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Book: Learn C by Programming Your Own Games **Published:** John Wiley & Sons Inc

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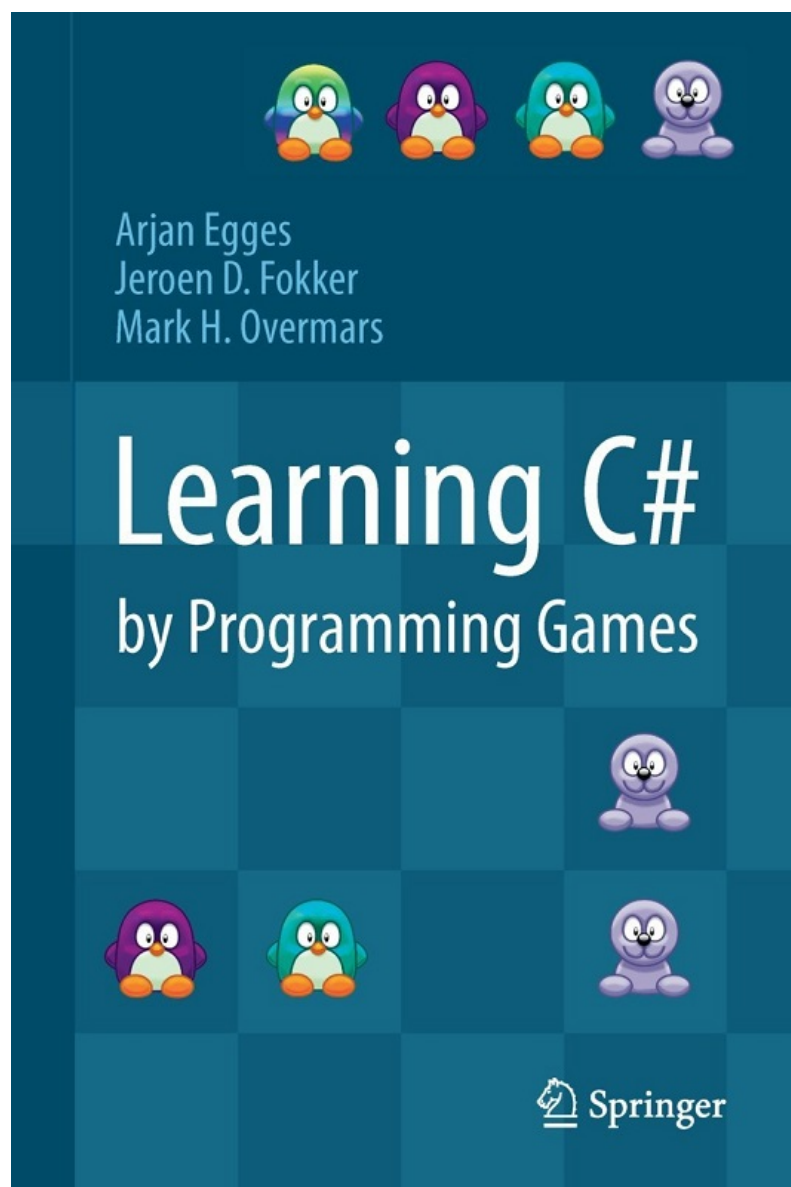
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Description

Learning C# By Programming Games



Learning C# By Programming Games
Author(s): Arjan Egges, Jeroen D. Fokker, Mark H. Overmars

Publisher: Springer
Date: June 18, 2013
Pages: 448
Format: PDF
Language: English
ISBN-10: 3642365795
ISBN-13: 978-3642365799
Size: 4.02 MB

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Description:

C# is the language of choice for learning how to program. It is a very well structured object-oriented language and avoids some of the problems of Java. An excellent free programming environment is available for C#, as well as a game programming framework. And (if necessary) moving from C# to C++ is easy.

Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience.

Contrary to most programming books, Egges, Fokker and Overmars do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development.

Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, showing a heads-up display, dealing with physics, handling interaction between game objects, and creating pleasing visual effects such as snow or glitter. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important aspects of programming in general, including many programming constructs and idioms, syntax diagrams, collections, and exception handling.

