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AppGameKit: Easy Game Development Download] [key Serial Number]



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## About This Software

AppGameKit is a powerful game development engine, ideal for Beginners, Hobbyists & Indie developers. Now anyone can quickly code and build apps for multiple platforms using AppGameKit's BASIC scripting system. With just a few commands you can have demos/games up and running on mobile devices. Bob Duffy, Developer Relations Intel Corporation, said *"AppGameKit is a great cross platform development tool. It allows developers to quickly optimize and compile apps."*

Games can be developed and deployed to your chosen mobile devices for rapid prototyping. AppGameKit does all the heavy lifting for you - making it easy to code, compile and then export apps to each platform. All you need to focus on is your game/app idea. It's that simple!

## NEW!

The **Visual Editor** is the perfect DLC to accompany AppGameKit  
<http://store.steampowered.com/app/650840/>



AppGameKit also caters for more seasoned developers, allowing you to use the AppGameKit C++ libraries and benefit from all the features of AppGameKit's core game engine. Two great examples of this are the games 1982 and Echoes+ developed by Binary Zoo and both are FREE to download on STEAM;

<http://store.steampowered.com/app/639650/1982/>

<http://store.steampowered.com/app/338000/>

## Features

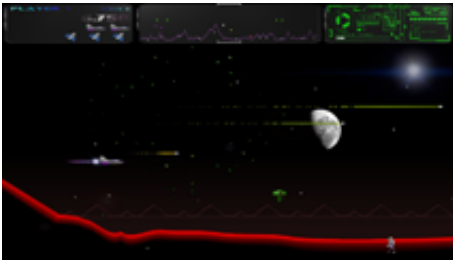
### Platforms

You can create games with AppGameKit on Windows, Mac or Linux devices. The games you make with it can then be exported to run on;

- Windows
- Mac
- Linux
- iOS
- Android (inc Google, Amazon & Ouya)
- HTML5
- Raspberry Pi (free from TGC website)

### AppGameKit IDE

- Cross platform Geany editor
- IntelliSense
- Code folding
- Colour schemes
- Edit multiple projects
- Fast Compiler
- Full de-bugger
- Broadcast direct to device
- Export to exe, app, ipa, apk



AppGameKit has commands for all the important areas of game creation. These can all be called as BASIC commands or as library calls in C++ and XCode.

### *3D Graphics*

- 3D Primitives
- 3D Bone Animations
- Shaders
- Lighting
- Ray Casting
- Camera controls
- Meshes
- Formats supported: .x .fbx .dae .3ds .obj .b3d .3d

### *3D Physics*

- Character controller
- Ragdoll
- Joints
- Rigid Bodies
- Contact reports
- Raycasts
- Physics world commands
- Compound collision shapes

### *2D Graphics*

- Sprites
- Particles

- 
- Shapes
  - Text
  - Fonts
  - Tweening
  - Spine support
  - Blend modes
  - Image formats: jpeg, png

#### *Physics*

- Box 2D collision

#### *Rendering Control*

- Shaders
- Render to Image

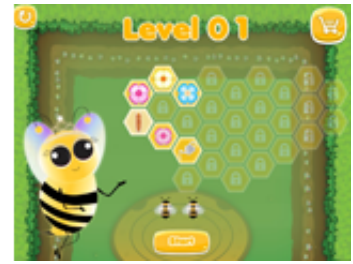
#### *Sounds & Music*

- Play sound files
- Play music files
- Sound formats: Wav
- Music formats: Mp3, Ogg, M4a
- Blending Sounds
- Change sound pitch and balance

#### *User Input*

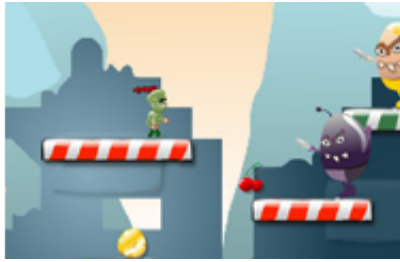
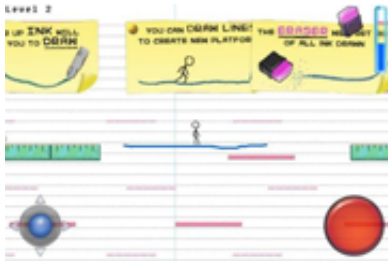
- Mouse
- Multi Touch
- Controller support
- Joystick/Virtual Joystick
- Keyboard

