Beginning Game Programming

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Develop the essential skills you need to take your game ideas from concept to reality! Whether you want to create simple games for your own enjoyment or you are ready to create prototypes that will help you get your foot in the door professionally, Beginning Game Programming, Second Edition contains the techniques to help you reach your

goals. If you have a basic understanding of C, this unique guide covers everything you need in order to create your own 2D and 3D games in C and DirectX 9. You'll learn how to develop each element of your game-- from creating your own 3D models and loading them with DirectX 9 code to enhancing the artwork and creating sound for your game. Using the skills you learn within each chapter, you'll develop your own game library-- a tool which reaches far beyond the pages of this book and can be used for future game projects. Put each of your newfound skills to use as you create your own complete, fully functional 3D game, using collision detection, with real 3D models. If you're ready to turn your ideas into actual games, then your journey begins here!

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