

Corona Sdk

If you are a game developer or a general programmer who wishes to focus on programming systems and techniques to build your game AI without creating low-level interfaces in a game engine, then this book is for you. Knowledge of C++ will come in handy to debug the entirety of the AI sandbox and expand on the features present within the book, but it is not required.

Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer.

google play store

Platform	1	Lua	Corona SDK	2	Cross-
		Lua	Corona SDK	4	WorkShop
" Game Ant Boom "	...	Build	Android	6	

google play store

This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS.

You don't need game development or programming experience.

Mobile Game Development with Corona SDK

Mobile Game Development With Corona SDK

Designing and Developing Robust Instructional Apps

Advanced Intelligent Systems for Sustainable Development (AI2SD ' 2019)

Create Mobile Games with Corona

Corona Lua Game Basic

Corona SDKはクロスプラットフォームなスマートフォンアプリ開発ツールです。Corona SDKは簡単に開発を始められ、かつ本格的なゲームアプリができるということで、現在注目されています。本書はiPhone/Android用の簡単なゲームを制作しながら、Corona SDKの基本から実践までを解説していきます。Chapter1は「Corona

SDKの基本」として、Corona

SDKの概要から開発環境の構築まで解説します。Chapter2「形合わせのパズルゲーム」は基本編。Corona

SDKで簡単なパズルゲームを作りながら、Corona SDKでのアプリ制作の流れを習得します。Chapter3「カジュアルゲームを作る」では横スクロールのアクションゲームを題材に、横レイアウトの設定やマルチレゾリューション対応、効果音の設定やアニメーション、背景のスクロールなど、ゲームに必要なあれこれを解説します。Chapter4「物理演算を行なうゲームを作る」は石積みゲームを題材に、物理演算について解説します。Chapter5「ネイティブ機能を利用したゲームを作る」では加速度センサーを使ったゲームを作ります。合わせてiOSやAndroid用のアプリのビルドや、実機へ

アプリを転送する方法も解説します。Chapter6「Plugin機能を利用したアプリ開発」では、アプリ内への広告の表示、SNSへの写真投稿を解説します。合わせて、アプリレコーディングのポップアップの表示方法や日本語名でのアプリ名表示

なども説明しています。Chapter7「Corona SDKをもっと知るために」では、Corona

SDKについてどのように情報収集すればよいかや、Corona

SDK本家サイトの見方などを紹介しています。また、章末のコラムでは、「Corona

SDKとIT教育」といった教育現場でのCorona SDKの活用の話や、「Composer APIによる画面遷移」「アニメーション

作成ツール」「物理シェイプ作成ツール」など開発時に役立つTipsを解説。スマートフォンアプリ開発のツールをお探しの方、「簡単」に「楽しく」開発の勉強を始めてみたい方、プログラミングを学習したい方、Corona SDKを勉強したい方.....そういう方に、ぜひ手にとってもらいたい1冊です！「本書によって、Coronaが簡単で強力なプラットフォームであることを理解し、アイデアを素晴らしいアプリとして開発することができます。もし、あなたが既に他の開発ツ

ールを利用していたら、いかに素早く画面に面白いものを表示できるかにきっと驚かれると思います。（中略）Corona

によって、アイデアを実現するワクワクを感じていただけることを望んでいます。楽しいコーディングを！」（「Corona Labs創業者からのメッセージ」より）

NUOVA EDIZIONE AGGIORNATA Corona SDK è un potente framework 2D progettato nel mondo mobile per lo sviluppo specifico di giochi, ebook interattivi e applicazioni aziendali: in generale pu ò essere utilizzato per realizzare qualsiasi idea e trasformarla in una app di altissimo pregio. Corona SDK non ha eguali nel dare agli sviluppatori di applicazioni mobili la capacità di sviluppare contenuti di alta qualità a velocità record. La vera rivoluzione di questo framework è per ò la possibilità di scrivere un solo codice e realizzare distribuzioni per device radicalmente diversi, come per esempio le famiglie iOS e Android, con tempi di sviluppo drasticamente migliorati e una resa finale che non ha eguali con nessun altro prodotto concorrente. Sviluppare con Corona vuol dire anche entrare a fare parte di una community molto affiatata e diffusa a livello mondiale. Entrare in contatto con sviluppatori esperti e disponibili è molto semplice cos ì come trovare occasioni di collaborazioni e opportunità di lavoro. "Corona SDK: sviluppa applicazioni per Android e iOS" di Mirco Baragiani ti guiderà con facilità ed efficacia all'utilizzo di questo framework. In ogni volume troverai tutorial dettagliati e ragionati, con cui potrai approfondire aspetti pratici e teorici, fino alla creazione di applicazioni multiplatforma complete

