

# A Coder's Journey to Gamedev

## C++ Course



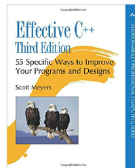
### Code classic 2D games

C++ : Raylib (easy), SDL2 (standard but harder)

Hands-on Intro to Game Programming > Available to the drive  
SDL2 tutorial > <https://raylib.me/tutorials/SDL/>  
Raylib > <http://raylib.com>

Games : Pong, Arkanoid, Car game, Tile dungeon, Space battle, STR with AI

### Improve your C++ with one of :



Effective C++ 3rd - Meyer



C++ for Game Programmers - Noel Llopis

### Simple game engine with OpenGL course

Code games :  
- 3D pacman  
- Bowling or Mini-golf (without physics, just momentum)  
- Air shooter  
- Simple Doom-like game with collisions and lights  
- Descend-like game, a FPS centered around rotations  
- Basic RPG with map, battles and menus  
- 3D STR or Hack and slash

Instead of custom game engine, you can use Ogre3D 1.x

Tutorial > <https://ogreave.github.io/ogre/api/latest/building-ogre.html>



### Use a commercial engine



Create a simple game or level  
with nice graphics and a gameplay feature

### Learn about Modern C++ and optimization with:



Bare Minimum for a Gameplay Programmer

## Design patterns



Game Programming Patterns - Robert Nyström

## Artificial Intelligence



Artificial Intelligence For Games 2nd - Ian Millington

### Use a more complex graphics API



BGFX library - <https://github.com/bkaradzic/bgfx>

### A multithreading demo

Take a former project or make an AI demo  
and multithread a part of it

## Gameplay Programmer Deluxe

### Now choose your prestige class

Rendering Programmer

Network Programmer

Engine Programmer

Tool Programmer