



LÖVE for Lua Game Programming

Darmie Akinlaja

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In Detail

LÖVE is a game development framework for making 2D games using the Lua programming language. LÖVE is totally free, and can be used in anything from friendly open-source hobby projects, to closed-source commercial ones. Using the Lua programming framework, one can use LÖVE2D to make any sort of interesting games.

LÖVE2d for Lua Game Programming will quickly and efficiently guide you through how to develop a video game from idea to prototype. Even if you are new to game programming, with this book, you will soon be able to create as many game titles as you wish without stress.

The LÖVE framework is the quickest and easiest way to build fully-functional 2D video games. It leverages the Lua programming language, which is known to be one of the easiest game development languages to learn and use. With this book, you will master how to develop multi-platform games for Windows, Linux, and Mac OS X. After downloading and installing LÖVE, you will learn by example how to draw 2D objects, animate characters using sprites, and how to create game physics and game world maps.

LÖVE2d for Lua Game Programming makes it easier and quicker for you to learn everything you need to know about game programming. If you're interested in game programming, then this book is exactly what you've been looking for.

Approach

This book follows a tutorial approach with examples and step-by-step instructions to help explain the key concepts of the LÖVE framework as well as everything you need to know about game development using the Lua programming language.

Who this book is for

LÖVE2d for Lua Game Programming is for anyone who is interested in learning about desktop game development.

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