e perfettamente funzionanti. A chi si rivolge il corso . Ai principianti assoluti. . A chi ha già esperienza di sviluppo di applicazioni e vuole aumentare le proprie abilità . . A chi è alla ricerca di nuove opportunità professionali e di business. La struttura del corso . 10 livelli progressivi per 10 ebook. . Ogni ebook costituisce un livello: alla fine del livello avrai appreso importanti concetti e messo in pratica le tue conoscenze attraverso lo sviluppo di una o più applicazioni. . Istruzioni puntuali e specifiche per Android e iOS. . Ogni ebook è autoconclusivo e autonomo dagli altri. I contenuti e i tutorial sono progressivi. In ogni ebook . Oltre 100 pagine di tutorial passo passo e testo chiaro, semplice e pratico. . Approfondimenti, suggerimenti utili e sitografia. . Codice completo delle applicazioni realizzate. . Immagini dettagliate ed esplicative. **LIVELLO 1** Primi passi con Corona SDK Imparerai: . A installare e configurare Corona SDK per Windows. . A installare e configurare Corona SDK per Android. . La scelta dell'editor, il simulatore e il pannello di controllo. . La tua prima applicazione Corona SDK per Android e iOS.

Nel sesto volume di "Corona SDK: sviluppa applicazioni per Android e iOS" continuerai a occuparti delle basi del linguaggio LUA l'ambiente, i moduli ed i pacchetti. Nel secondo capitolo continuerai a progettare e sviluppare un videogioco in stile Angry Birds aggiornando la tua applicazione alle nuove direttive di Graphics 2.0, inoltre inizierai a realizzare la logica del gioco prima di terminarlo definitivamente nel prossimo ebook. Il terzo capitolo è dedicato alla libreria ICE per la memorizzazione semplice e immediata dei tuoi dati persistenti. Il quarto capitolo affronta l'importante tecnica delle maschere, strumento molto utile per migliorare le interfacce. L'ultimo capitolo invece è interamente dedicato al nuovo motore grafico di Corona SDK: Graphics 2.0. Durante la trattazione sono proposti utili esercizi. Potrai inoltre mettere in pratica quanto appreso, usufruendo del materiale didattico dedicato e disponibile per il download. **LIVELLO 6** Progetti e tecniche intermedie con Corona SDK (terza parte) Imparerai: . Le basi del linguaggio LUA . A programmare un clone di Angry Birds . A utilizzare le maschere e la libreria ICE . A comprendere e utilizzare le nuove funzionalità di Graphics 2.0

This book offers an engaging approach to cross-platform mobile app development using the Lua scripting language and Corona SDK as a foundation. Beginning programmers will learn the fundamental concepts and techniques one step at a time across 14 hands-on chapters illustrated with over 100 sample apps. If you've dreamt of having an app for sale, but don't know how to start, this book can be the first step on your journey. Scripters who prefer a GUI-based development environment can use the bundled Drawn2Code IDE to design their Corona SDK apps. This prototype IDE automates much of the writing process for you, allowing you to focus on the design of your app. Professor Carlson has taught over a thousand students to code and create mobile apps using a fun, step-by-step approach. Focus on learning scripting fundamentals while building cross-platform games and utility apps with the rich feature-set afforded by the Corona SDK.

