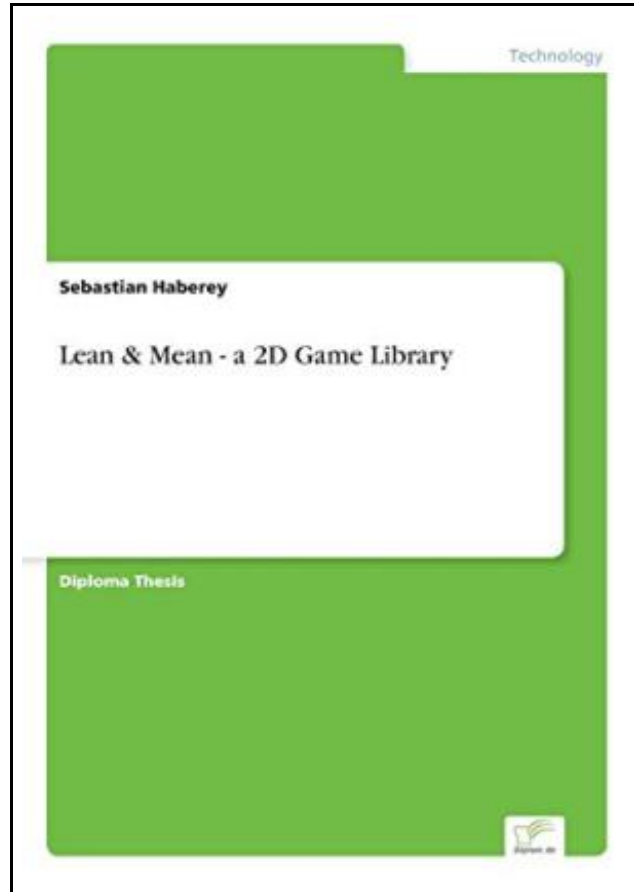# Lean & Mean - a 2D Game Library

Filesize: 4.09 MB

Reviews

This published publication is fantastic. it had been writtern very perfectly and useful. Once you begin to read the book, it is extremely difficult to leave it before concluding.
(Junius Herman)

LEAN & MEAN - A 2D GAME LIBRARY

Diplom.De Okt 2003, 2003. Taschenbuch. Book Condition: Neu. 211x148x5 mm. Neuware - Diploma Thesis from the year 2003 in the subject Computer Science - Software, grade: 1,3, University of Applied Sciences - Beuth (Informatik), language: English, abstract: Inhaltsangabe:Abstract: This report describes the development of a class library, designed as a tool to produce twodimensional games while making use of up-to-date 3D technology. The design and implementation of each library component, such as graphic, sound, sprites or collision detection, is described. There is a special focus on collision detection algorithms in a hybrid 2D / 3D environment. The report starts with an introduction which states the reasons behind the project and lists the project s objectives. The main section consists of two parts. In the first part, technology choices, the project time schedule and the development process are discussed. The second part describes the important library classes one by one. The larger sections start with an analytical part, proceed with an implementation description and close with an evaluation regarding the particular class. Finally, the project is reviewed, comparing the outcome to the project plan and the project s overall objectives. A summary is given of what I have learnt in the course of the project, and the report ends with a brief outlook on the project s future possibilities. Although the production of two-dimensional games has gradually phased out over the past few years, there has been a revival movement. Especially with the introduction of more capable hand-held devices, such as palm-tops or mobile phones, old ideas are recycled and ancient games are brought to new life under the label of retro-style . I thought it would be interesting to develop a tool that enables people to recreate games of the past while making use of up-to-date technology. Another, more personal...

 Read Lean & Mean - a 2D Game Library Online
 Download PDF Lean & Mean - a 2D Game Library

Other Books

Psychologisches Testverfahren

Reference Series Books LLC Nov 2011, 2011. Taschenbuch. Book Condition: Neu. 249x191x7 mm. This item is printed on demand - Print on Demand Neuware - Quelle: Wikipedia. Seiten: 100. Kapitel: Myers-Briggs-Typindikator, Keirsey Temperament Sorter, DISG,...

Read Book »

Programming in D

Ali Cehreli Dez 2015, 2015. Buch. Book Condition: Neu. 264x182x53 mm. This item is printed on demand - Print on Demand Neuware - The main aim of this book is to teach D to readers...

Read Book »

The Sunday Kindergarten Game Gift and Story: A Manual for Use in the Sunday, Schools and in the Home (Classic Reprint)

Forgotten Books, United States, 2015. Paperback. Book Condition: New. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Excerpt from The Sunday Kindergarten Game Gift and Story: A Manual for...

Read Book »

Symphonic Variations, Op. 78 / B. 70: Study Score

Serenissima Music, United States, 2013. Paperback. Book Condition: New. 242 x 168 mm. Language: English . Brand New Book ***** Print on Demand *****.Dvorak received a commission for this work in 1877 for a benefit...

Read Book »

Adobe Indesign CS/Cs2 Breakthroughs

Peachpit Press, 2005. Softcover. Book Condition: Neu. Gebraucht - Sehr gut Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Adobe InDesign is taking the publishing world by storm and...

Read Book »