

1. Record Nr.	UNINA9910300476203321
Autore	Sutherland Bruce
Titolo	C++ Game Development Primer [[electronic resource] /] / by Bruce Sutherland
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
ISBN	1-4842-0814-5
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++.