

# Nuclear Throne

M. J. Balogun

**Hegemony and Sovereign Equality** M. J. Balogun, 2011-05-10 The “interest contiguity theory,” which is the book’s centerpiece, holds that rather than a smooth, one-way cruise through history, humankind’s journey from the inception to the present has brought him/her face to face with broadly three types of interests. The first is the individual interest, which, strange as it may sound, tends to be internally contradictory. The second is society’s (or “national”) interest which, due to the clash of wills, is even more difficult than personal interest to harmonize. The third is the interest espoused to justify the establishment and maintenance of supranational institutions. Though conflicting, some interests are, due to their relative closeness (or contiguity), more easily reconcilable than others. In tracing the links between and among the three broad types of interests, the book begins with a brief philosophical discussion and then proceeds to examine the implications of human knowledge for individual liberty. Against the backdrop of the epistemological and ontological questions raised in the first chapter, the book examines the contending perspectives on the theory of the state, and in particular, the circumstances under which it is justified to place the interest of society over that of the individual. The focus of the fourth chapter is on the insertion of the supranational governance constant in the sovereignty equation, and on the conflict between idealist and realist, and between both and the Kantian explanations for the new order. The adequacy or otherwise of the conflicting explanations of the change from anarchy to a ‘new world order’ is the subject taken up in the succeeding chapters. Besides suggesting a new analytical tool for the study of politics and international relations, the contiguity theory offers statespersons new lenses with which to capture the seismic, perplexing and sometimes disconcerting changes unfolding before their eyes.

**Vying for the Iron Throne** Lindsey Mantoan, Sara Brady, 2018-10-17 Game of Thrones has changed the landscape of television during an era hailed as the Golden Age of TV. An adaptation of George R.R. Martin’s epic fantasy A Song of Fire and Ice, the HBO series has taken on a life of its own with original plotlines that advance past those of Martin’s books. The death of protagonist Ned Stark at the end of Season One launched a killing spree in television—major characters now die on popular shows weekly. While many shows kill off characters for pure shock value, death on Game of Thrones produces seismic shifts in power dynamics—and resurrected bodies that continue to fight. This collection of new essays explores how power, death, gender, and performance intertwine in the series.

**The GameMaker Standard** David Vinciguerra, Andrew Howell, 2015-10-16 This book teaches students and entry-level novices how to create games using the GameMaker engine. Readers will quickly hone their design skills with tutorials that are written so that beginners can quickly start building games while also providing lessons on how designers can ‘level up’ and add advanced options to their games. Readers will also have access to a website containing all the assets and resources to create their games, including sprites and animations, walk-through video tutorials of each lesson and music composed by professional musicians. Also provided are rubrics for instructors to use when grading student work or for readers learning on their own to evaluate their own work.

**Punk Playthings** Sean Taylor, Chris Lowthorpe, 2017-11-13 Punk Playthings Provocations for 21st Century Game Makers Punk was an attitude. It was never about having a Mohican haircut or wearing a ripped T-shirt. It was all about destruction, and the creative potential within that. Malcolm McLaren Warning: If you want a silver bullet solution for efficient game making or a step-by-step guide to receiving Indie Game Dev hero worship, you’re in the wrong place. Put the book back on the shelf. Punk Playthings is an antidote to complacency and orthodoxy. Packed with probes and provocations that explore game making through fresh lenses for uncertain times, it challenges gaming monoculture by constructing a trading space for ideas and learning from across domains and cultures. Punk Playthings has zero respect for boundaries between mediums, industries, sectors, specialisms or disciplines. Instead, it challenges you to expand your cultural capital, think laterally and make new connections. Punk Playthings advocates a truly independent mindset and DIY approach for creating playful experiences with cultural resonance. It proclaims creative entrepreneurship as the true legacy of punk. Punk Playthings is not for everyone. But it might be for you.

