
Preface

So, you want to make a game? You may be standing in a bookstore holding this book in your hands, or you may be reading this online. Whatever the case may be, some or all of the following thoughts and questions are probably running through your mind:

- **I want to make a game, but can I do it on my own or with a small team?** Making a game is great fun, and a very rewarding experience. You can definitely make a game alone or with a small team as long as you have the right tools available to you. One of those tools is the Torque Game Engine (TGE) and the other is *Game Programmer's Guide to Torque* (GPGT). Using TGE and GPGT, you can create any game that your imagination can encompass and that your skills will allow.
- **TGE sounds good, but will GPGT tell me what I need to know to make my particular game?** TGE is a powerful and flexible game engine that can be used to make any number of different and unique games. You may choose to make single-player or multiplayer games. The game can be a shooter, an adventures, or a role-playing-game, to name just a few. *Game Programmer's Guide to Torque* will teach you the Torque skills you need to create these game types. (See section 1.1, "About the Torque Game Engine," and section 1.2, "What This Guide Contains," to learn more.)
- **Can I get up to speed fast enough to make my game?** Like any other complex and powerful piece of software, Torque can be hard or easy to learn. Everything depends on your approach to the task and whether you have the right resources available to you. With *Game Programmer's Guide to Torque*, with the hundreds of samples that come on the accompanying disk, and with the experience of making the sample game we write while reading this book, you will be able to ramp up very quickly and to move on to your goal—namely, making your own game.

Having been down the path you are just now starting upon, I know how hard it can be to get started and how hard it is to stay motivated in the face of the many challenges involved with learning to use Torque along with the other skills you will need to acquire. I decided to write this guide so that others would not have to struggle to learn Torque.

In closing, this guide is the result of my own need for a better reference and my desire to help other learn about the powerful and flexible Torque Game Engine. It is the culmination of my own game-writing and Torque-using journey. I sincerely hope that it provides you a pleasant beginning to your own game-making adventures.