The book is also designed to be used as a basis for a game-oriented programming course. For each part, there are concluding exercises and challenges, which are generally more complex programming endeavors. Lots of supplementary materials for organizing such a course are available on the accompanying web site, including installation instructions, solutions to the exercises, software installation instructions, game sprites and sounds.

About the Author:

Arjan Egges is an associate professor in the Games and Virtual Worlds group in the Department of Information and Computing Sciences at Utrecht University in the Netherlands. Heading the Motion Capture Lab there, his current research focuses on the integration of motion capture animation into navigation and object manipulation tasks. He regularly teaches various courses related to games and computer animation, and recently designed the new introductory programming course for the university's new Game Technology bachelor program, using C# as the language of choice.

Jeroen Fokker is an assistant professor in the Software Technology group at Utrecht University. As the director of education, he is responsible for the undergraduate programs in Computer Science and Information Science. He has been teaching introductory programming courses for over 20 years, using C++, Haskell, Java, and C#, as well as courses on compiler construction.

Mark Overmars is a full professor in computer science at Utrecht University. Here he has done research into computational geometry, robotics, and game technology. Mark is responsible for the Game Technology educational program at Utrecht University. Furthermore, he is the author of the Game Maker software package, originally designed as a tool to teach children about the basics of object-oriented design and to raise their interest in computer science. The package, though, has developed into a full-blown authoring package for games used in education by amateurs and by professional game developers. Mark was named as one of the top 50 influential people in game development by the U.S. magazine GameDeveloper in 2010.

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Book: Programming 2D Games

Author: Charles J. Kelly

A First Course in Game Programming Most of today's commercial games are written in C++ and are created using a game engine. Addressing both of these key elements, Programming 2D Games provides a complete, up-to-date introduction to game programming. All of the code in the book was carefully crafted using C++. As game programming techniques are introduced, students learn how to incorporate them into their own game engine and discover how to use the game engine to create a complete game. Enables Students to Create 2D Games The text covers sprites, animation, collision detection, sound, text display, game dashboards, special graphic effects, tiled games, and network programming. It systematically explains how to program DirectX applications and emphasizes proper software engineering techniques. Every topic is explained theoretically and with working code examples. The example programs for each chapter are available at www.programming2dgames.com.

ISBN13: 9781466508682

ISBN10: 146650868X

Published: A K Peters/CRC Press

Genres: Computers Technology Programming Game, Computers Technology Programming Graphics Multimedia, Humor Entertainment Puzzles Games Video Electronic, Science Math Physics Acoustics Sound

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Description

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Programming 2D Games

Author: Charles Kelly

Published: 2012

Publisher: CRC Press

ISBN: 9781466508705

Format: Retail PDF

Reader Required: Adobe Reader, Adobe Digital Editions

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Enables Students to Create 2D Games

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Description

Mat Buckland, "AI Techniques for Game Programming"

Publisher: Course Technology PTR | ISBN: 193184108X | edition 2002 | PDF | 480 pages | 9.10 mb

AI Techniques for Game Programming" takes the difficult topics of genetic algorithms and neural networks and explains them in plain English. Gone are the tortuous mathematic equations and abstract examples to be found in other books. Each chapter takes you through the theory a step at a time, explaining clearly how you can incorporate each technique into your own games. After a whirlwind tour of Windows programming, you will learn how to use genetic algorithms for optimization, path-finding, and evolving control sequences for your game agents. Coverage of neural network basics quickly advances to evolving neural motion controllers for your game agents and applying neural networks to obstacle avoidance and map exploration. Backpropagation and pattern recognition is also explained. By the time you're done, you'll know how to train a network to recognize mouse gestures and how to use state-of-the-art techniques for creating neural networks with dynamic topologies.

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Description

Beginning C++ Through Game Programming, 3rd Edition
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BEGINNING C++ THROUGH GAME PROGRAMMING, THIRD EDITION approaches learning C++ from the unique and fun perspective of games. Written for the beginning game developer or programmer, the book assumes no previous programming experience and each new skill and concept is taught using simple language and step-by-step instructions.

Readers will complete small projects in each chapter to reinforce what they've learned and a final project at the end combines all of the major topics covered in the book. Featuring twenty five percent new material, this third edition covers all the latest technology and advances.

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