**Universal Design in Video Games** Adam Palmquist,

**Making Games** Stefan Werning, 2021-02-16 An argument that production tools shape the aesthetics and political economy of games as an expressive medium. In Making Games, Stefan Werning considers the role of tools (primarily but not exclusively software), their design affordances, and the role they play as sociotechnical actors. Drawing on a wide variety of case studies, Werning argues that production tools shape the aesthetics and political economy of games as an expressive medium. He frames game-making as a (meta)game in itself and shows that tools, like games, have their own procedural rhetoric and should not always be conceived simply in terms of optimization and best practices.

**The Minds Behind Sega Genesis Games** Patrick Hickey, Jr., 2022-06-30 Prior to the arrival of the Sega Genesis, video games were still largely considered kid stuff, but with a far more mature and eclectic range of titles, and an understanding of what gamers wanted, Sega and its Genesis/Mega Drive console began to shift the expectations for what gaming could be. Never scared to innovate, Sega’s impact on the industry continues to this day through the games they originally developed and the technology their consoles pushed into the mainstream. Featuring interviews with the creators of

over 40 games on the Sega Genesis console including Sonic the Hedgehog 2, Altered Beast, Aladdin, Earthworm Jim and NHL 95, this book gives a behind-the-scenes look at the creation of some of the influential, iconic, and sometimes forgotten games on Sega's most important contribution to the game industry. The interviewees reveal the challenges of working with mega publishers, the uncertainties of public reception, and the creative processes that produced some of the 16-bit era's classic titles.

**AC/E Digital Culture Annual Report 2016** Javier Celaya,Iván Martínez,Montecarlo,Mariana Moura Santos,Pau Waelder,Lara Sánchez Coterón,Pepe Zapata,2016-04-05 Following the excellent reception of the first two editions of the AC/E Digital Culture Annual Report (2014 and 2015) – more than 5,000 copies of each have been distributed over the past two years – we are pleased to share with culture sector professionals the third edition, which sets out to analyse the impact of new technologies on artistic creation and their use at cultural festivals. To achieve this aim, the broad-ranging content of the third edition of the report has been divided into two main sections to make it easier to read for the different audiences at which it is aimed. 'Smart Culture' is the overarching theme established by the Advisory Committee of the AC/E Digital Culture Annual Report 2016 as a basis for choosing the six articles that make up the first part of this year's edition. Just as the first report's Focus dealt with the impact of the Internet on the performing arts (theatre, opera, dance, ballet, etc.) and that of the second edition analysed the use of new technologies in the world of museums, for this third edition it conducts a thorough analysis of the use of new technologies at some 50 Spanish and foreign cultural festivals.

**Python, PyGame, and Raspberry Pi Game Development** Sloan Kelly,2019-05-25 Expand your basic knowledge of Python and use PyGame to create fast-paced video games with great graphics and sounds. This second edition shows how you can integrate electronic components with your games using the build-in general purpose input/output (GPIO) pins and some Python code to create two new games. You'll learn about object-oriented programming (OOP) as well as design patterns, such as model-view-controller (MVC) and finite-state machines (FSMs). Whether using Windows, macOS, Linux, or a Raspberry Pi, you can unleash the power of Python and PyGame to create great looking games. The book also includes complete code listings and explanations for Bricks, Snake, and Invaders—three fully working games. These allow you to get started in making your own great games and then modify them or build your own exciting titles. The concepts are further explained using games such as “Copycat,” where the player must concentrate and repeat the sequence of lights and sounds, and “Couch Quiz,” in which PyGame and electronic components create a quiz game for 2–4 players. What You'll Learn Gain basic knowledge of Python and employ it for game development Study game projects you can use as templates, such as Bricks, Snake, and Invaders Work with user-defined functions, inheritance, composition, and aggregation Implement finite state machines Integrate your game with electronics using the GPIO pins Who This Book Is For Experienced coders or game developers new to Python, PyGame and Raspberry Pi would find this book helpful. It is also for beginners interested in getting into game development.

