

BEGINNING GAME PROGRAMMING

SAMS TEACH YOURSELF GAME PROGRAMMING IN 24 HOURS GAME PROGRAMMING ALGORITHMS AND TECHNIQUES UNREAL ENGINE 4 GAME DEVELOPMENT QUICK START GUIDE CORE
TECHNIQUES AND ALGORITHMS IN GAME PROGRAMMING BEGINNING MATH AND PHYSICS FOR GAME PROGRAMMERS KILLER GAME PROGRAMMING IN JAVA GAME PROGRAMMING PATTERNS C++
GAME DEVELOPMENT: BUILD HIGH-PERFORMANCE GAMES FROM SCRATCH CAREER OPPORTUNITIES IN THE INTERNET, VIDEO GAMES, AND MULTIMEDIA GAME PROGRAMMING USING QT 5,
BEGINNER'S GUIDE - SECOND EDITION GAME PROGRAMMING IN C++ BEGINNING FLASH GAME PROGRAMMING FOR DUMMIES GAME PROGRAMMING ALL IN ONE LEARNING ANDROID GAME
DEVELOPMENT IPHONE GAME DEVELOPMENT GAME PROGRAMMING FOR ARTISTS C# AND GAME PROGRAMMING MATHEMATICS FOR GAME PROGRAMMING AND COMPUTER GRAPHICS GETTING
STARTED WITH C++ AUDIO PROGRAMMING FOR GAME DEVELOPMENT C# GAME PROGRAMMING MICHAEL MORRISON SANJAY MADHAV RACHEL CORDONE DANIEL SANCHEZ-CRESPO DALMAU
WENDY STAHLER ANDREW DAVISON ROBERT NYSTROM JARREL E. ALLAN TAYLOR PAVEL STRAKHOV SANJAY MADHAV ANDY HARRIS JONATHAN S. HARBOUR HAVARD KINDEM PAUL
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A GENTLE INTRODUCTION TO GAME PROGRAMMING ON THE WINDOWS PLATFORM FOR THE COMPLETE BEGINNER

GAME PROGRAMMING ALGORITHMS AND TECHNIQUES IS A DETAILED OVERVIEW OF MANY OF THE IMPORTANT ALGORITHMS AND TECHNIQUES USED IN VIDEO GAME PROGRAMMING TODAY DESIGNED FOR PROGRAMMERS WHO ARE FAMILIAR WITH OBJECT ORIENTED PROGRAMMING AND BASIC DATA STRUCTURES THIS BOOK FOCUSES ON PRACTICAL CONCEPTS THAT SEE ACTUAL USE IN THE GAME INDUSTRY SANJAY MADHAV TAKES A UNIQUE PLATFORM AND FRAMEWORK AGNOSTIC APPROACH THAT WILL HELP DEVELOP VIRTUALLY ANY GAME IN ANY GENRE WITH ANY LANGUAGE OR FRAMEWORK HE PRESENTS THE FUNDAMENTAL TECHNIQUES FOR WORKING WITH 2D AND 3D GRAPHICS PHYSICS ARTIFICIAL INTELLIGENCE CAMERAS AND MUCH MORE EACH CONCEPT IS ILLUMINATED WITH PSEUDOCODE THAT WILL BE INTUITIVE TO ANY C JAVA OR C PROGRAMMER AND HAS BEEN REFINED AND PROVEN IN MADHAV S GAME PROGRAMMING COURSES AT THE UNIVERSITY OF SOUTHERN CALIFORNIA REVIEW QUESTIONS AFTER EACH CHAPTER HELP SOLIDIFY THE MOST IMPORTANT CONCEPTS BEFORE MOVING ON MADHAV CONCLUDES WITH A DETAILED ANALYSIS OF TWO COMPLETE GAMES A 2D IOS SIDE SCROLLER WRITTEN IN OBJECTIVE CUSING COCOS2D AND A 3D PC MAC LINUX TOWER DEFENSE GAME WRITTEN IN C USING XNA MONOGAME THESE GAMES ILLUSTRATE MANY OF THE ALGORITHMS AND TECHNIQUES COVERED IN THE EARLIER CHAPTERS AND THE FULL SOURCE CODE IS AVAILABLE AT GAMEALGORITHMS.NET COVERAGE INCLUDES GAME TIME MANAGEMENT SPEED CONTROL AND ENSURING CONSISTENCY ON DIVERSE HARDWARE ESSENTIAL 2D GRAPHICS TECHNIQUES FOR MODERN MOBILE GAMING VECTORS MATRICES AND LINEAR ALGEBRA FOR 3D GAMES 3D GRAPHICS INCLUDING COORDINATE SPACES LIGHTING AND SHADING Z BUFFERING AND QUATERNIONS HANDLING TODAY S WIDE ARRAY OF DIGITAL AND ANALOG INPUTS SOUND SYSTEMS INCLUDING SOUND EVENTS 3D AUDIO AND DIGITAL SIGNAL PROCESSING FUNDAMENTALS OF GAME PHYSICS INCLUDING COLLISION DETECTION AND NUMERIC INTEGRATION CAMERAS FIRST PERSON FOLLOW SPLINE AND MORE ARTIFICIAL INTELLIGENCE PATHFINDING STATE BASED BEHAVIORS AND STRATEGY PLANNING USER INTERFACES INCLUDING MENU SYSTEMS AND HEADS UP DISPLAYS SCRIPTING AND TEXT BASED DATA FILES WHEN HOW AND WHERE TO USE THEM BASICS OF NETWORKED GAMES INCLUDING PROTOCOLS AND NETWORK TOPOLOGY

