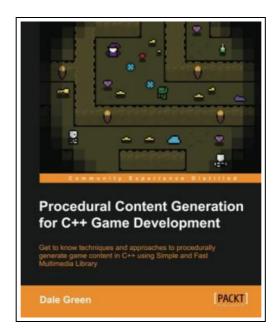
# Procedural Content Generation for C++ Game Development (Paperback)



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# Reviews

The publication is fantastic and great. It can be rally exciting throgh reading period of time. I am just very happy to inform you that this is the greatest publication i actually have read in my very own daily life and could be he very best ebook for at any time.

(Prof. Alvis Wuckert)

### PROCEDURAL CONTENT GENERATION FOR C++ GAME DEVELOPMENT (PAPERBACK)



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Packt Publishing Limited, United Kingdom, 2016. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Get to know techniques and approaches to procedurally generate game content in C++ using Simple and Fast Multimedia Library About This Book \* This book contains a bespoke Simple and Fast Multimedia Library (SFML) game engine with complete online documentation \* Through this book, you ll create games that are non-predictable and dynamic and have a high replayability factor \* Get a breakdown of the key techniques and approaches applied to a real game. Who This Book Is For If you are a game developer who is familiar with C++ and is looking to create bigger and more dynamic games, then this book is for you. The book assumes some prior experience with C++, but any intermediate concepts are clarified in detail. No prior experience with SFML is required. What You Will Learn \* Discover the systems and ideology that lie at the heart of procedural systems \* Use Random number generation (RNG) with C++ data types to create random but controlled results \* Build levels procedurally with randomly located items and events \* Create dynamic game objects at runtime \* Construct games using a component-based approach \* Assemble non-predictable game events and scenarios \* Operate procedural generation to create dynamic content fast and easily \* Generate game environments for endless replayability In Detail Procedural generation is a growing trend in game development. It allows developers to create games that are bigger and more dynamic, giving the games a higher level of replayability. Procedural generation isn t just one technique, it s a collection of techniques and approaches that are used together to create dynamic systems and objects. C++ is the industry-standard programming language to write computer games. It s at...



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