- Edit box
- Buttons



- Video playback
- Screen Video Recording (iOS & Android)
- Network (broadcasting, messages, shared variables)
- File I/O
- Shared variables
- HTTP
- Memblocks
- Sensors
- GPS
- Social feeds - Facebook & Twitter (iOS & Android)
- Adverts
- Firebase support
- JSON support
- In-app purchase (iOS & Android)
- Game Centre (iOS & Android)
- Notifications (iOS)
- Rate this app (iOS)
- Time & Date
- Camera access
- QR codes
- Zip archiving

- Extensive Help & tutorials



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Title: AppGameKit: Easy Game Development

Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Web Publishing

Developer:

TheGameCreators

Publisher:

TheGameCreators

Release Date: 21 Nov, 2014

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**Minimum:**

**OS:** Windows XP SP2 or better

**Processor:** Intel Celeron / Athlon Sempron or better

**Memory:** 1 GB RAM

**Graphics:** Open GL 2.0 compatible or better

**DirectX:** Version 9.0c

**Storage:** 2 GB available space

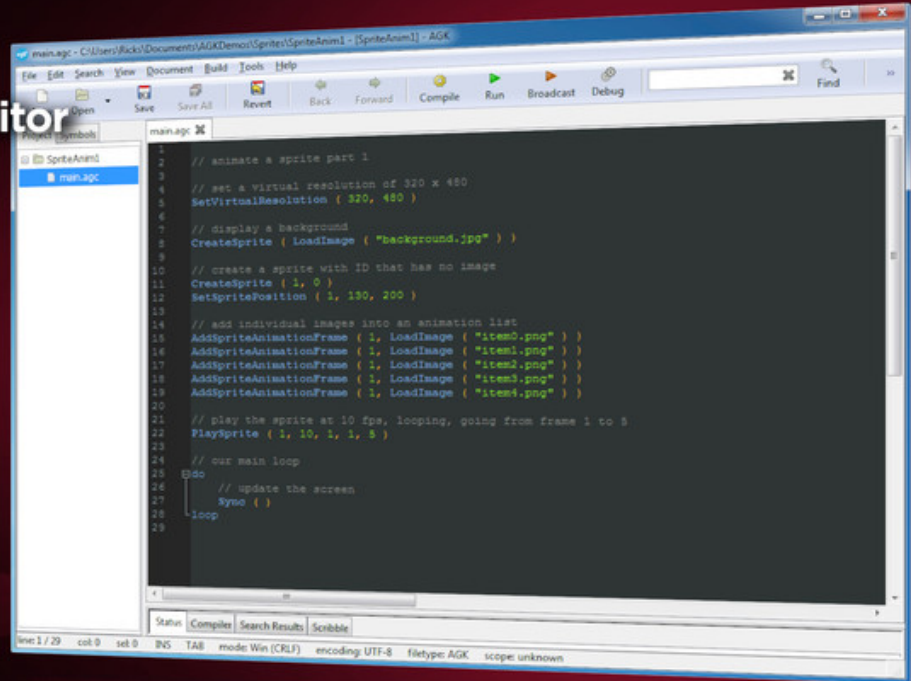
**Sound Card:** N/A

English,French,Italian,German

## Powerful Code Editor

Easy coding with  
AppGameKit's  
BASIC scripting

**AppGameKit**  
Easy, quick and powerful programming



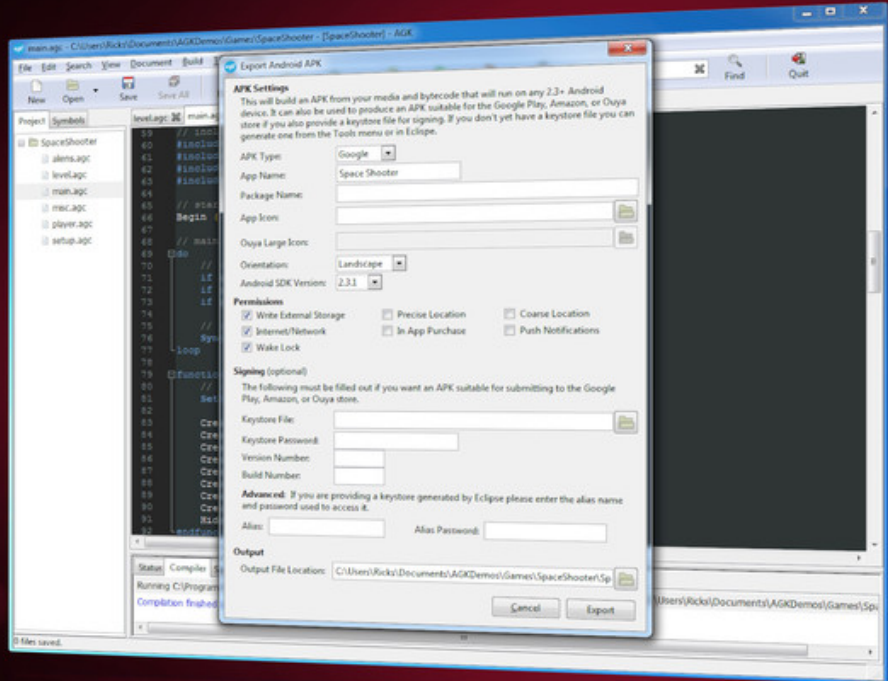
```
main.agc - C:\Users\back\Documents\AGK\Demo\Sprites\SpriteAnim1 - [SpriteAnim1] - AGK
File Edit Search View Document Build Tools Help
Project Symbols
SpriteAnim1
  main.agc
main.agc
1 // animate a sprite part 1
2
3 // set a virtual resolution of 320 x 480
4 SetVirtualResolution ( 320, 480 )
5
6 // display a background
7 CreateSprite ( LoadImage ( "background.jpg" ) )
8
9 // create a sprite with ID that has no image
10 CreateSprite ( 1, 0 )
11 SetSpritePosition ( 1, 150, 200 )
12
13 // add individual images into an animation list
14 AddSpriteAnimationFrame ( 1, LoadImage ( "item0.png" ) )
