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Mastering C++ Game Development: Create professional and realistic 3D games using C++ 17 (Paperback)

By Mickey MacDonald

Packt Publishing Limited, United Kingdom, 2018. Paperback. Condition: New. Language: English. Brand new Book. High-end game development with advanced C++ 17 programming techniques

Key Features

- Make the best use of object-oriented capabilities of C++ 17 to develop high-end games
- Create reusable C++ 17 libraries and editor tools for your game
- Series of example projects demonstrating advanced techniques to build games of any genre

Book Description

Although many languages are now being used to develop games, C++ remains the standard for professional development. The majority of professional libraries and toolchains are still built using C++. The primary goal of this book is to teach you how to harness the power of the language and provide you with the ability to build high-quality games. To begin, you will be presented with, an overview of popular development methodologies, and a short guide to updated features of the C++ 17 standard. You will learn how to leverage existing libraries such as OpenGL and the STL (standard library) to build complex systems. Throughout the journey, you will also build a set of C++ 17 compatible libraries that can be reused in your own development projects. In the last half of the book, you will work with demos designed to introduce...



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Reviews

An incredibly amazing ebook with perfect and lucid answers. It is written in basic terms and never difficult to understand. It's been written in an exceptionally basic way and it is only right after I finished reading this ebook in which it in fact modified me, affected the way I really believe.

-- Beverly Hoppe

Extremely helpful for all class of individuals. Better than never, though I am quite late in starting reading this one. I realized this publication from my dad and he suggested this ebook to discover.

-- Adela Schroeder II