Foundations, Development, and Applications

Corona SDKで作るiPhone/Androidアプリプログラミング

Volume unico

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 4

Learn Corona SDK Game Development

Corona SDK Mobile Game Development Beginner's Guide Packt Publishing Ltd

*Nel settimo volume di "Corona SDK: sviluppa applicazioni per Android e iOS" inizierai lo studio di un importante argomento di teoria: la programmazione a oggetti con LUA, con un primo esempio di ereditarietà; questo studio ti accompagnerà fino alla fine della collana. Il secondo capitolo è tutto dedicato alla conclusione del clone di Angry Birds, il tuo secondo videogioco interamente sviluppato con Corona SDK. Nel terzo capitolo riprenderai lo studio dei widget, approfondendone in particolare uno molto utilizzato in svariate applicazioni: lo ScrollView. L'ultimo capitolo invece è interamente dedicato a due nuovi segmenti del motore grafico di Corona SDK: Graphics 2.0. Durante la trattazione sono proposti utili esercizi. Potrai inoltre mettere in pratica quanto appreso, usufruendo del materiale didattico dedicato e disponibile per il download. **LIVELLO 7** Progetti e tecniche intermedie con Corona SDK (quarta parte) Imparerai: . Le basi del linguaggio LUA . A programmare un clone di Angry Birds . Ad applicare l'ereditarietà . A realizzare uno Scrollview . A impiegare gli Shaders e i Containers in Graphics 2.0*

In this Mobile Game Development with Corona SDK, expert author J.A. Whye will teach you how to create a mobile game with Corona SDK for iOS or Android. This course is developed for beginners, meaning no prior programming experience is required. You will start by learning about the Lua language, then jump into how to display and animate images. From there, Whye will teach you about tap and touch events and how to use the widget library, including how to make buttons with widgets and create scrolling pictures. This video tutorial will also cover how to create text on the screen, manage a scene with Composer, and saving and loading files. You will also learn how to display Sprites on the screen and animate them, as well as how to use music and sound effects in your game to create a scoring system. Finally, you will learn how to create three simple games: a physics-based puzzler, a memory match game, and a space shooter. Once you have completed this computer based training course, you will be fully capable of creating your own game from scratch with Corona SDK. Working files are included, allowing you to follow along with the author throughout the lessons.

Learn to Program Android Apps - in Only a Day! Android: Programming Guide: Android App Development - Learn in a Day teaches you everything you need to become an Android App Developer from scratch. It explains how you can get started by installing Android Studio and learning to use the Android SDK Manager. Can you really create an app in just a day? Yes, you can! With Android: Programming Guide: Android App Development - Learn in a Day, you'll learn to create "OMG Android." This app is similar to the "Hello, World" program that many beginners create when learning new computer languages. Soon, you'll have your very own app that greets you by name! Can you create an app and try it out on your personal Android device? Absolutely! Learn to run your app on emulators and devices, and how to put personal touches on your app. You'll learn how to update your apps with the Android SDK Manager, use XML, and add buttons and listeners! Order your copy TODAY!

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition**The Ultimate Roadmap for Both Non-Programmers and Existing Developers****Learning Game AI Programming with Lua****Progetti e tecniche intermedie con Corona SDK (seconda parte)****Volume IX: Aging, Gender and Work, Anthropometry, Ergonomics for Children and Educational Environments****Producing IOS 6 Apps**

Nel nono volume di "Corona SDK: sviluppa applicazioni per Android e iOS" proseguiremo inizialmente il nostro percorso di approfondimento del linguaggio LUA, soffermandoci sulle coroutine. Nei capitoli successivi affronteremo lo studio di due importanti strumenti di Corona SDK, ovvero il widget Tab Bar e lo strumento "Composer"; realizzeremo inoltre un prototipo completo e funzionante di lettore MP3. Passeremo quindi a utilizzare un interessante software per la generazione di spritesheets, Texturepacker, importando file e codice generato in un progetto con Corona SDK. Infine, nell'approfondimento dedicato al motore Graphics 2.0, ci concentreremo su due strumenti molto potenti: Miscele e Riempimenti per operare fusioni tra immagini come nei filtri di Photoshop (ma con tutta la potenza e la versatilità di controllare il processo dal codice), e la Prospettiva 2.5D per realizzare effetti dal forte impatto visivo. LIVELLO 9 Progetti e tecniche avanzate con Corona SDK (seconda parte) Imparerai: . A creare le coroutine in LUA . A impiegare lo strumento Composer e il widget Tab Bar . A realizzare un lettore MP3 completo e funzionante . A integrare gli spritesheets creati con Texturepacker . A creare miscele, riempimenti e a utilizzare la prospettiva 2.5D in Graphics 2.0

