Game Development With LUA (Charles River Media Game Development)

By Paul Schuytema, Mark Manyen

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complex GUIs and artificial intelligence. If you're a developer just starting to use Lua, or you're considering using it, Game Development with Lua will teach you everything you need to know. And if you're new to scripting languages altogether, this book will also teach you how they can be used in game development effectively. Written by practicing Lua game developers, the book teaches how to use Lua for commercial game development. It begins with a brief history of Lua and explains how to incorporate Lua into a C++ project. It details the key features and advantages of Lua and then takes you through the development of a "rapid prototype" game called Take Away. This game provides the context with which to explore the foundational C++ approaches and the Lua scripting approaches to saving and loading game data, building a modular and flexible GUI system, managing a game's real-time events through Lua scripts, and using Lua to define and control game AI. There are also several smaller games along with a full technology base, so even non-programmers can look under the hood to see what makes a game tick. If you're looking for an efficient, affordable, and easy-to-learn language for your games, Lua is the right choice and this book will teach you how to use it effectively.

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Editorial Review

About the Author
Paul Schuytema (Monmouth, IL) has been a professional game developer for over ten years and in that time spoke at the previous ten GDC conferences. He has produced and designed over twenty games. Schuytema wrote more than 200 professional articles and authored or co-authored over a dozen books. He teaches college-level creative writing and journalism, and he received the Governor¿s 2002 Entrepreneurial Success Award in Illinois. He is the primary scriptor for Magic Lantern.

Mark Manyen (Monmouth, IL) is the technical director for Magic Lantern and has directed the technology on more than 25 games. He incorporates Lua into Magic Lantern¿s J5 technology suite and creates all ¿Lua Glue¿ hooks into the J5 codebase.

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