**The Pyramid of Game Design** Nicholas Lovell,2018-12-07 Game design is changing. The emergence of service games on PC, mobile and console has created new expectations amongst consumers and requires new techniques from game makers. In The Pyramid of Game Design, Nicholas Lovell identifies and explains the frameworks and techniques you need to deliver fun, profitable games. Using examples of games ranging from modern free-to-play titles to the earliest arcade games, via PC strategy and traditional boxed titles, Lovell shows how game development has evolved, and provides game makers with the tools to evolve with it. Harness the Base, Retention and Superfan Layers to create a powerful Core Loop. Design the player Session to keep players playing while being respectful of their time. Accept that there are few fixed rules: just trade-offs with consequences. Adopt Agile and Lean techniques to learn what you need you learn quickly Use analytics, paired with design skills and player feedback, to improve the fun, engagement and profitability of your games. Adapt your marketing techniques to the reality of the service game era Consider the ethics of game design in a rapidly changing world. Lovell shows how service games require all the skills of product game development, and more. He provides a toolset for game makers of all varieties to create fun, profitable games. Filled with practical advice, memorable anecdotes and a wealth of game knowledge, the Pyramid of Game Design is a must-read for all game developers.

**The Indie Game Developer Handbook** Richard Hill-Whittall,2015-02-11 The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other studios and industry professionals grant an first-hand look into the world of indie game development

**Exploring Roguelike Games** John Harris,2020-09-09 Since 1980, in-the-know computer gamers have been enthralled by the unpredictable, random, and incredibly deep gameplay of Rogue and those games inspired by it, known to fans as roguelikes. For decades, this venerable genre was off the

radar of most players and developers for a variety of reasons: deceptively simple graphics (often just text characters), high difficulty, and their demand that a player brings more of themselves to the game than your typical AAA title asks. This book covers many of the most prominent titles and explains in great detail what makes them interesting, the ways to get started playing them, the history of the genre, and more. It includes interviews, playthroughs, and hundreds of screenshots. It is a labor of love: if even a fraction of the author's enthusiasm for these games gets through these pages to you, then you will enjoy it a great deal. Key Features: Playing tips and strategy for newcomers to the genre Core roguelikes Rogue, Angband, NetHack, Dungeon Crawl Stone Soup, ADOM, and Brogue The lost roguelikes Super Rogue and XRogue, and the early RPG dnd for PLATO systems The Japanese console roguelikes Taloon's Mystery Dungeon and Shiren the Wanderer Lesser-known but extremely interesting games like Larn, DoomRL, HyperRogue, Incursion, and Dungeon Hack Rogue-ish games that blur the edges of the genre, including Spelunky, HyperRogue, ToeJam & Earl, Defense of the Oasis, Out There, and Zelda Randomizer Interviews with such developers as Keith Burgun (100 Rogues and Auro), Rodain Joubert (Desktop Dungeons), Josh Ge (Cogmind), Dr. Thomas Biskup (ADOM), and Robin Bandy (devnull public NetHack tournament) An interview regarding Strange Adventures in Infinite Space Design issues of interest to developers and enthusiasts Author Bio: John Harris has bumped around the Internet for more than 20 years. In addition to writing the columns @Play and Pixel Journeys for GameSetWatch and developer interviews for Gamasutra, he has spoken at Roguelike Celebration. John Harris has a MA in English Literature from Georgia Southern University.

**Dual Wield** Jon Stone, 2022-02-21 In recent years, poetry and video games have begun talking to – and taking from – one another in earnest. Poets, ever in pursuit of meaning, now draw inspiration from digital-interactive fantasy worlds, while video game developers aim to enrich their creations by imbuing them with poetic depth. This book investigates the phenomena of poem-game hybrids and other forms of poetic-ludic interplay, making use of both a multidisciplinary critical approach and the author's own experiments in building and testing hybrid artefacts. What emerges is the suggestion of a future where reading and playing are no longer seen as separate endeavours, where the quests for sensory pleasure and philosophic insight are one and the same.