Using a project based approach you will learn the coolest aspects of Corona SDK development. Each project contains step-by-step explanations, diagrams, screenshots, and downloadable materials. This book is for users who already have completed at least one simple app using Corona and are familiar with mobile development using another platform and have done Lua programming in another context. Knowledge of the basic functions of Corona routines, as well as an understanding of the Lua programming language's syntax and common libraries, is assumed throughout.

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A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games

Mobile Electronic Commerce

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 8

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 7

Corona SDK: sviluppare applicazioni per Android e iOS. Livello 1

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 10

Mobile Game Design Essentials

Nel secondo volume di "Corona SDK: sviluppa applicazioni per Android e iOS" ci occupiamo delle basi del

linguaggio LUA, approfondendo gli elementi sintattici e semantici, ricorrendo a esempi per facilitare la comprensione e l'assimilazione dei concetti. Un ampio capitolo è poi dedicato ai primi passi nel mondo dei videogiochi sviluppati con Corona SDK. Approfondendone la progettazione e l'architettura di base, svilupperai il tuo primo, semplice e completo platform-game. Segue una sezione per l'apprendimento delle tecniche per testare le tue app e i tuoi games sui dispositivi Android e iOS. Durante la trattazione sono proposti utili esercizi, oltre a poter mettere in pratica quanto appreso usufruendo dal materiale dedicato e disponibile per il download. LIVELLO 2 La tua prima app con Corona SDK Imparerai: . Le basi del linguaggio Lua . A progettare l'architettura di un videogame . A compilare la tua app per dispositivi Android . A compilare la tua app per dispositivi iOS

This book contains the latest researches on advanced intelligent systems applied in the field of education presented during the second edition of the International Conference on Advanced Intelligent Systems for Sustainable Development (AI2SD'2019) held on July 08-11, 2019, in Marrakech, Morocco. The book proposes new approaches and innovative strategies for the manipulation of data and big data collected from the educational environment, exploiting the analysis tools, algorithms of artificial intelligence, and machine learning techniques, in order to extract results, which allow improving the performance and effectiveness of the education field, which is a strategic lever for sustainable development. The book deals with concepts, strategies, and approaches developed on various current axes of scientific research in the field of education, such as smart e-learning, smart education (smart classroom, smart assessment and smart teaching and learning technologies), massive open online courses (MOOC), courseware design, and development for smart learning, cloud learning, and mobile learning. The book is intended for all actors in the educational sector, namely students, professors, academic researchers, and stakeholders. It constitutes a large-scale forum for the exchange of ideas, approaches, and innovative techniques between these actors on the development and innovation of the field of education with the revolution 4.0. The authors of each chapter report the state of the art of the various topics addressed and present results of their own research, laboratory experiments, and successful applications. The purpose of this session is to share the idea of advanced intelligent systems with appropriate tools and techniques for modeling, management, and decision support in the field of education.

This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018), held on August 26-30, 2018, in Florence, Italy. By highlighting the latest theories and models, as well as cutting-edge technologies and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and productive sectors. This volume includes papers addressing the following topics: Aging, Gender and Work, Anthropometry, and Ergonomics for Children and Education.

