismet), adding multiplayer support to your simple game and how to debug and optimize your scripts. Then she finishes the book with some "odds and ends" as she calls them like using external DLL's and actor components. This book is JUST programming. You will need to supplement it with other books or tutorials online for things like design and content creation (modeling, animation, art, etc...) to have a good looking game but, she gives you a good base to start out making the game fun to play. Kindle buyers: I bought the Kindle version and some of the formatting is messed up or characters were dropped in important places, like a minus sign in a function. All of them I have run across so far have been easy for an intermediate/advanced programmer to find but would probably cause some frustration for a beginner when their code won't compile. On the plus side, I do like being able to add highlights, notes, and bookmarks as well as search in the Kindle Reader app. 2 of 2 people found the following review helpful. New to unrealscript programming? Me too! By htl So far so good. I am a newly graduated Game Artist. I deal primarily with the art of the game, ya know the 3d models, art concepts, in game cutscenes, textures etc. In other words I don't know jack about programming whatsoever. My portfolio is lacking so I figure I learn some programming and thus this book seemed like a good idea. AND IT WAS! I program my first sprite to appear in the game (somewhere in the early chapters, those pro programmers might not find it impressive but I am an artist! its my first time) Later I programmed it to appear in the editor but not in game. I had some problems but I learned. (this is different from this'). Now I must say as an artist I must admire and respect you programmers for your versitlity, fortitude, problem solving skills and desire to push soo hard and work long hours to know how to program. It isn't easy but this book takes you each step of the way and learn, research, expirement and think more. With strong backs and long hours programming at first seems like a scary chore but later it evolves into obsession.

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.

About the Author Rachel Cordone is a designer and self-taught UnrealScript programmer who has been working with the Unreal Engine since 1999. She has worked for various game and simulation companies since 2003 including Pipeworks Software and Parsons Brinkerhoff, and has started up her own game company, Stubborn Horse Studios, to make independent games with the Unreal Development Kit. Stubborn Horse's first project, Prometheus, won several awards in Epic Games' Make Something Unreal Contest.