1. **Record Nr.**   UNINA9910300476203321

   Autore   Sutherland Bruce

   Titolo   C++ Game Development Primer / / by Bruce Sutherland

   Pubbl/distr/stampa Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014

   ISBN   9781484208144
                          1484208145

   Edizione   [1st ed. 2014.]

   Descrizione fisica 1 online resource (85 p.)

   Collana   Expert's Voice in C++

   Disciplina   005.133

   Soggetti   Programming languages (Electronic computers)
                          Software engineering
                          Programming Languages, Compilers, Interpreters
                          Software Engineering/Programming and Operating Systems

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Note generali   Includes index.

   Sommario/riassunto C++ is the language behind most of today's computer games. This 96-page C++ Game Development Primer takes you through the accelerated process of writing games for otherwise experienced C++ programmers. After reading this book, you'll have the fundamental know-how to become a successful and profitable game applications developer in today's increasingly competitive indie game marketplace. For those looking for a quick introduction to C++ game development and who have good skills in C++, this will get you off to a fast start. C++ Game Development Primer is based on Learn C++ for Game Development by the same author, giving you the essentials to get started in game programming without the unnecessary introduction to C++.