



## Mastering C++ Game Development: Create professional and realistic 3D games using C++ 17 (Paperback)

By Mickey MacDonald

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 of professional libraries and toolchains are still built using C++. The primary goal of this book is to teach you how to harness the power of the language and provide you with the ability to build high-quality games. To begin, you will be presented with, an overview of popular development methodologies, and a short guide to updated features of the C++ 17 standard. You will learn how to leverage existing libraries such as OpenGL and the STL (standard library) to build complex systems. Throughout the journey, you will also build a set of C++ 17 compatible libraries that can be reused in your own development projects. In the last half of the book, you will work with demos designed to introduce...



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### Reviews

*This book is definitely not straightforward to get started on studying but extremely exciting to read. It is really simplistic but shocks in the 50 percent of the ebook. Once you begin to read the book, it is extremely difficult to leave it before concluding.*

-- Ally Reichel

*This publication is amazing. It is definitely basic but shocks in the fifty percent of your publication. You wont feel monotony at anytime of your own time (that's what catalogues are for concerning if you question me).*

-- Prof. Kirk Cruickshank DDS