LEARN HOW TO USE UNREAL ENGINE 4 BY BUILDING 3D AND MULTIPLAYER GAMES USING BLUEPRINTS KEY FEATURES LEARN THE FUNDAMENTALS OF UNREAL ENGINE SUCH AS PROJECT TEMPLATES BLUEPRINTS AND C LEARN TO DESIGN GAMES USE UMG TO CREATE MENUS AND HUDS AND REPLICATION TO CREATE MULTIPLAYER GAMES BUILD DYNAMIC GAME ELEMENTS

USING ANIMATION BLUEPRINTS AND BEHAVIOR TREES BOOK DESCRIPTION UNREAL ENGINE IS A POPULAR GAME ENGINE FOR DEVELOPERS TO BUILD HIGH END 2D AND 3D GAMES THIS BOOK IS A PRACTICAL GUIDE STARTING OFF BY QUICKLY INTRODUCING YOU TO THE UNREAL ENGINE 4 UE4 ECOSYSTEM YOU WILL LEARN HOW TO CREATE BLUEPRINTS AND C CODE TO DEFINE YOUR GAME S FUNCTIONALITY YOU WILL BE FAMILIARIZED WITH THE CORE SYSTEMS OF UE4 SUCH AS UMG ANIMATION BLUEPRINTS AND BEHAVIOR TREES YOU WILL ALSO LEARN HOW TO USE REPLICATION TO CREATE MULTIPLAYER GAMES BY THE END OF THIS BOOK YOU WILL HAVE A BROAD SOLID KNOWLEDGE BASE TO EXPAND UPON ON YOUR JOURNEY WITH UE4 WHAT YOU WILL LEARN USE PROJECT TEMPLATES TO GIVE YOUR GAME A HEAD START CREATE CUSTOM BLUEPRINTS AND C CLASSES AND EXTEND FROM EPIC S BASE CLASSES USE UMG TO CREATE MENUS AND HUDS FOR YOUR GAME CREATE MORE DYNAMIC CHARACTERS USING ANIMATION BLUEPRINTS LEARN HOW TO CREATE COMPLEX AI WITH BEHAVIOR TREES USE REPLICATION TO CREATE MULTIPLAYER GAMES OPTIMIZE TEST AND DEPLOY A UE4 PROJECT WHO THIS BOOK IS FOR READERS WHO ALREADY HAVE SOME GAME DEVELOPMENT EXPERIENCE AND UNITY USERS WHO WOULD LIKE TO TRY UE4 WILL ALL BENEFIT FROM THIS BOOK KNOWLEDGE OF BASIC OBJECT ORIENTED PROGRAMMING TOPICS SUCH AS VARIABLES FUNCTIONS AND CLASSES IS ASSUMED

TO EVEN TRY TO KEEP PACE WITH THE RAPID EVOLUTION OF GAME DEVELOPMENT YOU NEED A STRONG FOUNDATION IN CORE PROGRAMMING TECHNIQUES NOT A HEFTY VOLUME ON ONE NARROW TOPIC OR ONE THAT DEVOTES ITSELF TO API SPECIFIC IMPLEMENTATIONS FINALLY THERE S A GUIDE THAT DELIVERS AS A PROFESSOR AT THE SPANISH UNIVERSITY THAT OFFERED THAT COUNTRY S FIRST MASTER S DEGREE IN VIDEO GAME CREATION AUTHOR DANIEL SANCHEZ CRESPO RECOGNIZES THAT THERE S A CORE PROGRAMMING CURRICULUM EVERY GAME DESIGNER SHOULD BE WELL VERSED IN AND HE S OUTLINED IT IN THESE PAGES BY FOCUSING ON TIME TESTED CODING TECHNIQUES AND PROVIDING CODE SAMPLES THAT USE C AND THE OPENGL AND DIRECTX APIS DANIEL HAS PRODUCED A GUIDE WHOSE SHELF LIFE WILL EXTEND LONG BEYOND THE LATEST INDUSTRY TREND CODE DESIGN DATA STRUCTURES DESIGN PATTERNS AI SCRIPTING ENGINES 3D PIPELINES TEXTURE MAPPING AND MORE THEY RE ALL COVERED HERE IN CLEAR COHERENT FASHION AND WITH A FOCUS ON THE ESSENTIALS THAT WILL HAVE YOU REFERRING BACK TO THIS VOLUME FOR YEARS TO COME

