

LECTURES COMPLÉMENTAIRES

- ▶ 100fps.com http://www.100fps.com/how_many_frames_can_humans_see.htm
- ▶ Phi is not beta, and why Wertheimer's discovery launched the Gestalt revolution <http://www3.psych.purdue.edu/>
- ▶ A Data-Driven Game Object System, Scott Bilas <https://www.gamedevs.org/uploads/data-driven-game-object-system.pdf>
- ▶ <http://entity-systems.wikidot.com>
- ▶ Pour les patrons de conception
 - ▶ <https://sourcemaking.com>
 - ▶ <https://www.oodesign.com>
- ▶ <https://www.sciencedirect.com/topics/computer-science/inheritance-tree>
- ▶ <http://guillaume.belz.free.fr/doku.php?id=ecs>
- ▶ <https://www.gamedev.net/articles/programming/general-and-gameplay-programming/entities-parts-i-game-objects-r3596>

RÉFÉRENCES

- ▶ [1] - Game Engine Architecture, Jason Gregory, <https://gameenginebook.com/>
- ▶ [2] - The emperor's old clothes, [Charles Antony Richard Hoare](#), The 180 ACM Turing award lectures. <http://delivery.acm.org/>
- ▶ [3] - Strutured Programming with go to Statements, [Donald Ervin Knuth](#), <https://dl.acm.org/citation.cfm?id=1241535>
- ▶ [4] - Design Patterns: Elements of Reusable Object-Oriented Software, John Vlissides, Ralph Johnson, Erich Gamma, et Richard Helm 1994 <https://www.oreilly.com>