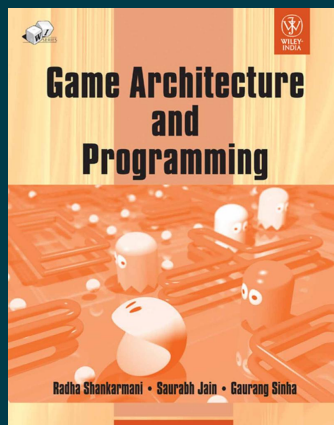


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Game Architecture and Programming

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• Description

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.

• About the Author

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Radha Shankarmani is currently working as an Assistant Professor at the Department of Information Technology

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