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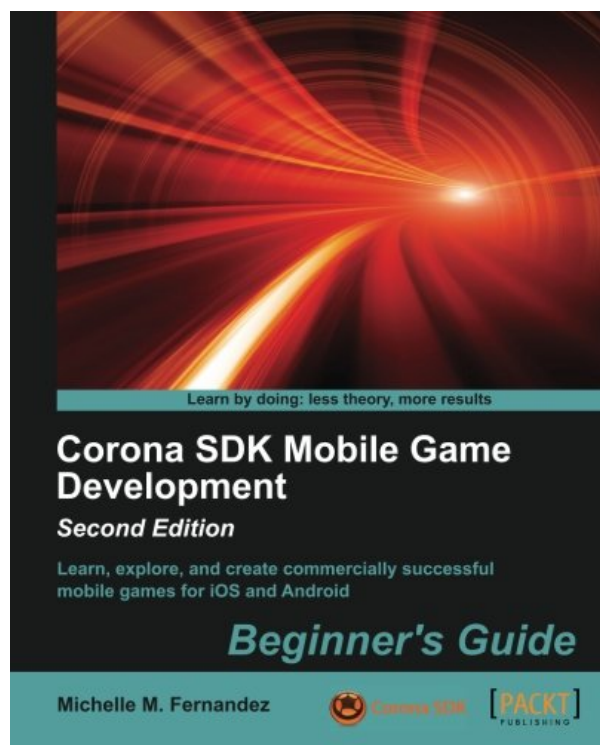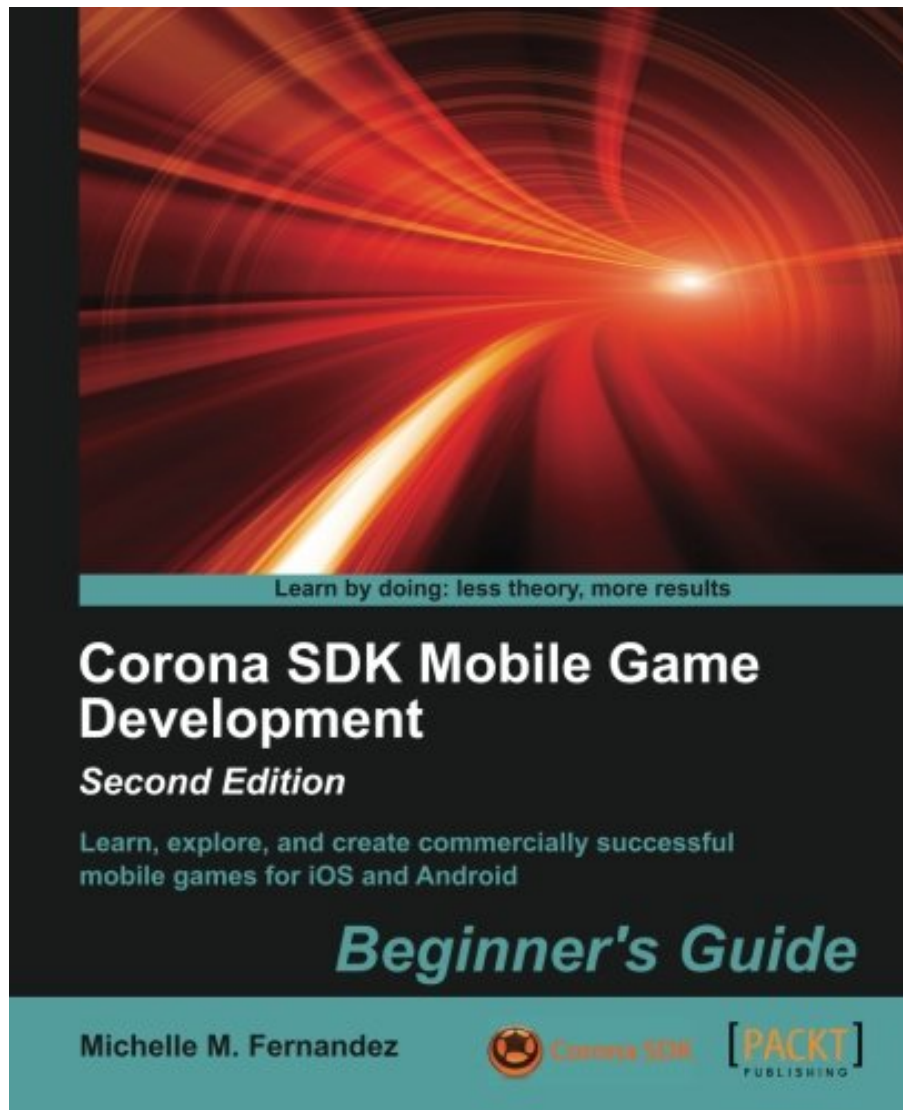

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Michelle M. Fernandez

Michelle M. Fernandez is a mobile game developer and cofounder of MobiDojo (http://www.mobidojo.com). She is also a mentor to aspiring artists and programmers trying to break into the game industry. After experimenting with several game engines over the years, she was introduced to Corona SDK in late 2010 and has been an avid user of the program ever since. She enjoys creating tutorials and new game frameworks for others to learn from. When Michelle is not developing games, she is spending time with friends and family, playing video games, traveling, and constantly learning new design paradigms.

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Learn, explore, and create commercially successful mobile games for iOS and Android

About This Book

- From game physics to successful marketing, learn the fundamentals of Corona SDK for game development
- Integrate your games with social networks such as Twitter and Facebook
- This is a pragmatic guide explained in a step-by-step manner to create and deploy games quickly and efficiently

Who This Book Is For

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.

What You Will Learn

- Learn how to script in Lua and get a better understanding of command flow, functions, and objects
- Load images and add a background image to your games
- Apply more functionality to your game using more APIs
- Use sprite sheets and create more complex game logic for the game
- Track your data and save the scores of your games
- Make your game socially aware by sharing messages and scores on Facebook and Twitter

In Detail

Corona is a software development kit to build mobile applications for iPhone, iPad, and Android devices.

This book will take you through the journey of developing games right from installing Corona SDK and creating Hello World as your first app. Going further, you will learn how to script in Lua and learn some techniques to apply this in Corona SDK with demonstration. Towards the end of the book you'll build the final game, which involves physical objects and also uses features such as the accelerometer. Moreover, learn to make your game socially available on Twitter and Facebook.

By the end of the book, you'll learn to deploy your iOS and Android games to the App Store and Google Play Store.

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At last! A new and fresh edition for one of the very best books talking about Corona SDK ever released. It's about time. ?
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The only thing I continue missing in that book are more advanced examples and techniques for mid and advanced developers.
If you are thinking to start developing your own games and app for iOS and Android (now even PC), this book is definitely for you. And remember that now Corona SDK is absolutely free, so go for it, you won't regret it.

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By neoroman
Finally second edition comes out! Wallah. Also I bought the first edition. Michelle has been doing well in the line of Gaming Development. Speaking of Corona SDK, you could make Games, Educational apps, and

Utilities with so-called Lua language. This book offers me the shortcut to the physics world of Corona and let me solving the head aching issue of resolutions of image on multiple devices. I could easily find out from art pipelines to memory efficiencies as well. The most things I like of this book is the explanations of Composer that I've not been using actually ;-) Now I can make myself a great game developer for iOS, Android, Kindle, and Windows Phone at the same time !!!

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