

Reading List

- Rudy von, Bitter Rucker, Rudy Rucker, (2003). Software Engineering and Computer Games, Addison Wesley.
- John P Flynt, Omar Salem, (2004). Software Engineering for Game Developers course Technology PTR.
- Sommerville, Ian, (2010). Software Engineering 9th ed, Pearson HE , New York.
- Benyon David, Turner Phil, Turner, Susan,(2005). Designing Interactive Systems, People, Activities, Contexts, Technologies, Addison-Wesley.
- John P. Flynt (2005). Software Engineering for Game Developers, Thomson Course Technology.
- Jeannie Novak, (2011). Game Development Essentials: An Introduction, Cengage Learning.