15 AddSpriteAnimationFrame ( 1, LoadImage ( "item1.png" ) )
16 AddSpriteAnimationFrame ( 1, LoadImage ( "item2.png" ) )
17 AddSpriteAnimationFrame ( 1, LoadImage ( "item3.png" ) )
18 AddSpriteAnimationFrame ( 1, LoadImage ( "item4.png" ) )
19
20 // play the sprite at 10 fps, looping, going from frame 1 to 5
21 PlaySprite ( 1, 10, 1, 1, 5 )
22
23 // our main loop
24 do
25 // update the screen
26 Xyna ( )
27 loop
28
29
Status Compile Search Results Scribble
line 1 / 29 col 0 set 0 INS TAB mode Win (CRLF) encoding UTF-8 filetype AGK scope unknown
```



Export made easy  
AppGameKit will  
build your final apps  
in each platform's  
format



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Easy, quick and powerful programming



## Proven Technology

AppGameKit powers the #1 driving apps in the United Kingdom

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It's so funny that one coders poison is another coder's dream come true. Everything that most coders hate I have desperately been looking for. In AGK .... There are no objects, no pointers, few datatypes, and the scope management is handled from the use of functions. WONDERFUL!! - it's programming that's fun to do again. OOP has been a thorn in my side for so long. Not everybody brain and fit into that mode of thinking. Processing3 was one language that started to bring back the fun of programming for me again. Now I'm hoping to translate the games I made there over to AGK. Now, I would agree that it's been a challenge on the documentation and that I could do with more explanation in their explanations - but this is powerful tool that is right in my wheelhouse and I never thought I get an opportunity to program at this level again. \*sheds tear\* - Thank you for this. I, AM GAMER - [https://www.youtube.com/watch?v=8\\_FnDHwYewI](https://www.youtube.com/watch?v=8_FnDHwYewI)



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