WHETHER ONE IS A HOBBYIST OR A BUDDING GAME DESIGN PRO THE OBJECTIVE IS PROBABLY THE SAME TO CREATE THE COOLEST GAMES POSSIBLE USING TODAY S INCREASINGLY SOPHISTICATED TECHNOLOGY THROUGH CLEAR STEP BY STEP INSTRUCTIONS AUTHOR WENDY STAHLER COVERS THE TRIGONOMETRY SNIPPETS VECTOR OPERATIONS AND 1D 2D 3D MOTION DESIGNERS NEED TO IMPROVE THEIR LEVEL OF GAME DEVELOPMENT

ALTHOUGH THE NUMBER OF COMMERCIAL JAVA GAMES IS STILL SMALL COMPARED TO THOSE WRITTEN IN C OR C++ THE MARKET IS EXPANDING RAPIDLY. RECENT UPDATES TO JAVA MAKE IT FASTER AND EASIER TO CREATE POWERFUL GAMING APPLICATIONS. PARTICULARLY JAVA 3D IS FUELING AN EXPLOSIVE GROWTH IN JAVA GAMES. JAVA GAMES LIKE PUZZLE PIRATES, CHROME STAR WARS GALAXIES, RUNESCAPE, ALIEN FLUX, KINGDOM OF WARS, LAW AND ORDER II, ROBOFORGE, TOM CLANCY'S POLITIKA, AND SCORES OF OTHERS HAVE EARNED AWARDS AND BECOME BESTSELLERS. JAVA DEVELOPERS NEW TO GRAPHICS AND GAME PROGRAMMING, AS WELL AS GAME DEVELOPERS NEW TO JAVA 3D, WILL FIND KILLER GAME PROGRAMMING IN JAVA INVALUABLE. THIS NEW BOOK IS A PRACTICAL INTRODUCTION TO THE LATEST JAVA GRAPHICS AND GAME PROGRAMMING TECHNOLOGIES AND TECHNIQUES. IT IS THE FIRST BOOK TO THOROUGHLY COVER JAVA'S 3D CAPABILITIES FOR ALL TYPES OF GRAPHICS AND GAME DEVELOPMENT PROJECTS. KILLER GAME PROGRAMMING IN JAVA IS A COMPREHENSIVE GUIDE TO EVERYTHING YOU NEED TO KNOW TO PROGRAM COOL, TESTOSTERONE-DRENCHED JAVA GAMES. IT WILL GIVE YOU REUSABLE TECHNIQUES TO CREATE EVERYTHING FROM FAST-FULL-SCREEN ACTION GAMES TO MULTIPLAYER 3D GAMES. IN ADDITION TO THE MOST THOROUGH COVERAGE OF JAVA 3D AVAILABLE, KILLER GAME PROGRAMMING IN JAVA ALSO CLEARLY DETAILS THE OLDER, BETTER-KNOWN 2D APIs: 3D SPRITES, ANIMATED 3D SPRITES, FIRST-PERSON SHOOTER PROGRAMMING, SOUND, FRACTALS, AND NETWORKED GAMES. KILLER GAME PROGRAMMING IN JAVA IS A MUST-HAVE FOR ANYONE WHO WANTS TO CREATE ADRENALINE-FUELED GAMES IN JAVA.

THE BIGGEST CHALLENGE FACING MANY GAME PROGRAMMERS IS COMPLETING THEIR GAME. MOST GAME PROJECTS FIZZLE OUT, OVERWHELMED BY THE COMPLEXITY OF THEIR OWN CODE. GAME PROGRAMMING PATTERNS TACKLES THAT EXACT PROBLEM. BASED ON YEARS OF EXPERIENCE IN SHIPPED AAA TITLES, THIS BOOK COLLECTS PROVEN PATTERNS TO UNTANGLE AND OPTIMIZE YOUR GAME. ORGANIZED AS INDEPENDENT RECIPES, SO YOU CAN PICK JUST THE PATTERNS YOU NEED, YOU WILL LEARN HOW TO WRITE A ROBUST GAME LOOP, HOW TO ORGANIZE YOUR ENTITIES USING COMPONENTS, AND TAKE ADVANTAGE OF THE CPU'S CACHE TO IMPROVE YOUR PERFORMANCE. YOU'LL DIVE DEEP INTO HOW SCRIPTING ENGINES ENCODE BEHAVIOR, HOW QUADTREES AND OTHER SPATIAL PARTITIONS OPTIMIZE YOUR ENGINE, AND HOW OTHER CLASSIC DESIGN PATTERNS CAN BE USED IN GAMES.

