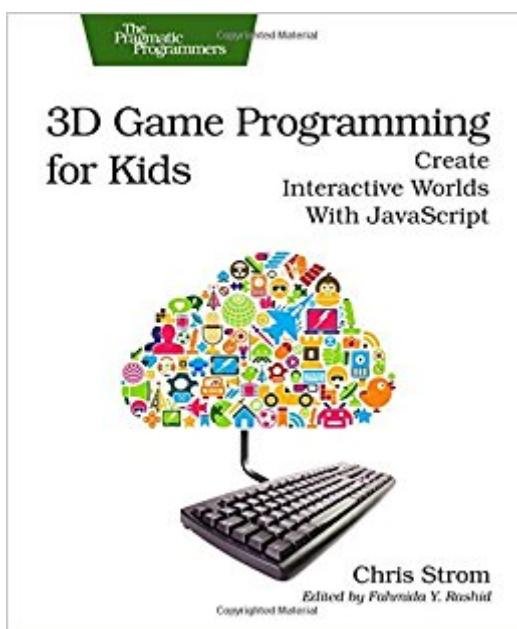


The book was found

3D Game Programming For Kids: Create Interactive Worlds With JavaScript (Pragmatic Programmers)



Synopsis

Printed in full color. You know what's even better than playing games? Creating your own. Even if you're an absolute beginner, this book will teach you how to make your own online games with interactive examples. You'll learn programming using nothing more than a browser, and see cool, 3D results as you type. You'll learn real-world programming skills in a real programming language: JavaScript, the language of the web. You'll be amazed at what you can do as you build interactive worlds and fun games. You'll jump right in and write games and simulations while learning programming fundamentals. You'll use the ICE Code Editor, which was created especially for this book to make it easy for you to get started with JavaScript programming. With the ICE Editor, you'll see the results of your work right away. Want a red donut? You can make hundreds of them, spinning around like crazy right next to the code you just typed. You'll do hands-on coding in every chapter. You'll start by building simple animated shapes, then make your own player--who can do cartwheels! You'll learn how to build your own games from start to finish, including a monster eating fruit, a cave puzzle, and rafting on a river. You'll animate simple shapes to create a model of the solar system, and make your own website so that you can show off your games with your friends. If you just want to make games, jump to the lessons focusing on projects. To understand some of the theory better or if you need some help with functions, turn to the chapters that explain the programming concepts. We'll walk you carefully through all the math needed to bring games to life. Best of all, you get to create awesome games and say, "I made this!"

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Customer Reviews

Introduction Welcome to the world of programming! I won't lie; it can be a frustrating world sometimes (it makes me cry at least once a week). But it's totally worth the pain. You get to make this world do whatever you want. You can share your world with others. You can build things that really make a difference. This book that you hold in your eager hands is a great way to get started programming. It is chock-full of clear and understandable explanations. Best of all, we get to make some pretty cool games. This is going to be a blast.

Q&A with Chris Strom, author of 3D Game Programming for Kids Why did you write 3D Game Programming for Kids? Like many programmers, I wanted to share my love of programming with my own kids as well as the next generation of programmers. I chose to wrap the message in the deliciousness of 3D gaming because that is what most kids (of all ages) want to create. Let's face it, no one learns to program because they think programming sounds like fun. Never in the history of the world was somebody sitting around the house or playing outside when the thought suddenly struck them that, "Hey, I think I'd like to learn programming, it sounds fun!" • No, we all learn to program because we want to create something amazing. And for the vast majority of kids, learning programming is something to do in order to create incredible games or weird simulations. My hope is that this book will enable kids of all ages to invent those things. And, if they fall in love with programming itself, I would not mind in the least! Why JavaScript? Why not Python or some other language? JavaScript makes so much sense for this book; it would have been a crime to try it in a different language. The initial reason that I opted for JavaScript was I wanted no barrier to getting started. Learning to program is hard enough without the initial pain and frustration of installing languages and tools. With JavaScript (and the ICE Code Editor web page) all a new programmer needs is a browser. In the Internet age, what could be simpler? Most kids won't want to hear this, but I also opted for JavaScript because it is extremely practical. It is the language of the web "web sites, web pages, web applications, and mobile applications are all built with JavaScript. People who know JavaScript are well prepared for the digital future. Being practical does have some advantages "like being able to share games and embed them on your own web sites! And I have to admit that I love programming JavaScript. I have been programming JavaScript

