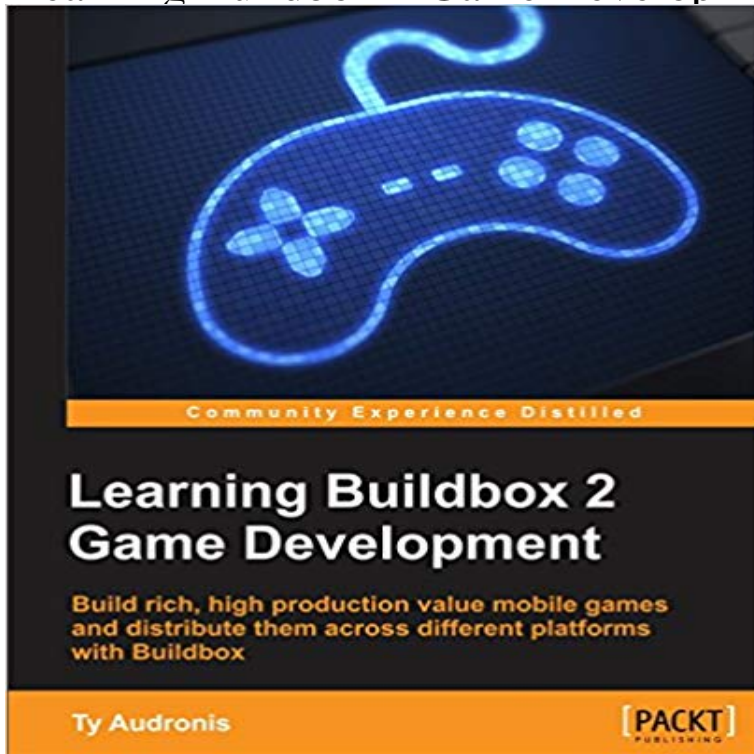


# Learning Buildbox 2 Game Development



**Key Features**  
Create captivating 2D & 2.5D (isometric) video games for all platforms  
Leverage Buildbox to monetize and prepare your games for distribution  
This step-by-step tutorial will get you generating complex and media rich games with no coding experience  
**Book Description**  
Buildbox is an any skill level development platform to develop video games with no coding experience. It also exports these games for any platform (from windows to mac to iOS to Android and Blackberry) all using the same graphic user interface. Using an examples as tutorials, we will relate the driving principles and youll see how you can implement these principles to develop 2D and 2.5D games on the platform. We begin by setting expectations and providing a brief overview of the software. But its not long before you dive in to creating your first video game. You will actually have a playable level (world) by the end of the second chapter. Later on, youll learn everything from basic graphics creation to advanced world design while you refine your first game, called Ramblin Rover. All along the way, you will see how certain functions could be used in tandem to create other types of games; hoping to spark imagination. We will follow the principles and process of monetization through ads and in-game rewards. Lastly, we will go through the process of exporting, compiling, and preparing your storefront to sell the games. What you will learn  
Create the illusion of a 3D background in your game using parallax  
Add advanced controls and obstacles to our first world  
Develop assets (graphic and audio) for the Buildbox engine  
Design games based on the capabilities and limitations of Buildbox and their target platforms  
Compile and distribute video games on various channels such as Steam, iOS store, Android stores, and the Mac App Store  
**About the Author**  
Ty Audronis has been programming his own

video games since 1980. When other kids were raking leaves for spare cash, Ty was making games for local kids and setting up networks in the neighborhood. Since then, Ty worked for some of the worlds finest industrial design firms developing everything from custom CMS websites to interactive exhibits in world-renowned museums to prototyping user interfaces for major banking institutions. Ty has a rich history in the Television and Film industries as well. Ty first became familiar with Buildbox when a client asked him to make a video game for mobile devices in record time. He was impressed with the ease of use, and quick turnaround when creating basic 2D and 2.5D games, reducing the time for Ty to create a game from months to mere days.

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