DIVE INTO THE EXCITING WORLD OF GAME DEVELOPMENT WITH C++ GAME DEVELOPMENT, DESIGNED FOR READERS WITH PRIOR KNOWLEDGE IN C++ PROGRAMMING. THIS COMPREHENSIVE GUIDE TAKES YOU ON A THRILLING JOURNEY THROUGH THE FUNDAMENTALS OF GAME DEVELOPMENT AND BEYOND, FROM THE BASICS OF GAME PROGRAMMING TO ADVANCED TECHNIQUES IN GRAPHICS, RENDERING, PHYSICS SIMULATION, AND MULTIPLAYER NETWORKING. THIS BOOK COVERS ALL ASPECTS OF GAME DEVELOPMENT WITH CLARITY AND DEPTH. EACH CHAPTER IS METICULOUSLY CRAFTED TO PROVIDE A BLEND OF THEORETICAL KNOWLEDGE AND PRACTICAL INSIGHTS, EMPOWERING YOU TO UNLEASH YOUR CREATIVITY AND BRING YOUR GAMING

VISIONS TO LIFE WHETHER YOU DREAM OF CREATING IMMERSIVE 2D PLATFORMERS ACTION PACKED SHOOTERS OR CAPTIVATING MULTIPLAYER EXPERIENCES THIS BOOK EQUIPS YOU WITH THE SKILLS AND TECHNIQUES NEEDED TO TURN YOUR IDEAS INTO REALITY WITH HANDS ON TUTORIALS REAL WORLD EXAMPLES AND EXPERT TIPS FROM SEASONED GAME DEVELOPERS C GAME DEVELOPMENT UNLEASH YOUR CREATIVITY IS YOUR ESSENTIAL COMPANION ON THE PATH TO MASTERING THE ART OF GAME DEVELOPMENT GET READY TO EMBARK ON AN EXHILARATING JOURNEY INTO THE HEART OF GAME DEVELOPMENT AND UNLEASH YOUR CREATIVITY LIKE NEVER BEFORE LET THE ADVENTURE BEGIN

PROVIDES UPDATED KEY INFORMATION INCLUDING SALARY RANGES EMPLOYMENT TRENDS AND TECHNICAL REQUIREMENTS CAREER PROFILES INCLUDE ANIMATOR CONTENT SPECIALIST GAME DESIGNER ONLINE EDITOR WEB SECURITY MANAGER AND MORE

A COMPLETE GUIDE TO DESIGNING AND BUILDING FUN GAMES WITH QT AND QT QUICK USING ASSOCIATED TOOLSETS KEY FEATURES A STEP BY STEP GUIDE TO LEARN QT BY BUILDING SIMPLE YET ENTERTAINING GAMES GET ACQUAINTED WITH A SMALL YET POWERFUL ADDITION QT GAMEPAD MODULE THAT ENABLES QT APPLICATIONS TO SUPPORT THE USE OF GAMEPAD HARDWARE UNDERSTAND TECHNOLOGIES SUCH AS QML OPENGL AND QT CREATOR TO DESIGN INTUITIVE GAMES BOOK DESCRIPTION QT IS THE LEADING CROSS PLATFORM TOOLKIT FOR ALL SIGNIFICANT DESKTOP MOBILE AND EMBEDDED PLATFORMS AND IS BECOMING POPULAR BY THE DAY ESPECIALLY ON MOBILE AND EMBEDDED DEVICES IT S A POWERFUL TOOL THAT PERFECTLY FITS THE NEEDS OF GAME DEVELOPERS THIS BOOK WILL HELP YOU LEARN THE BASICS OF QT AND WILL EQUIP YOU WITH THE NECESSARY TOOLSETS TO BUILD APPS AND GAMES THE BOOK BEGINS BY HOW TO CREATE AN APPLICATION AND PREPARE A WORKING ENVIRONMENT FOR BOTH DESKTOP AND MOBILE PLATFORMS YOU WILL LEARN HOW TO USE BUILT IN QT WIDGETS AND FORM EDITOR TO CREATE A GUI APPLICATION AND THEN LEARN THE BASICS OF CREATING GRAPHICAL INTERFACES AND QT S CORE CONCEPTS FURTHER YOU LL LEARN TO ENRICH YOUR GAMES BY IMPLEMENTING NETWORK CONNECTIVITY AND EMPLOYING SCRIPTING YOU WILL LEARN ABOUT QT S CAPABILITIES FOR HANDLING STRINGS AND FILES DATA STORAGE AND SERIALIZATION MOVING ON YOU WILL LEARN ABOUT THE NEW QT GAMEPAD MODULE AND HOW TO ADD IT IN YOUR GAME AND THEN DELVE INTO OPENGL AND VULCAN AND HOW IT CAN BE USED IN QT APPLICATIONS TO IMPLEMENT HARDWARE ACCELERATED 2D AND 3D GRAPHICS YOU WILL THEN EXPLORE VARIOUS FACETS OF QT QUICK HOW IT CAN BE USED IN GAMES TO ADD GAME LOGIC ADD GAME PHYSICS AND BUILD ASTONISHING UIS FOR YOUR GAMES BY THE END OF THIS BOOK YOU WILL HAVE DEVELOPED THE SKILLSET TO DEVELOP INTERESTING GAMES WITH QT WHAT YOU WILL LEARN INSTALL THE LATEST VERSION OF QT ON YOUR SYSTEM UNDERSTAND THE BASIC CONCEPTS OF EVERY QT GAME AND APPLICATION DEVELOP 2D OBJECT ORIENTED GRAPHICS USING QT GRAPHICS VIEW BUILD MULTIPLAYER GAMES OR ADD A CHAT FUNCTION TO YOUR