myself for years and never tire of it. I love it all the more for the incredible tools and libraries that have sprung up around it recently—especially the amazing Three.js library that we use throughout the book. What kind of games will I be able to make with this book? The book includes a nice variety of game types. Much of the first half of the book is spent creating a 3D player in a 3D world with a focus on making it as realistic and playable as possible. After that, we learn space simulations, puzzle games, mini-games, and games that simulate real-world physics. Some games include scoring, others a countdown timer, and some a little of both. Even though the name of the book includes “3D,” we also spend time on two dimensional games (think Super Mario Brothers). About the only thing we will not talk about is a multiplayer game—maybe that’s something for another book! We won’t go into great detail about all of these things—this is a getting started book. But you should see enough to know how to start building these on your own. I cannot wait to see what you create! Will I learn enough to be able to move on to other programming languages? Absolutely! Programming languages are like spoken languages—there are lots of both kinds of languages and the more you learn, the better you get at learning. This book covers a ton of programming knowledge in addition to describing games and 3D concepts. Much of what you learn about JavaScript will be of use as you explore other programming languages. That said, JavaScript is a fantastic first language to learn. It is the language of the web and you can use it to do an amazing variety of things—from creating web pages, to making web applications, to making games, to even programming robots! You could program only JavaScript for years and still learn something new every day, which is what makes programming so much fun!

I was thrilled how much my son got into programming as a result of this book. He spent hours with it and was often surprised when his “screen time” was over because the time just flew by. Although the book doesn’t delve into the fundamentals of software programming (how computers store and retrieve data), kids get to see the results of their programming right away—the pictures and animations that they created—and are hooked into wanting to learn more. — Mark Musante, professional software designer I would recommend this book to anyone my age that is interested in coding or technology. It was very helpful and insightful about the basic (and the more complex) parts of standard coding. This book would be great for anyone looking to jump head-first into coding. — Hana B., age 15 This is the best book a beginning programmer could get. It teaches programming concepts in fun and entertaining ways. This book is a great start in learning to program! — Alec M., age 13 It has been great fun reading this book. It takes me back to when I fell in love with programming. After having spent the past twenty years programming solutions on

the server side, I find this 3D book a welcome diversion that offers new concepts and ideas with instant visual feedback! I hope the book finds its way into the hands of an inquisitive child who gets hooked on computer programming like I did. " Darren Hunt, Director Algorithmic Solutions Limited

Based on the reviews here we purchased this book for my seventh grader and found to our dismay that the author's approach was unsuitable for us. The author teaches code the way he learned how back in the day; like a kid just starting out on an old Commodore 64, people using this book are expected to type in lines of code without understanding what they are doing to create a complete program. The learning comes later, when they've typed in enough code to start noticing patterns and gotten comfortable enough to work with code creatively. At least, this is what happens if you attempt to work through the book chapter by chapter. People who are comfortable coding without understanding, and playing around with code to figure out how it works, will do fine with this approach. Others who might appreciate knowing the big picture, or a step-step approach with explanations, would be better served by a different book.

These is an awesome book for getting kids started with programming. My son is so excited each time he gets the opportunity to work on his programming. He is 7 1/2 and his teachers at his school are amazed at how knowledgeable he is with programming syntax and terminologies. If your child loves playing video games, then get him/her to learn how to actual build a video game. This book will give them the basics that they need. You too will be amazed at how much your child will gain from this book!

I'm very grateful to have stumbled upon this book which has introduced me and my HS Game Design students to the world of three.js. We have followed and replicated the examples and even written our own code using the projects as a guide. The code is easy to follow and well explained. Students are able to branch off and create their own characters using the ICE browser as they learn. You've made my job easy and fun with such a fantastic book. I've memorized most of it!

I've been working on programming with my kids since they were 5 years old. My older son is now 9 and is able to do all of the projects in this book easily and is really excited to be able to quickly create 3d games. This is a great resource for practicing programming. My younger son is 7 and the ThreeJS syntax used by this book is too complex at his age, since missing a single character

breaks the editor.

Great book, 10 year old loves it. Should be read cover to cover, skipping to different chapters gets the kids lost pretty fast.

I am the facilitator for a local Middle School computing club and have been looking for way to introduce my students to JavaScript. After checking out many other books, and on-line courses, I found this book to be pretty near perfect for my needs. The author gently introduces the reader to JavaScript through creating 3D graphics, and slowly introduces computing concepts and techniques. To top it all off, I had left a few questions for the author on the book's website, and he replied within the day! I could not be happier!

A phenomenal book that is straight forward and user friendly. Mr. Strom responds to all questions in a very timely (and helpful!) manner. I was sold on the forum that he created for readers/kids to post questions, which are typically answered in 24 hours. Can't say enough about this book and the author. If you are riding the fence on what programming book to select for your child, purchase the book...it's not an expenditure, it is an INVESTMENT!

I haven't done much with this book, however it is easy to use and very straight forward, my kid didn't show any interest though but I'm playing with it:-). He likes this a lot quicker and more complicated and not just simple. But this is a good start to see how things work on computer

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