The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other studios and industry professionals grant an first-hand look into the world of indie game development

Beginner's Guide

E-Learning and Games

Mirco Baragiani Corona SDK: sviluppa applicazioni per Android e iOS. Livello 9

Progetti e tecniche intermedie con Corona SDK

Corona SDK Mobile Game Development

Corona SDK Videocorso. Modulo base

Nel decimo e conclusivo volume di “Corona SDK: sviluppa applicazioni per Android e iOS” affronterai l'ultimo capitolo teorico riguardante le librerie di LUA e Corona SDK, attraverso una trattazione esaustiva ed esempi notevoli potrai esplorare questa preziosa miniera di moduli aggiuntivi per arricchire la programmazione delle tue app. Nel secondo capitolo invece ti dedicherai allo studio dei database, attraverso la creazione e l'implementazione di un DB all'interno di un tuo progetto. Potrai toccare con mano quanto è semplice utilizzare anche questo strumento, indispensabile per la persistenza di dati strutturati. Il terzo capitolo sarà focalizzato sullo sviluppo di un codice concreto con geolocalizzazione attraverso le mappe di Google, oltre a nuove tecniche come il reverse geocoding (trovare un indirizzo partendo da una misura sulla mappa). L'ultimo capitolo termina l'exkursus su Graphics 2.0: effetti speciali snapshot all'interno di un oggetto canvas e il riempimento ripetuto di una texture all'interno di un'area predefinita. LIVELLO 10 Progetti e tecniche avanzate con Corona SDK (terza parte) Imparerai: . A utilizzare le librerie di LUA . A creare e integrare un database . A implementare le mappe di Google . A realizzare effetti per snapshot canvas e riempimenti ripetuti di texture in Graphics 2.0

0 false 14 18 pt 18 pt 0 0 false false false /* Style Definitions */ table.MsoNormalTable {mso-style-name:"Tabella normale"; mso-tstyle-rowband-size:0; mso-tstyle-colband-size:0; mso-style-noshow:yes; mso-style-parent:""; mso-padding-alt:0cm 5.4pt 0cm 5.4pt; mso-para-margin:0cm; mso-para-margin-bottom:.0001pt; mso-pagination:widow-orphan; font-size:12.0pt; font-family:"Times New Roman"; mso-ascii-font-family:Cambria; mso-ascii-theme-font:minor-latin; mso-hansi-font-family:Cambria; mso-hansi-theme-font:minor-latin;} Nel quinto volume di “Corona SDK: sviluppa applicazioni per Android e iOS” continuerai a occuparti delle basi del linguaggio LUA concludendo e approfondendo l'importante capitolo su metametodi e metatabelle attraverso esempi chiari e ben commentati. Nel secondo capitolo continuerai a progettare e sviluppare un videogioco in stile Angry Birds terminando

l'interfaccia e pianificando l'ordine dei livelli. Il terzo capitolo presenta tutti gli strumenti e le tecniche per finalizzare il tuo progetto in app per iOS, con lo scopo di pubblicare il codice binario in Apple store. Un esempio concreto poi ti mostrerà tutte le fasi del caricamento, sia lato server che durante la compilazione dentro il simulatore di Corona SDK. Il quarto capitolo introduce, attraverso un esempio chiaro e completo, l'utilizzo delle API Storyboard. Lo strumento più versatile e completo di Corona SDK per la gestione efficiente delle scene. Durante la trattazione sono proposti utili esercizi. Potrai inoltre mettere in pratica quanto appreso, usufruendo del materiale didattico dedicato e disponibile per il download. LIVELLO 5 Progetti e tecniche intermedie con Corona SDK (seconda parte) Imparerai: . Le basi del linguaggio LUA . A programmare un clone di Angry Birds . A caricare e vendere le tue app nello store di Apple . A comprendere e utilizzare le API Storyboard

