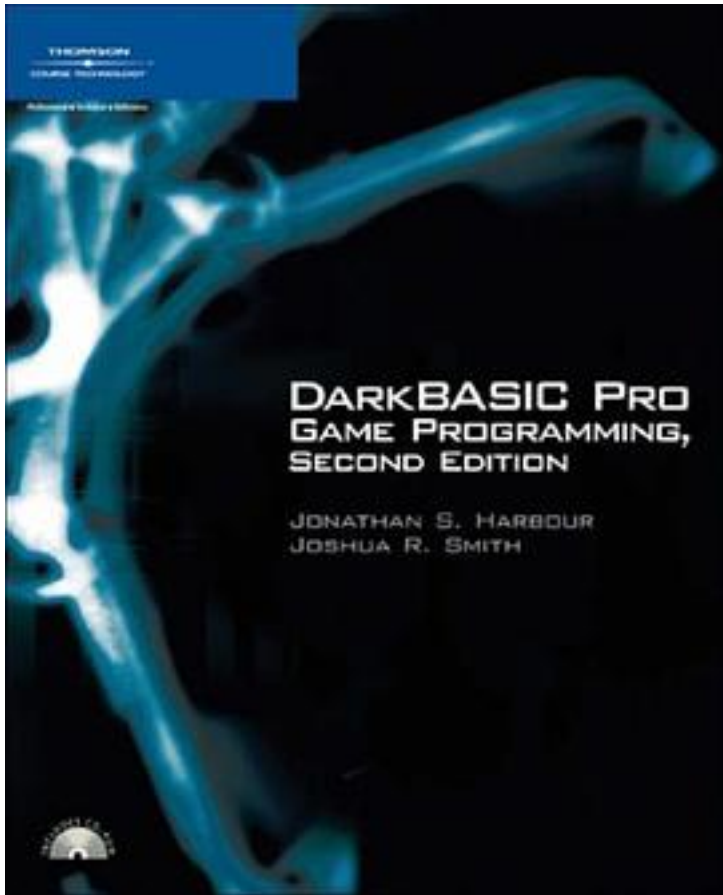


# DarkBASIC Pro Game Programming



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Learn to write 2D and 3D games without any programming experience by harnessing the advanced 2D/3D graphics features of DarkBasic Professional. This easy-to-use language handles the entire game engine for you, so you are free to focus on designing and playing your own games. Written for beginners with no programming experience,

DarkBASIC Pro Game Programming, Second Edition is a welcome change of pace from traditional game programming books. You won't need to spend time figuring out how the game engine works, but only what the game is supposed to do. You will be able to create self-contained executable games with the graphics and sound files stored inside the exe file. No DarkBasic runtime library is needed: compiled programs are self-contained and require only that DirectX is installed. Finally, a book for complete beginners who want to learn to write games!

作者介绍:

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