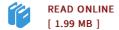




C++ Game Development Cookbook (Paperback)

By Druhin Mukherjee

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...



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