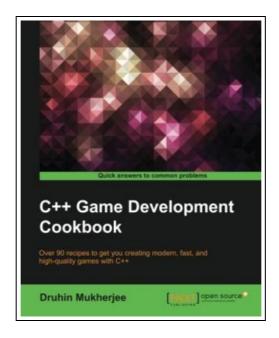
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Reviews

A must buy book if you need to adding benefit. It is actually rally fascinating throgh studying time. Your way of life span will likely be transform as soon as you complete looking over this publication.

(Ms. Bernice Rolfson)

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Packt Publishing Limited, United Kingdom, 2016. Paperback. Condition: New. Language: English. Brand New Book ***** Print on Demand ******.Over 90 recipes to get you creating modern, fast, and high-quality games with C++ About This Book * Level up your game programming skills with insightful recipes on building games in C++ * Analyze the less commonly discussed problems with C++ applications to develop the best games * Improve the performance of your games with the new multi-threading and networking features of C++11 Who This Book Is For This book is ideal for aspiring game developers who are proficient in C++ programming and are interested in developing games with C++. Some basic knowledge of game programming will be useful but is not necessary. What You Will Learn * Explore the basics of game development to build great and effective features for your game * Develop your first text-based game using the various concepts of object-oriented programming * Use algorithms when developing games with various sorting and searching techniques * Exploit data structures in a game s development for data storage * Create your first 2D game using GDI library and sprite sheet. * Build your first advanced 2D game of space invaders using patterns such as observer, fly-weight, abstract factory, command, state, and more In Detail C++ is one of the preferred languages for game development as it supports a variety of coding styles that provides low-level access to the system. C++ is still used as a preferred game programming language by many as it gives game programmers control of the entire architecture, including memory patterns and usage. However, there is little information available on how to harness the advanced features of C++ to build robust games. This book will teach you techniques to develop logic and game code using C++....

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