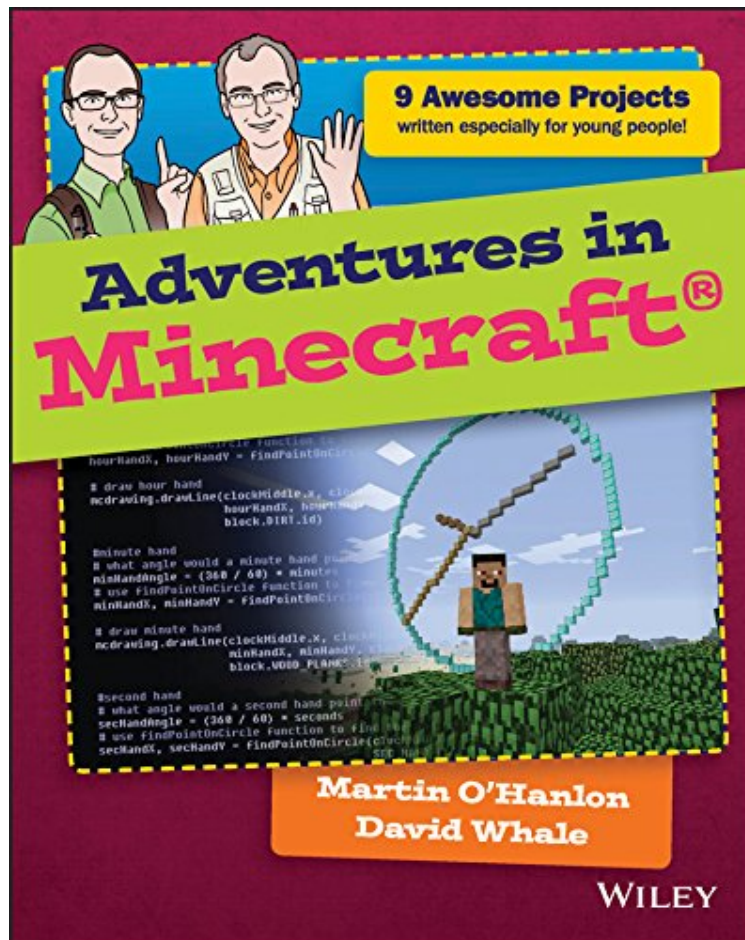


[Ebook pdf] Adventures in Minecraft (Adventures In ...)

Adventures in Minecraft (Adventures In ...)

Von David Whale, Martin O'Hanlon
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Von David Whale, Martin O'Hanlon : Adventures in Minecraft (Adventures In ...) before purchasing it in order to gage whether or not it would be worth my time, and all praised Adventures in Minecraft (Adventures In ...):

KundenrezensionenHilfreichste Kundenrezensionen0 von 1 Kunden fanden die folgende Rezension hilfreich. Super-Geschenk fr meinen SohnVon YuAndrSuper-Geschenk fr meinen Sohn, der mit Minecraft viel zu tun hat. Er kann damit mehr ber Programmierung erfahren. Danke schn!

KurzbeschreibungHere's your ticket to a world of adventures with Minecraft and programming. Learn how to extend Minecraft and create a new gaming experience, by exploring the magical world of Minecraft programming. Adventures in Minecraft, like other books in the highly successful Adventures series, is written especially for 11- to 15-year-olds. With this book you will learn new programming skills while having fun with Minecraft! Minecraft

programming experts David Whale and Martin O'Hanlon walk you step-by-step through everything you need to know to: Get started writing Minecraft programs in Python on your PC, Mac, or Raspberry Pi Build houses and other structures in the blink of an eye, and make a 3D duplicating machine Write interactive games like a field that charges you rent, and a treasure hunt using magic vanishing bridges Build custom game control panels using simple electronic circuits Easily build huge 2D and 3D structures such as spheres and pyramids Build intelligent objects like a massive Minecraft clock, and program an alien invasion Plan and write a complete interactive arena game Using the programming skills you learn from this book, writing Minecraft programs offers endless possibilities to create anything you can imagine. To make your journey that much easier, the Adventures in Minecraft companion website supplies you with a video for each adventure in the book, downloadable code files, helpful programming reference tables, a bonus adventure, and badges to collect for your Minecraft accomplishments. By day, David Whale and Martin O'Hanlon are software engineers who design computer products. By night, they play Minecraft and develop exciting new programs that interact with the Minecraft world. They both work regularly with young people in schools, computing clubs and at community events, giving talks about Minecraft programming and running programming workshops.

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Buchrückseite Learn valuable programming skills while building your own Minecraft adventure! If you love playing Minecraft, but get frustrated by build times and want to add your own mods, this book was designed just for you. Working within the game itself, you'll develop Python programming skills that apply way beyond Minecraft as you learn to write programs, set up and run your own local Minecraft server, and interact with the game on PC, Mac, and Raspberry Pi. You'll learn how to use coordinates, how to recognize your player's position, how to create and delete blocks, and how to observe when a block has been hit. The adventures aren't limited to the virtual - you'll also learn how to connect Minecraft to electronic components so your Minecraft world can sense and control objects in the real world! Each lesson is backed by a video to make sure you understand the material, and the companion website gives you access to code files, reference tables, a bonus adventure, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the objects you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will: Write Minecraft programs in Python on your Mac, PC, or Raspberry Pi Build houses, structures, and make a 3D duplicating machine Build custom game control panels using simple circuits Build intelligent objects and program an alien invasion Build huge 2D and 3D structures like spheres and pyramids Plan and write a complete interactive arena game Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey. Visit www.wiley.com/go/adventuresinminecraft to download starter kits and code for your adventures.