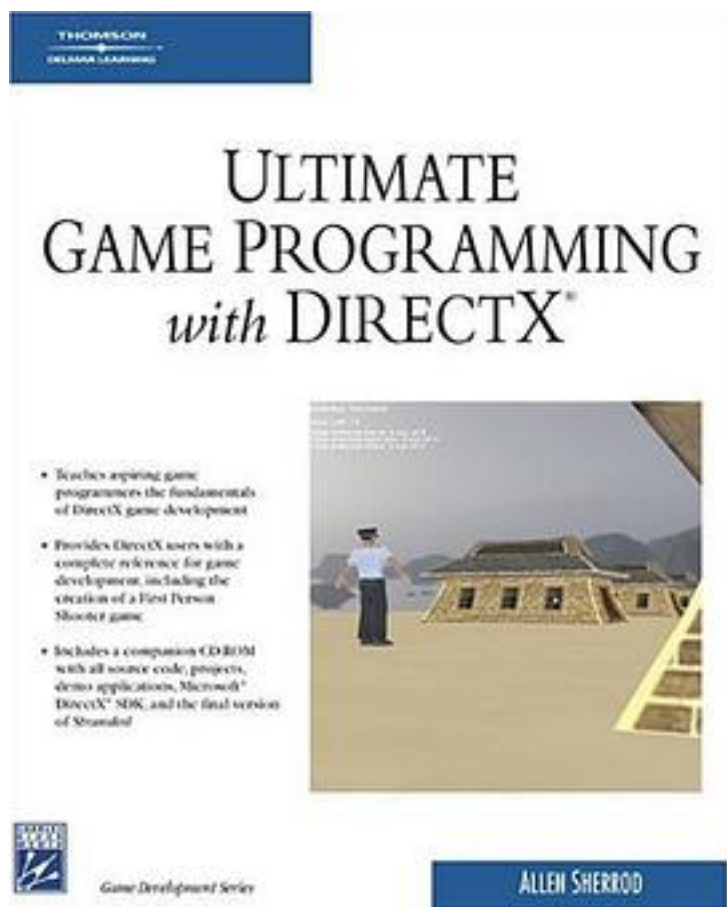


Ultimate Game Programming With DirectX



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Creating computer games is challenging. It requires plenty of technical skill, dedication, and creativity. Ultimate Game Programming with DirectX teaches you how to combine your existing skills and dedication for playing games with some basic C++ programming skills to create your own games. Written for game development

students, beginning game programmers, and C++ programmers wanting to learn game development, this book covers every part of the process. Throughout the book, you'll be creating a first-person shooter game called Stranded. Beginning with an introduction to Direct X and Direct3D graphics, you'll build the game engine and complete game chapter by chapter. You'll learn the fundamental graphical techniques, essential mathematics, collision detection, input device detection and response, sound playback, scene management, animation, and model/character loading and drawing. Once you've built this game, you can easily expand upon it and customize it to add your own unique features. You'll also have the foundational knowledge and skills you need to build your own games and take on new programming challenges. If you have basic C++ programming skills, a love for games, and a desire to create your own, you'll find what you need here.

WHAT YOU'LL LEARN

- * The fundamentals of DirectX game development and Direct3D graphics
- * Foundational programming techniques that you can use for any game project
- * Essential mathematics and physics techniques
- * Basic graphics and animation techniques, including basic techniques include drawing basic shapes and objects, displaying images on top of surfaces, creating and displaying text to the screen, and learning how to work in 3D space.
- * Coverage of scene management topics rarely covered in books for C++ programmers and aspiring game programmers
- * A complete DirectX reference for game development, including the creation of a complete FPS game

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