

GAME DEVELOPER

CLIENTSIDE

- Client-side game development involves creating the game's user interface, graphics, and gameplay mechanics using programming languages such as JavaScript, HTML5, and CSS3, as well as game engines like Phaser, Pixi.js, or Unity.

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GAME MATHEMATICS

Game mathematics is a crucial aspect of game development, and it involves the application of mathematical concepts to create engaging and realistic gameplay experiences. Here's an overview of game mathematics:

2

GAME PHYSICS

Game physics refers to the rules and calculations that dictate how objects interact and behave within a game world. These physics are essential for creating realistic or stylized movements, collisions, and other physical interactions that contribute to the gameplay experience.

3

GAME ENGINE

A game engine is a software framework or platform designed to facilitate the creation and development of video games.

4

PROGRAMMING LANGUAGE

the choice of programming language often depends on several factors including the game engine being used, the target platforms (such as PC, consoles, mobile devices), the preferences and expertise of the development team, and performance considerations.

5

COMPUTER GRAPHICS

Computer graphics refers to the creation, manipulation, and rendering of visual content using computers.

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GRAPHICS API

- graphics APIs (Application Programming Interfaces) are software libraries or frameworks that enable developers to interact with graphics hardware and produce visual output on computer screens.

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GRAPHICS AI

Graphics AI" generally refers to the application of artificial intelligence techniques and algorithms in the field of computer graphics

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INTRODUCTION:-

<https://youtu.be/eANjGomWZp4?si=nJAn00V3cCWUmYSB>

GAME MATHAMATICS:-

<https://youtu.be/sKCF8A3XGxQ?si=mMHwEYg6ZZby9Byu>

GAME PHYSICS:-

<https://youtu.be/3lBYVSplAuo?si=zU6MX5o7QkUeHV8f>

GAME ENGINE:-

<https://youtu.be/DKrdLKetBZE?si=5KSO5UWHFvxMZUzv>

PROGRAMMING LANGUAGE:-

<https://youtu.be/KGDIsilkSpw?si=4y5UJKWy1m1a13Zu>

COMPUTER GRAPHICS:-

<https://youtu.be/NmMky9Pg8Yc?si=IE4vrS3D0IUW0dVs>

GRAPHICS API:- <https://youtu.be/ppGasKJ - Wk?si=GFRoK0yhXZpzDC2->

GRAPHIC AI:-

<https://youtu.be/U5Lqx3C95dU?si=o8CY2EGv2e1TZprH>