# Beginning C++ Game Programming (Paperback)

John Horton

# Beginning C++ Game Programming

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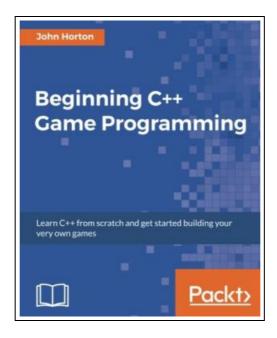
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# BEGINNING C++ GAME PROGRAMMING (PAPERBACK)



Packt Publishing Limited, United Kingdom, 2016. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Learn C++ from scratch and get started building your very own games About This Book * This book offers a fun way to learn modern C++ programming while building exciting 2D games * This beginner-friendly guide offers a fast-paced but engaging approach to game development * Dive headfirst into building a wide variety of desktop games that gradually increase in complexity * It is packed with many suggestions to expand your finished games that will make you think critically, technically, and creatively Who This Book Is For This book is perfect for you if any of the following describes you: You have no C++ programming knowledge whatsoever or need a beginner level refresher course, if you want to learn to build games or just use games as an engaging way to learn C++, if you have aspirations to publish a game one day, perhaps on Steam, or if you just want to have loads of fun and impress friends with your creations. What You Will Learn * Get to know C++ from scratch while simultaneously learning game building * Learn the basics of C++, such as variables, loops, and functions to animate game objects, respond to collisions, keep score, play sound effects, and build your first playable game. * Use more advanced C++ topics such as classes, inheritance, and references to spawn and control thousands of enemies, shoot with a rapid fire machine gun, and realize random scrolling game-worlds * Stretch your C++ knowledge beyond the beginner level and use concepts such as pointers, references, and the Standard Template Library to add features like split-screen coop, immersive directional sound, and custom levels loaded from level-design files * Get ready to go...

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