Printed in full color. Develop cross-platform mobile games with Corona using the Lua programming language! Corona is experiencing explosive growth among mobile game developers, and this book gets you up to speed on how to use this versatile platform. You'll use the Corona SDK to simplify game programming and take a fun, no-nonsense approach to write and add must-have gameplay features. You'll find out how to create all the gaming necessities: menus, sprites, movement, perspective and sound effects, levels, loading and saving, and game physics. Along the way, you'll learn about Corona's API functions and build three common kinds of mobile games from scratch that can run on the iPhone, iPad, Kindle Fire, Nook Color, and all other Android smartphones and tablets. Get a crash course in cross-platform mobile game programming using the Corona SDK. Corona, one of the easiest to use mobile gaming platforms, makes this often-difficult process both quick and easy to master. Even if you have little previous programming knowledge, you'll feel comfortable as we begin with fundamentals before building examples of the most common kinds of games on the market today. You'll develop arcade, side scroller, and tower defense games from start to finish, and Corona will automatically turn them into apps that can run on both iOS and Android devices. These finished apps can be used as ready-to-go frameworks for your own future projects. You'll learn how to write clean, easily maintainable, easily expandable game code, and to create online leaderboards for your games. You'll also find out how to make money with games: enabling in-app purchases and in-game ads as well as how to get apps into the iTunes App Store, Google Play, and the Amazon Android Marketplace. This book focuses on getting quick and effective results. Every page teaches by example and explanation, not with abstract lists of functions and variables. By the time you're done, you'll have learned most of what there is to know about mobile game programming and about the Corona SDK.

The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 2

Lua Quick Start Guide

Corona SDK Hotshot

Proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018)

Progetti e tecniche intermedie con Corona SDK (quarta parte)

Build with Lua on IOS and Android

This book constitutes the refereed proceedings of the 11th International Conference on E-Learning and Games, Edutainment 2017, held in Bournemouth, United Kingdom, in June 2017. The 19 full and 17 short papers presented were carefully reviewed and selected from 47 submissions. They are organized in the following topical sections: Virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; E-learning and game.

Effectively several books bundled into one, written by the entire team of a long-standing app development company, Producing iOS 6 Apps: The Ultimate Roadmap for Both Non-Programmers and Existing Developers makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest "legal landmines" to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D, PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a BONUS detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory, dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account

creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available.

Did you ever consider self-publishing your own book but were daunted by the complex process of actually doing it? Self-published author and expert Carla King gives a simple step-by-step guide to self-publishing your book as an e-book or print book. Plot your success by choosing the reputable tools and services recommended here, along with techniques that will help your book succeed in the market that you choose.

You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter. Certain chapters are reserved for adding advanced features such as multiple device integration, social networking and monetization. This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

Primi passi con Corona SDK

Progetti e tecniche avanzate con Corona SDK (terza parte)

How to Self-Publish Your Book

A Beginner's Guide Using the Corona SDK

Cross-Platform Mobile Application Development

Corona SDK Application Design

Nell'ottavo volume di "Corona SDK: sviluppa applicazioni per Android e iOS" continuerai lo studio teorico della programmazione a oggetti con un nuovo approccio. Nel secondo capitolo inizierai lo studio di una nuova business App: un'app che interroga un Database remoto (server web) attraverso la tecnologia JSON. Nel terzo capitolo invece studierai come sfruttare all'interno dei tuoi progetti le misure GPS del tuo dispositivo e ti cimenterai nella realizzazione di un semplice tracker. L'ultimo capitolo invece è interamente dedicato a due nuovi segmenti del motore grafico di Corona SDK: Graphics 2.0. Durante la trattazione sono proposti utili esercizi. Potrai inoltre mettere in pratica quanto appreso, usufruendo del materiale didattico dedicato e disponibile per il download. Imparerai: . Un approccio nuovo alla programmazione a oggetti . Interrogare un Database remoto con JSON . Realizzare un semplice Tracker GPS . A utilizzare Snapshots, riempimenti e bordi in Graphics 2.0

Designing and Developing Robust Instructional Apps advances the state of instructional app development using three learning paradigms for building knowledge foundations, problem-solving, and experimentation. Drawing on research and development lessons gleaned from noted educational technologists, time-tested systematic instructional design processes, and results from user experience design, the book considers the planning and specification of instructional apps that blend media (text, images, sound, and moving pictures) and instructional method. Further, for readers with little to no programming experience, introductory treatments of JavaScript and Python, along with data fundamentals and machine learning techniques, offer a guided journey that produces robust instructional apps and concludes with next steps for advancing the state of instructional app development.

