# ZX SPECTRUM GAMES CODE CLUB: TWENTY FUN GAMES TO CODE AND LEARN BY GARY PLOWMAN
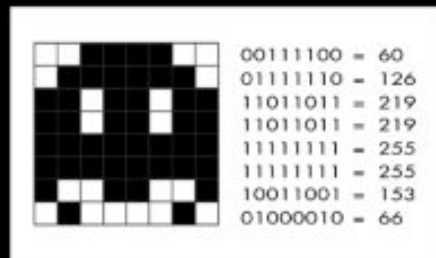


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# ZX SPECTRUM GAMES CODE CLUB

## TWENTY FUN GAMES TO TYPE IN, LEARN FROM AND EXTEND

00111100 = 60
01111110 = 126
11011011 = 219
11011011 = 219
11111111 = 255
11111111 = 255
10011001 = 153
01000010 = 66

Sinclair BASIC is fun and easy-to-learn. Type in a game, play it and then we'll explain it.

## Includes...

Flappy Bird, ZX Breakout, Astral Invaders, C5 Solar Race, MiniPong, Retro Hunter, Takeaway Ted, Billy Bob's Gold and many more.

**Gary Plowman**

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About the Author

Gary Plowman is an Indie Game Developer and Web Developer with a passion for retro computing and retrogaming. This book covers coding fun arcade games in BASIC. The book has been used at STEM events and kids coding seminars across UK & Europe. Teachers have also used the book for introducing game coding to kids in the classroom. In the 1980s computer magazines were bought for their Type-In games by eager young teenagers looking to decipher the mysteries of early microcomputers. The Type-in listings were very important as a first step to learning the coding language of a machine and allowed kids and teenagers to pick up the concepts as they typed in a listing for a game or utility. This book tries to recreate that feeling but in a more structured and user-friendly way and provides a breakdown of the key concepts such as game loops, collision detection, game play improvements and suggestions for further enhancing the games. The book has been bought and used by teachers, STEM facilitators, ZX Spectrum fans, Commodore 64 & Amiga owners too! Sinclair BASIC is a fun and simple language but very productive and capable for learning the basics of computer coding.

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# ZX SPECTRUM GAMES CODE CLUB: TWENTY FUN GAMES TO CODE AND LEARN BY GARY PLOWMAN PDF

This book is ideal for ZX Spectrum fans (aka Timex 2000 in USA) and beginners to coding of any age, that want to learn or practice coding simple computer games with Sinclair BASIC. Contains 20 games specifically created for this book, from retro Arcade classics to more wacky game ideas.

Ideal for STEM coding activities for kids and adults. Learn to create a simple game loops and to create graphics with binary code. Also makes a great geek gift for someone.

No special equipment needed! Use with ...

- Windows (using free emulators)
- Mac (using free emulators)
- ZX Spectrum Next computer (coming soon)
- Internet browser emulators: using Chrome / FF etc.
- Chromebook
- Original ZX Spectrum
- Recreated ZX Spectrum (Android / iOS)
- Linux (Fuse)
- Raspberry Pi (Fuse)
- Tablet: Android / iOS iPad

Ideal for Retro Computing fans that want to dust off their ZX Spectrum or an emulator and type in some code, 'old school'.

In one sitting type in a game, play it and then we will go through it. The book doesn't go over every single line of code, but rather summarises key components and newer sections for each game. This keeps the process fun and engaging.

An interactive learning book intended for all ages to enjoy at home and also a great introduction to programming and game design for Code Clubs and STEM events. So type in a retro game and lets have some fun!

Includes: ZX Breakout, MiniPong, Astral Invaders, Battleship War, Flappy Bird, Takeaway Ted and many more...

Many Emulators to choose from: ZX Spin, Spectaculator, Marvin, Fuse, Speccy, etc.
The American version of the ZX Spectrum machine was sold under the name Timex Sinclair.

Other compatible clones of ZX Spectrum: TS2048, TS2068, Pentagon, CZ-2000, TK90X, Didatik, Hobbit, plus many more. If you have a STEM or STEAM event then why not bring the simplicity and geek fun of Retro Coding to it. If you want to encourage a family member to get coding, this could be ideal.

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