GAMES WITH QT NETWORK MODULE SCRIPT YOUR GAME WITH QT QML EXPLORE THE QT GAMEPAD MODULE IN ORDER TO INTEGRATE GAMEPAD SUPPORT IN C AND QML APPLICATIONS PROGRAM RESOLUTION INDEPENDENT AND FLUID UIS USING QML AND QT QUICK CONTROL YOUR GAME FLOW IN LINE WITH MOBILE DEVICE SENSORS TEST AND DEBUG YOUR GAME EASILY WITH QT CREATOR AND QT TEST WHO THIS BOOK IS FOR IF YOU WANT TO CREATE GREAT GRAPHICAL USER INTERFACES AND ASTONISHING GAMES WITH QT THIS BOOK IS IDEAL FOR YOU NO PREVIOUS KNOWLEDGE OF QT IS REQUIRED HOWEVER KNOWLEDGE OF C IS MANDATORY

PROGRAM 3D GAMES IN C THE 1 LANGUAGE AT TOP GAME STUDIOS WORLDWIDE C REMAINS THE KEY LANGUAGE AT MANY LEADING GAME DEVELOPMENT STUDIOS SINCE IT S USED THROUGHOUT THEIR ENORMOUS CODE BASES STUDIOS USE IT TO MAINTAIN AND IMPROVE THEIR GAMES AND LOOK FOR IT CONSTANTLY WHEN HIRING NEW DEVELOPERS GAME PROGRAMMING IN C IS A PRACTICAL HANDS ON APPROACH TO PROGRAMMING 3D VIDEO GAMES IN C MODELED ON SANJAY MADHAV S GAME PROGRAMMING COURSES AT USC IT S FUN EASY PRACTICAL HANDS ON AND COMPLETE STEP BY STEP YOU LL LEARN TO USE C IN ALL FACETS OF REAL WORLD GAME PROGRAMMING INCLUDING 2D AND 3D GRAPHICS PHYSICS AI AUDIO USER INTERFACES AND MUCH MORE YOU LL HONE REAL WORLD SKILLS THROUGH PRACTICAL EXERCISES AND DEEPEN YOUR EXPERTISE THROUGH START TO FINISH PROJECTS THAT GROW IN COMPLEXITY AS YOU BUILD YOUR SKILLS THROUGHOUT MADHAV PAYS SPECIAL ATTENTION TO DEMYSTIFYING THE MATH THAT ALL PROFESSIONAL GAME DEVELOPERS NEED TO KNOW SET UP YOUR C DEVELOPMENT TOOLS QUICKLY AND GET STARTED IMPLEMENT BASIC 2D GRAPHICS GAME UPDATES VECTORS AND GAME PHYSICS BUILD MORE INTELLIGENT GAMES WITH WIDELY USED AI ALGORITHMS IMPLEMENT 3D GRAPHICS WITH OPENGL SHADERS MATRICES AND TRANSFORMATIONS INTEGRATE AND MIX AUDIO INCLUDING 3D POSITIONAL AUDIO DETECT COLLISIONS OF OBJECTS IN A 3D ENVIRONMENT EFFICIENTLY RESPOND TO PLAYER INPUT BUILD USER INTERFACES INCLUDING HEAD UP DISPLAYS HUDS IMPROVE GRAPHICS QUALITY WITH ANISOTROPIC FILTERING AND DEFERRED SHADING LOAD AND SAVE LEVELS AND BINARY GAME DATA WHETHER YOU RE A WORKING DEVELOPER OR A STUDENT WITH PRIOR KNOWLEDGE OF C AND DATA STRUCTURES GAME PROGRAMMING IN C WILL PREPARE YOU TO SOLVE REAL PROBLEMS WITH C IN ROLES THROUGHOUT THE GAME DEVELOPMENT LIFECYCLE YOU LL MASTER THE LANGUAGE THAT TOP STUDIOS ARE HIRING FOR AND THAT S A PROVEN ROUTE TO SUCCESS

