



C++ Game Development Primer

By Bruce Sutherland

Springer-Verlag Berlin and Heidelberg GmbH & Co. KG. Paperback. Book Condition: new. BRAND NEW, C++ Game Development Primer, Bruce Sutherland, C++ is the language behind most of today's computer games. This 96-page C++ Game Development Primer takes you through the accelerated process of writing games for otherwise experienced C++ programmers. After reading this book, you'll have the fundamental know-how to become a successful and profitable game applications developer in today's increasingly competitive indie game marketplace. For those looking for a quick introduction to C++ game development and who have good skills in C++, this will get you off to a fast start. C++ Game Development Primer is based on Learn C++ for Game Development by the same author, giving you the essentials to get started in game programming without the unnecessary introduction to C++.



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