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MASTERING C++ GAME DEVELOPMENT: CREATE PROFESSIONAL AND REALISTIC 3D GAMES USING C++ 17 (PAPERBACK)



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...

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- Authored by Mickey MacDonald
- Released at 2018



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