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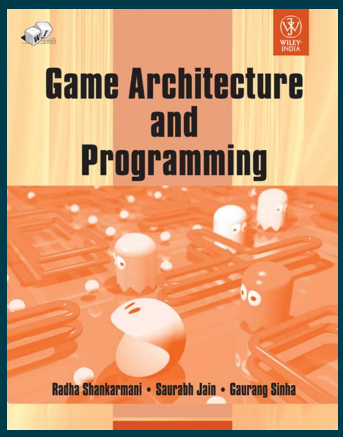

Game Architecture and Programming

By Radha Shankarmani, Saurabh Jain, Gaurang Sinha
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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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