

Game Programming With Python (Game Development Series)



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If C and C++ are the languages of choice for game programmers, why should you consider using Python? Game Programming with Python explores this question in

depth and teaches you why and how Python can reduce your development time, improve your technical designs, and make the entire development process more efficient. Game Programming with Python is about building games using Python. It deals with general concepts of game development and specifics that apply when using Python for game development. Some of the general topics include simulations, game architectures, graphics, networking, and user interfaces. The Python-specific topics covered include Python development strategies, using Python for data-driven systems, performance tuning, modules and packages, and interfaces between Python and other programming languages. Additionally, a series of increasingly complex examples are developed throughout the book using Python. Python is already being used by professional game developers in a number of popular commercial games, including the award winning Star Trek (R) Bridge Commander (Totally Games), Freedom Force (Irrational Games), and Earth & Beyond (Electronic Arts). Games such as these use Python in three major ways: as a full-fledged programming language to develop real software systems; as a scripting language to control and interface between systems written in other languages; and as a data language to describe game rules and game objects. Throughout the book, each of these major uses of Python is discussed along with the differences between them. Written for Python programmers interested in learning game development, as well as game developers interested in using Python, the book assumes you have some programming background and a basic grasp of software engineering principles. Some knowledge of the game development process is also assumed, although a concise overview is provided.

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