#### **Fundamentals of Cytogenetics and Genetics** ,2010

**GameMaker Cookbook** Brandon Gardiner, 2015-12-23 Over 50 hands-on recipes to help you build exhilarating games using the robust GameMaker system About This Book Design and develop game elements that can be used alone or stacked to enhance your gaming experience Explore extensions that can unlock GameMaker: Studio's true potential to create complex games A recipe-based, easy-to-follow guide to take your GameMaker skills to the next level Who This Book Is For This book is intended for GameMaker: Studio enthusiasts who are looking to add more substance and improve their content. If know your way around the program and have some basic GML skills but want to take them further, then this book is for you. What You Will Learn Set up player control schemes of various types, such as touch controls and a gamepad Create your own physics sandbox Get accustomed to advanced player movement Implement music and 3D sound in your games Utilize GameMaker's GUI layers to create exciting games Generate adjustable game settings and save systems Add depth to your game with lighting and special effects In Detail GameMaker: Studio started off as a tool capable of creating simple games using a drag-and-drop interface. Since then, it has grown to become a powerful instrument to make release-ready games for PC, Mac, mobile devices, and even current-gen consoles. GameMaker is designed to allow its users to develop games without having to learn any of the complex programming languages such as C++ or Java. It also allows redistribution across multiple platforms. This book teaches you to harness GameMaker: Studio's full potential and take your game development to new heights. It begins by covering the basics and lays a solid foundation for advanced GameMaker concepts. Moving on, it covers topics such as controls, physics, and advanced movement, employing a strategic approach to the learning curve. The book concludes by providing insights into complex concepts such as the GUI, menus, save system, lighting, particles, and VFX. By the end of the book, you will be able to design games using GameMaker: Studio and implement the same techniques in other games you intend to design. Style and approach A problem-solving guide that teaches you the construction of game elements and mechanics to be integrated in games for rapid prototyping. Each overall topic includes several individual recipes taught through step-by-step instructions, and in-depth follow-up with examples.

**HTML5 Games: Novice to Ninja** Earle Castledine, 2018-02-15 This book will teach you how to create awesome video games. Games from scratch. Games that run cross-platform, in web browsers, and on phones. Games filled with dynamic sound and music. Games overflowing with impressive visual effects. Fun games. More importantly, this book will teach you how to think about making games. You'll learn to analyze and dissect games; to understand what it is that makes great games great. By the end of the journey you'll have all the knowledge and tools needed to produce engaging, polished products that people will love to play. What's inside? Learn the basics: game loops and input Draw graphics on the screen using Canvas Add amazing sound effects and music using the Web Audio API Develop several fun games: a platformer, a shoot 'em up, a dungeon crawler, and a physics-based game Create your own JavaScript game library Jazz up your game up with juice: screen shakes, particle effects, and more

**Watch Me Play** T.L. Taylor, 2018-10-16 A look at the revolution in game live streaming and esports broadcasting Every day thousands of people

broadcast their gaming live to audiences over the internet using popular sites such as Twitch, which reaches more than one hundred million viewers a month. In these new platforms for interactive entertainment, big esports events featuring digital game competitors live stream globally, and audiences can interact with broadcasters—and each other—through chat in real time. What are the ramifications of this exploding online industry? Taking readers inside home studios and backstage at large esports events, *Watch Me Play* investigates the rise of game live streaming and how it is poised to alter how we understand media and audiences. Through extensive interviews and immersion in this gaming scene, T. L. Taylor delves into the inner workings of the live streaming platform Twitch. From branding to business practices, she shows the pleasures and work involved in this broadcasting activity, as well as the management and governance of game live streaming and its hosting communities. At a time when gaming is being reinvented through social media, the potential of an ever-growing audience is transforming user-generated content and alternative distribution methods. These changes will challenge the meaning of ownership and intellectual property and open the way to new forms of creativity. The first book to explore the online phenomenon Twitch and live streaming games, *Watch Me Play* offers a vibrant look at the melding of private play and public entertainment.

