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 ***** Print on Demand *****. 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...

READ ONLINE
[2.03 MB]

Reviews

This is the greatest pdf i actually have go through right up until now. It is actually packed with knowledge and wisdom I found out this book from my dad and i advised this publication to find out.
-- Arely Rath

I actually started reading this pdf. It can be rally exciting throgh reading period of time. Your lifestyle span is going to be enhance as soon as you total reading this ebook.
-- Nya Bechtelar