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## Learn Game Programming

Use SDL to make the magic happen Making games is in your reach!

## Develop Smarter Game AI

Visual authoring of AI for games and simulations without programming

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# Beginning Game Programming

Last Updated 1/23/08

These tutorials were made to help programmers start out in game programming. I tried to keep them as simple and to the point as possible. They are a perpetual work in progress, and will be improved over time.

They use C++ as the programming language because it is considered the game industry's standard. SDL is used as the API because it is cross platform, and relatively easy to use.

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
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I am not claiming to know everything there is to know about programming/C++/SDL, but I have gained knowledge over the years. These tutorials are made to pass on the knowledge I gained to those just starting out. I try to keep my code and tutorials as bug free as possible. If you find any errors please report them to me. Suggestions are also welcome.

So if you have any suggestions, comments, questions, bugs reports, typos, or anything else you want to say about the tutorials, feel free to [contact me](#).

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