

Recommended books

- Ian Millington, “Game Physics Engine Development”, 2nd Edition, Morgan Kaufmann, 2010
- André LaMothe, “Tricks of the Windows Game Programming Gurus: Fundamentals of 2d and 3d Game Programming”, Sams; 2 edition, June 2002, ISBN-10: 0672323699, ISBN-13: 978-0672323690
- Thomas Schwarzl, “2D Game Collision Detection: An introduction to clashing geometry in games”, 2012, ISBN-10: 1479298123
ISBN-13:978-1479298129