Corona SDK is one of the most powerful tools used to create games and apps for mobile devices. The market requires speed; new developers need to operate quickly and efficiently. Create 2D Mobile Games with Corona SDK gives you the tools needed to master Corona - even within the framework of professional constraints. A must-read guide, this book gives you fast, accurate tips to learn the programming language necessary to create games. Read it sequentially or as an FAQ and you will have the tools you need to create any base game before moving on to advanced topics. The tutorial-based format: Contains step-by-step directions complete with coding and screenshots Is filled with tutorials, tips, and links to useful online resources Includes a comprehensive companion website featuring online exercise files to practice coding, full build samples from the text, additional book details, and more!

So you have a great game idea for iPhone or iPad, but Objective-C just seems a bit daunting. What are your alternatives? The App Store is very picky about languages, but there is hope: Lua is a versatile, lightweight, fast, and easy to learn language that you can use to build your iOS games and get them accepted into the App Store. Learn Lua for iOS Game Development walks you through the Lua basics, then shows you how to create games using the top Lua frameworks like Corona SDK, Gideros, Moai, and even how to create games on the iPad (not just for the iPad) with Codea. You aren't tied to Xcode and Objective-C -- you can create all sorts of amazing games with Lua. But if you already have an existing iOS game, you'll also learn how to integrate Lua to extend the game. If you're an aspiring or current iOS developer, you need to know Lua, and Learn Lua for iOS Game Development will give you just what you need to do that.

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 6

Progetti e tecniche avanzate con Corona SDK (seconda parte)

Create 2D Mobile Games with Corona SDK

11th International Conference, Edutainment 2017, Bournemouth, UK, June 26-28, 2017, Revised Selected Papers

Progetti e tecniche intermedie con Corona SDK (terza parte)

Learn Lua for iOS Game Development

A step by step tutorial that focuses on everything from setup to deployment of basic apps. Have you ever wanted to create your own app? Then this book is for you. You will learn how to create apps using Corona SDK and how to publish your app so others can get a glimpse of your creation. This book is aimed at both Android and iOS app developers. The reader must have basic knowledge of app development.

Contiene le 3 lezioni del videocorso base: 3 ore di videolezioni (in streaming e download) Videocorsi in ebook: una modalità integrata per la fruizione di contenuti testuali e audio/video. All'interno dell'ebook trovi i link per i video in streaming e il testo riguardante la lezione. Puoi inoltre effettuare il download completo di tutti i video (60 minuti totali), per visualizzarli separatamente e autonomamente, andando alla sezione dedicata. Corona SDK è un potente framework 2D progettato nel mondo mobile per lo sviluppo specifico di giochi, ebook interattivi e applicazioni aziendali, in generale può essere utilizzato per realizzare qualsiasi idea e trasformarla in una app di altissimo pregio. Corona SDK non ha eguali nel dare agli sviluppatori di applicazioni mobili la capacità di sviluppare contenuti di alta qualità a velocità record. Ogni video è strutturato in obiettivi; ognuno degli obiettivi è

propedeutico al successivo e ti permetterà di accrescere progressivamente la tua conoscenza di Corona SDK e la tua capacità di sviluppare in modo autonomo applicazioni sempre più complesse e variegate. Se una lezione oppure un obiettivo non ti saranno subito chiari potrai rivederli tutte le volte che desideri senza limiti. Nella prima lezione introdurremo il corso, la sua struttura e tutte le nozioni che apprenderai lezione dopo lezione. Inoltre imparerai a scaricare e a installare il framework di Corona SDK e prenderai confidenza con la sua interfaccia. Ci occuperemo quindi della scelta dell'editor per scrivere il codice e procederai con la scrittura del tuo primo programma con Corona SDK. Seguirà poi un'introduzione al linguaggio LUA partendo dal concetto di variabile. Nella seconda lezione continuerai lo studio della teoria del linguaggio LUA approfondendo gli operatori e gli snippet. Passeremo alla creazione di semplici oggetti geometrici attraverso linee disegnate nei tuoi progetti. Approfondirai poi le tabelle, i cicli e le funzioni. Attraverso gli oggetti newText imparerai infine a inserire il testo all'interno delle tue app. Nella terza lezione approfondiremo il file config.lua per apprendere come settare alcuni importanti parametri di configurazione per le app. Ci occuperemo poi delle immagini e dei punti di ancoraggio; con questi ultimi imparerai a posizionare in modo estremamente preciso gli oggetti. Passeremo a introdurre gli ascoltatori di eventi "Event Listener" e ci occuperemo dei gruppi, strumento importantissimo nello sviluppo di applicazioni con Corona SDK. In ultimo affronteremo l'evento touch e l'evento runtime, entrambe tipologie di "Event Listener".

