



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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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**