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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

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