

### Game Architecture And Programming

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#### Reviews

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#### GAME ARCHITECTURE AND PROGRAMMING



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Wiley India Pvt. Ltd., 2011. Paperback. Condition: New. Game Architecture and Programming introduces readers to the technologies and software engineering practices used in the game industry today. It helps readers learn the basics of creating a PC game based on DirectX. The topic is effectively branched into two parts: game architecture and game programming. The examples and programming codes are practical and interesting to implement, hence providing a very engaging readership experience. It expects the reader to be familiar with C and C++ programming and have a very basic understanding of Windows programming. Once done, the readers will be able to build their first game on Windows by writing their own graphics and logic engine. Contents:- Part A Game Architecture 1. Core Game Design 1.1 Introduction 1.2 Game design principles 1.3 Game design process 1.4 Build the concept 1.5 Creating the game specification 1.6 Gameplay in detail 1.7 Gameplay specification Summary Key Terms and Concepts Review Questions Assignment 2. Initial Design 2.1 Introduction 2.2 Game and hardware abstraction 2.3 The problem domain 2.4 Tiers of game architecture 2.5 Tokenization Summary Key Terms and Concepts Review Questions Assignments 4. Building Blocks 4.1 Introduction 4.2 Game development issues 4.3 Core groups in soft ware factory and their interactions 4.4 Reusability in soft ware Summary Key Terms and Concepts Review Questions Assignments 4. Building Blocks 4.1 Introduction 4.2 Game development issues 4.3 Core groups in soft ware factory and their interactions 4.4 Reusability in soft ware Summary Key Terms and Concepts Review Questions Assignment 5. Initial Architecture Design 5.1 Introduction 5.2 Architectural styles 5.3 The tier system 5.4 Architecture design 5.5 Applying tier-based approach to architecture design Summary Key Terms and Concepts Review Questions Assignments 6. Development 6.1 Introduction 6.2 The development process 6.3 Code quality 6.4 Coding priorities 6.5 Debugging...

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