Beginning Game Programming

Jonathan S. Harbour

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"Beginning Game Programming, Third Edition" shows budding game developers how to take their game ideas from concept to reality. Requiring only a basic understanding of the C++ language, this unique guide covers all the skills needed to create 2D and 3D games using code written in DirectX. Each element of a game is taught step-by-step, from learning how to create a simple Windows program, to using the key DirectX components to render 2D and 3D, to adding sound to your game. Using the skills taught within each chapter, readers will develop their own game library, which they can build upon for future game projects. And this updated, new edition includes end-of-chapter quizzes and projects to help you practice your new skills! At the end of the book, newfound skills will be put to use as you create your own complete, fully functional game.

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