

# Beginning Game Programming



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If you are hooked on video games and have a basic knowledge of C++ and visual programming, you will be hooked on Beginning Game Programming. Clear, practical lessons based on C++ programming are the basis of this book's lessons. By focusing on the Windows API to construct games, you will learn game theory in double-buffered

graphics, sprite animation, digitized sound effects and music. A fully functional game engine provided on CD, along with tools, code and graphics, will give you the ability to create your own games in the future. Learn the art and science of game programming with help from Beginning Game Programming.

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