*Secrets of Video Game Consoles* Michael Hart, 2022-12-29 Did you know the Nintendo Wii had a medical condition named after it? Or that the Sega Saturn almost had the Nintendo 64's graphics chip? Did you realize the Atari Jaguar contained five different processors? Are you aware that a fake website about beekeeping was used to promote an Xbox game? Learn about all of this and more in this unique trivia book about the history of video game consoles that gives you the complete stories in detail! These facts cover a wide range of subjects, such as which console introduced certain technology and features, esoteric hardware oddities, marketing fails and successes, stories behind key games, how certain indispensable people shaped the whole industry, development history, court cases, peculiar events, weird relationships between companies and technical explanations. Plenty of these would be obscure facts that you may not know, but even if you are familiar with them, do you know the full story? 31 video game consoles stretching from 1972 to 2017 are covered, containing more than 235 in-depth facts, numerous other pieces of trivia and over 350 images to create a single package unlike any other that gamers of all ages will find interesting! If you want to fill your head with plenty of knowledge about your favorite video game consoles to amaze your friends with, then this book is for you!

*Game On! 2020: An AFK Book* Scholastic, 2019-11-05 Learn all about the hottest games coming in 2020, how they were developed, and how to beat them in Scholastic's annual gaming guide! Get ready for another awesome year of gaming with this ultimate guide to all your favorite games, including a definitive list of the biggest games of the past year and hot new ones coming in 2020! *Game On! 2020* is the most comprehensive guide to all the best games, tech, and streamers, featuring some of the year's greatest gaming moments and exclusive interviews with Twitch stars, YouTube legends, and game developers. This complete guide is packed with top gaming secrets, stats, tips, and tricks for all your favorite games. All games featured in *Game On! 2020* are rated T for Teen or younger, keeping it appropriate for young gamers.

*Practical Game Design* Adam Kramarzewski, Ennio De Nucci, 2018-04-19 Design accessible and creative games across genres, platforms, and development realities Key Features Implement the skills and techniques required to work in a professional studio Ace the core principles and processes of level design, world building, and storytelling Design interactive characters that animate the gaming world Book Description If you are looking for an up-to-date and highly applicable guide to game design, then you have come to the right place! Immerse yourself in the fundamentals of game design with this book, written by two highly experienced industry professionals to share their profound insights as well as give valuable advice on creating games across genres and development platforms. *Practical Game Design* covers the basics of game design one piece at a time. Starting with learning how to conceptualize a game idea and present it to the development team, you will gradually move on to devising a design plan for the whole project and adapting solutions from other games. You will also discover how to produce original game mechanics without relying on existing reference material, and test and eliminate anticipated design risks. You will then design elements that compose the playtime of a game, followed by making game mechanics, content, and interface accessible to all players. You will also find out how to simultaneously ensure that the gameplay mechanics and content are working as intended. As the book reaches its final chapters, you will learn to wrap up a game ahead of its release date, work through the different challenges of designing free-to-play games, and understand how to significantly improve their quality through iteration, polishing and playtesting. What you will learn Define the scope and structure of a game project Conceptualize a game idea and present it to others Design gameplay systems and communicate them clearly and thoroughly Build and validate engaging game mechanics Design successful business models and prepare your games for live operations Master the principles behind level design, worldbuilding and storytelling Improve the quality of a game by playtesting and polishing it Who this book is for Whether you are a student eager to design a game or a junior game designer looking for your first role as a professional, this book will help you with the fundamentals of game design. By focusing on best practices and a pragmatic approach, *Practical Game Design* provides insights into the arts and crafts from two senior game designers that will interest more seasoned professionals in the game industry.

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**Nuclear Throne Introduction**

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[hijri year wikipedia](#) - Aug 03 2022

web the hijri year arabic ١ ٢ ٣ ٤ ٥ ٦ or era ١٤٤٥ ١٤٤٦ at taqwīm al hijrī is the era used in the islamic lunar calendar it begins

its count from the islamic new year in which muhammad and his followers migrated from mecca to yathrib now medina in 622 ce

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web the hijri calendar arabic **تقويم** **الهجري** **المسلم** romanized al taqwīm al hijrī also known in english as the muslim calendar and islamic calendar is a lunar calendar consisting of 12 lunar months in a year of 354 or 355 days

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