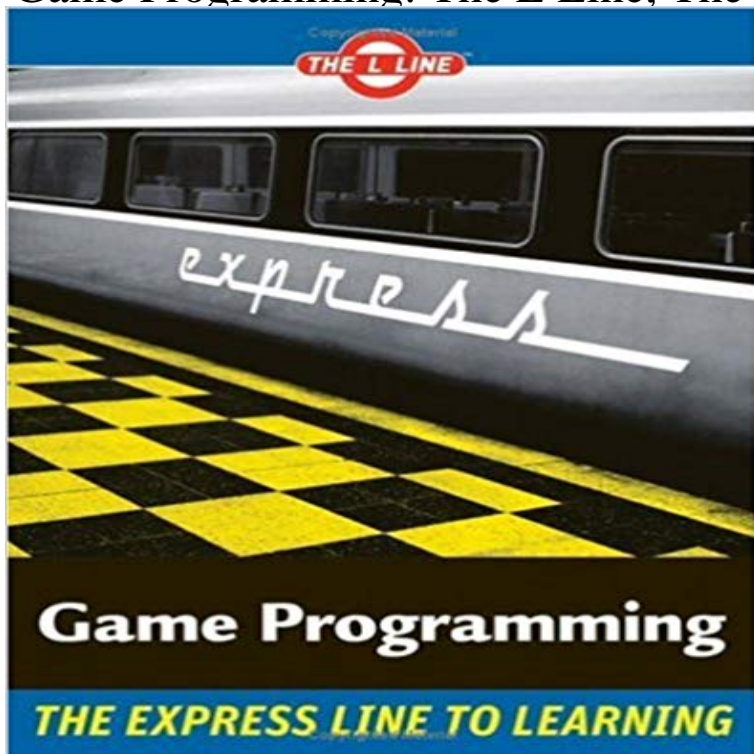


## Game Programming: The L Line, The Express Line to Learning



Get on the fast track to creating computer games Ever want to develop your own computer game? Learn the practical concepts of object-oriented programming for game design using Python(r) in this easy-to-follow, content-filled guide. Whether youre a student, aspiring game developer, or veteran programmer, youll gain skills as you progress from station to station in a series of clear-cut tutorials on different styles of games. The last stop will be a finished game program for you to show off. Start your journey today on The Express Line to Learning and see where it takes you!

- \* Learn the basics of programming and 2D graphics as you go
- \* Plan programs, write and test code, and manage data
- \* Create text-based games, racing games, arcade games, and more
- \* Add sound, set up scorekeeping, and design avatars

All aboard for valuable online extras Visit The L Line Web site at [www.wiley.com/go/thelline](http://www.wiley.com/go/thelline) for valuable online supplementary materials:

- \* Test bank with challenging review questions
- \* PowerPoint(r) slides with chapter outlines
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- \* Complete tutorial coverage
- \* Ample illustrations and examples
- \* Real-world applications and hints for avoiding pitfalls
- \* Practice exams that help evaluate your progress

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