This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

"In this Mobile Game Development with Corona SDK, expert author J.A. Whye will teach you how to create a mobile game with Corona SDK for iOS or Android. This course is developed for beginners, meaning no prior programming experience is required. You will start by learning about the Lua language, then jump into how to display and animate images. From there, Whye will teach you about tap and touch events and how to use the widget library, including how to make buttons with widgets and create scrolling pictures. This video tutorial will also cover how to create text on the screen, manage a scene with Composer, and saving and loading files."--Resource description page.

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 3

Beginners App Development with Corona SDK

Android: App Development & Programming Guide: Learn In A Day!

The easiest way to learn Lua programming

Volume 1 - Advanced Intelligent Systems for Education and Intelligent Learning System

Corona SDK: sviluppa applicazioni per Android e iOS. Livello 5

Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer. What you'll learn Just enough Lua to get started with Corona How to put your Corona code together How to work with images and effects Adding music and sound Game physics and AI Working with app stores and marketplaces Who this book is for Beginning mobile game developers, with a grasp of the basics of programming, who want a complete walkthrough of the Corona app and game development tool, or iOS or Android developers who want to learn about Corona SDK. Table of ContentsPart I: Get Ready... Get Set... 1. Introducing Corona 2. Getting To Know Lua Part II: Go! 3. Application Structure 4. Title, main menu and settings screens 5. The Game, Part I: Core Game Code 6. The Game, Part II: The Main Loop 7. The Game, Part III: Player Control Input 8. The Game, Part IV: Collision Events 9. Wrapping Up Part III: The Post-Game Show 10. Odds And Ends 11. Testing And Publishing

"In this Corona SDK 2014 training course, expert author Rafael Hernandez will teach you the fundamentals of creating an app with the popular App Development SDK Corona. This course is designed for the absolute beginner, meaning no prior app development experience is required. You will start by learning how to create visual assets, including creating images and text and grouping and animating visual assets. You will then learn how to incorporate user interaction and display lists of data with tables. Rafael will show you how to create and remove scenes, pass data between scenes, and switch scenes. This video tutorial also covers handling application data, such as creating and saving a preferences module, reading and writing data to the preferences module, and implementing custom application preferences. Finally, you will learn how to configure an application, including device and feature detection and building the app for a device. By the completion of this computer based training course, you will be able to successfully create your own mobile applications using the Corona software development kit. Working files are included, allowing you to follow along with the author throughout the lessons."--Resource description page.

Mobile commerce transactions continue to soar, driven largely by the ever-increasing adoption and use of smartphones and tablets. The use of this technology gives consumers the flexibility to shop whenever and wherever they want. Mobile Electronic Commerce: Foundations, Development, and Applications addresses the role of industry, academia, scientists, engineers, professionals, and students in developing innovative new mobile commerce technologies and systems to further improve the consumer experience. It also discusses the impact of mobile commerce on society, economics, culture, organizations, government, industry, and our daily lives. This book brings together experts from multiple disciplines in industry and academia to stimulate new thinking in the development and application of mobile commerce technology. The book covers important mobile commerce topics, such as critical infrastructure management, mobile

security issues, new applications and services, emerging development architectures, mobile business solutions, and future research opportunities. In addition to its multidisciplinary approach, the book also provides a cross-cultural approach intended to overcome cultural barriers and accelerate mobile commerce advancement in the global economy. Authors and researchers from around the world discuss a broad spectrum of methods, tools, and guidelines for designing mobile commerce systems and services in different cultures.

La tua prima app con Corona SDK

Progetti e tecniche avanzate con Corona SDK (prima parte)

The Indie Game Developer Handbook

For iOS and Android