YOU CAN START GAME PROGRAMMING IN A FLASH HERE S HOW TO CREATE FIVE DIFFERENT COOL GAMES NO EXPERIENCE NECESSARY EVER THINK YOU COULD COME UP WITH A BETTER COMPUTER GAME THEN THIS BOOK IS FOR YOU NO BORING PROGRAMMING THEORY HERE JUST THE STUFF YOU NEED TO KNOW TO ACTUALLY MAKE SOMETHING HAPPEN AND ALL IN PLAIN ENGLISH BUILD A BRAIN TEASING MATH GAME GO CLASSIC WITH PONG CREATE MONSTERS AND MAYHEM AND MUCH MORE DISCOVER HOW TO BUILD AND CONTROL BASIC MOVIE

CLIPS MAKE TEXT APPEAR AND CHANGE GENERATE RANDOM NUMBERS ADD SOUND EFFECTS CREATE CARS AND SPACE VEHICLES THAT MOVE REALISTICALLY BLOW UP STUFF ONSCREEN

THIS BOOK GIVES ASPIRING GAME PROGRAMMERS THE SKILLS THAT ARE NEEDED TO CREATE PROFESSIONAL QUALITY GAMES USING THE CROSS PLATFORM ALLEGRO GAME LIBRARY YOU LL LEARN HOW TO WRITE COMPLETE GAMES THAT WILL RUN ON ALMOST ANY OPERATING SYSTEM BOOK COVER

ANDROID GAME DEVELOPMENT MADE EASY ABOUT THIS BOOK BE INTRODUCED TO CORE GAME DEVELOPMENT TOPICS BY GETTING HANDS ON WITH REAL WORLD 2D GAME DEVELOPMENT THROUGH THIS UNIQUELY DESIGNED GUIDE YOU LL BE A GAME DEVELOPER IN NO TIME IF YOU RE LOOKING TO MOVE INTO ANDROID GAME DEVELOPMENT THIS IS THE BOOK FOR YOU ESPECIALLY IF YOU ARE LOOKING TO TAKE PRIDE IN DEVELOPING GAMES FROM SCRATCHWHO THIS BOOK IS FORTHIS BOOK IS IDEAL FOR ANDROID DEVELOPERS WHO ARE JUST STARTING OUT WITH GAME DEVELOPMENT AS IT DOES NOT ASSUME ANY PRIOR KNOWLEDGE OF GAME DEVELOPMENT TECHNIQUES OR PRINCIPLES BUT IT DOES NOT TEACH JAVA OR DEAL WITH ANY BASIC ANDROID ORIENTATION WHILE IT IS ACCESSIBLE FOR BEGINNERS IT S RECOMMENDED TO KNOW YOUR WAY AROUND ANDROID BEFORE STARTING OUT WHAT YOU WILL LEARN UNDERSTAND THE CHALLENGES OF MAKING GAMES IN ANDROID VERSUS DESKTOP USE THE FUNDAMENTALS OF OPENGL AND ITS PIPELINE WRITE REUSABLE BUILDING BLOCKS THAT ARE ESSENTIAL TO MAKING GAMES WRITE AND USE COMMON ALGORITHMS THAT ARE USED IN GAMES BE ABLE TO WRITE GLSL SHADERS TO WRITE AMAZING VISUALS UNDERSTAND WHAT MAKE GAMES FUN TO PLAY DISTRIBUTE YOUR FIRST GAMEIN DETAILFOCUSED ON 2D GAME DEVELOPMENT LEARNING ANDROID GAME DEVELOPMENT IS AN ENTRY LEVEL LOOK AT HOW TO MAKE GAMES ON THE ANDROID PLATFORM YOU LL LEARN TO BUILD COMPLETE SLICK AND INTUITIVE ANDROID GAMES AS WE TURN YOU FROM A BEGINNER WHO HAS LITTLE EXPERIENCE INTO A COMPETENT 2D ANDROID GAME DEVELOPER THIS BOOK WILL IMPROVE YOUR KNOWLEDGE OF THE ANDROID PLATFORM AND WILL SHOW YOU HOW YOU CAN START MAKING GAMES USING YOUR EXISTING JAVA KNOWLEDGE WE COVER THE BASICS OF CREATING YOUR GAME ADDING IN GUIS AND GAME MENUS CREATING ONLINE LEADER BOARDS AND ADDING IN LOGIN PAGES WITH GOOGLE OR FACEBOOK BY THE END OF THE BOOK YOU LL HAVE CREATED YOUR FIRST ANDROID GAME AND LEARNED HOW TO PUBLISH IT TO THE GOOGLE PLAY STORE

WHAT DO YOU NEED TO KNOW TO CREATE A GAME FOR THE IPHONE EVEN IF YOU VE ALREADY BUILT SOME IPHONE APPLICATIONS DEVELOPING GAMES USING IPHONE S GESTURAL INTERFACE AND LIMITED SCREEN LAYOUT REQUIRES NEW SKILLS WITH IPHONE GAME DEVELOPMENT YOU GET EVERYTHING FROM GAME DEVELOPMENT BASICS AND IPHONE PROGRAMMING

FUNDAMENTALS TO GUIDELINES FOR DEALING WITH SPECIAL GRAPHICS AND AUDIO NEEDS CREATING IN GAME PHYSICS AND MUCH MORE LOADED WITH DESCRIPTIVE EXAMPLES AND CLEAR EXPLANATIONS THIS BOOK HELPS YOU LEARN THE TECHNICAL DESIGN ISSUES PARTICULAR TO THE IPHONE AND IPOD TOUCH AND SUGGESTS WAYS TO MAXIMIZE PERFORMANCE IN DIFFERENT TYPES OF GAMES YOU ALSO GET PLUG IN CLASSES TO COMPENSATE FOR THE AREAS WHERE THE IPHONE S GAME PROGRAMMING SUPPORT IS WEAK LEARN HOW TO DEVELOP IPHONE GAMES THAT PROVIDE ENGAGING USER EXPERIENCES BECOME FAMILIAR WITH OBJECTIVE C AND THE XCODE SUITE OF TOOLS LEARN WHAT IT TAKES TO ADAPT THE IPHONE INTERFACE TO GAMES CREATE A ROBUST SCALABLE FRAMEWORK FOR A GAME APP UNDERSTAND THE REQUIREMENTS FOR IMPLEMENTING 2D AND 3D GRAPHICS LEARN HOW TO ADD MUSIC AND AUDIO EFFECTS AS WELL AS MENUS AND CONTROLS GET INSTRUCTIONS FOR PUBLISHING YOUR GAME TO THE APP STORE

GAME PROGRAMMING FOR ARTISTS PROVIDES A FOUNDATION FOR ARTISTS AND CREATIVES TO JUMPSTART LEARNING TO PROGRAM THEIR OWN GAMES IT IS AN ACCESSIBLE AND CONVERSATIONAL GUIDE FOCUSED ON THREE AREAS BASIC PROGRAMMING UNDERSTANDING GAME ENGINES AND PRACTICAL CODE FOR COMMONLY EMPLOYED GAME SYSTEMS THE BEST WAY TO GET INTO GAMES IS TO MAKE ONE AND THIS BOOK WILL HELP ARTISTS DO THAT

THE SECOND EDITION OF C AND GAME PROGRAMMING OFFERS THE SAME PRACTICAL HANDS ON APPROACH AS THE FIRST EDITION TO LEARNING THE C LANGUAGE THROUGH CLASSIC ARCADE GAME APPLICATIONS COMPLETE SOURCE CODE FOR GAMES LIKE BATTLE BIT ASTEROID MINER AND BATTLE TENNIS INCLUDED ON THE CD ROM DEMONSTRATES PROGRAMMING STRATEGIES AND COMPLEMENTS THE COMPREHENSIVE TREATMENT OF C IN THE TEXT FROM THE BASICS OF ADDING GRAPHICS AND SOUND TO GAMES TO ADVANCED CONCEPTS SUCH AS THE NET FRAMEWORK AND OBJECT ORIENTED PROGRAMMING THIS BOOK PROVIDES THE FOUNDATIONS FOR A BEGINNER TO BECOME A FULL FLEDGED PROGRAMMER NEW IN THIS EDITION SUPPORTS DIRECTX 9 0 REVISED PROGRAMS AND EXAMPLES IMPROVED FRAME RATE FOR GAME EXAMPLES

A COMPREHENSIVE GUIDE TO LEARNING FUNDAMENTAL 3D MATHEMATICAL PRINCIPLES USED IN GAMES AND COMPUTER GRAPHICS BY EXAMPLE KEY FEATURES GET ACQUAINTED WITH THE ESSENTIAL MATHEMATICS NEEDED TO DESCRIBE SIMULATE AND RENDER 3D CREATIONS CONSTRUCT AND MANIPULATE 3D ANIMATED ENVIRONMENTS USING PYTHON PYGAME AND PYOPENGL DEVELOP VERTEX AND FRAGMENT SHADERS IN OPENGL SHADER LANGUAGE TO SPEED UP RENDERING BOOK DESCRIPTION MATHEMATICS IS AN ESSENTIAL SKILL WHEN IT COMES TO GRAPHICS AND GAME DEVELOPMENT PARTICULARLY IF YOU WANT TO UNDERSTAND THE GENERATION OF REAL TIME COMPUTER GRAPHICS AND THE MANIPULATION OF OBJECTS AND ENVIRONMENTS IN

A DETAILED WAY PYTHON TOGETHER WITH PYGAME AND PYOPENGL PROVIDES YOU WITH THE OPPORTUNITY TO EXPLORE THESE FEATURES UNDER THE HOOD REVEALING HOW COMPUTERS GENERATE AND MANIPULATE 3D ENVIRONMENTS MATHEMATICS FOR GAME PROGRAMMING AND COMPUTER GRAPHICS IS AN EXHAUSTIVE GUIDE TO GETTING BACK TO THE BASICS OF MATHEMATICS USING A SERIES OF PROBLEM BASED PRACTICAL EXERCISES TO EXPLORE IDEAS AROUND DRAWING GRAPHIC LINES AND SHAPES APPLYING VECTORS AND VERTICES CONSTRUCTING AND RENDERING MESHES AND WORKING WITH VERTEX SHADERS BY LEVERAGING PYTHON PYGAME AND PYOPENGL YOU LL BE ABLE TO CREATE YOUR OWN MATHEMATICS BASED ENGINE AND API THAT WILL BE USED THROUGHOUT TO BUILD APPLICATIONS BY THE END OF THIS GRAPHICS FOCUSSED BOOK YOU LL HAVE GAINED A THOROUGH UNDERSTANDING OF HOW ESSENTIAL MATHEMATICS IS FOR CREATING RENDERING AND MANIPULATING 3D VIRTUAL ENVIRONMENTS AND KNOW THE SECRETS BEHIND TODAY S TOP GRAPHICS AND GAME ENGINES WHAT YOU WILL LEARN GET UP AND RUNNING WITH PYTHON PYCHARM PYGAME AND PYOPENGL EXPERIMENT WITH DIFFERENT GRAPHICS API DRAWING COMMANDS REVIEW BASIC TRIGONOMETRY AND HOW IT S IMPORTANT IN 3D ENVIRONMENTS APPLY VECTORS AND MATRICES TO MOVE ORIENT AND SCALE 3D OBJECTS RENDER 3D OBJECTS WITH TEXTURES COLORS SHADING AND LIGHTING WORK WITH VERTEX SHADERS FOR FASTER GPU BASED RENDERING WHO THIS BOOK IS FOR THIS BOOK IS FOR PROGRAMMERS WHO WANT TO ENHANCE THEIR 3D MATHEMATICS SKILLS RELATING TO COMPUTER GRAPHICS AND COMPUTER GAMES KNOWLEDGE OF HIGH SCHOOL LEVEL MATHEMATICS AND A WORKING UNDERSTANDING IN AN OBJECT ORIENTATED LANGUAGE IS NEEDED TO GRASP THE CONTENTS PRESENT IN THIS BOOK

THIS BOOK IS A STANDARD TUTORIAL TARGETED AT GAME DEVELOPERS WHICH AIMS TO HELP THEM INCORPORATE AUDIO PROGRAMMING TECHNIQUES TO ENHANCE THEIR GAMEPLAY EXPERIENCE THIS BOOK IS PERFECT FOR C GAME DEVELOPERS WHO HAVE NO EXPERIENCE WITH AUDIO PROGRAMMING AND WHO WOULD LIKE A QUICK INTRODUCTION TO THE MOST IMPORTANT TOPICS REQUIRED TO INTEGRATE AUDIO INTO A GAME

EVEN EXPERIENCED GAME DEVELOPERS SOMETIMES HAVE A HARD TIME MAKING THEIR VISION FOR A GREAT GAME A REALITY THE NUMBER OF AVAILABLE PROGRAMMING LANGUAGES LIBRARIES AND PRODUCTION METHODS CAN MAKE THE DEVELOPMENT PROCESS OVERWHELMING AND RESULT IN COMPLICATED UNRELIABLE GAME CODE C GAME PROGRAMMING FOR SERIOUS GAME CREATION SHOWS PROGRAMMERS HOW TO WRITE SIMPLE CLEAN AND RELIABLE CODE STEP BY STEP THROUGH THE CREATION OF A BASIC GAME THE GAME IS BUILT USING C A HIGH LEVEL PROGRAMMING LANGUAGE AND OPENGL AN INDUSTRY FAVORITE FOR GRAPHICS DISPLAY YOU LL GET AN OVERVIEW OF THE METHODS AND LIBRARIES USED TO BUILD GOOD GAMES LEARN HOW TO USE THOSE LIBRARIES AND CREATE YOUR OWN AND FINALLY BUILD YOUR OWN SCROLLING SHOOTER GAME YOU LL EVEN FIND TIPS AND INFORMATION ON HOW

TO DEVELOP YOUR OWN GAME IDEAS AND YOU LL HAVE AN EXCELLENT CODE BASE TO WORK WITH C GAME PROGRAMMING FOR SERIOUS GAME CREATION PROVIDES YOU WITH ALL THE INFORMATION YOU NEED TO TAKE YOUR GAME IDEAS FROM CONCEPT TO COMPLETION

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