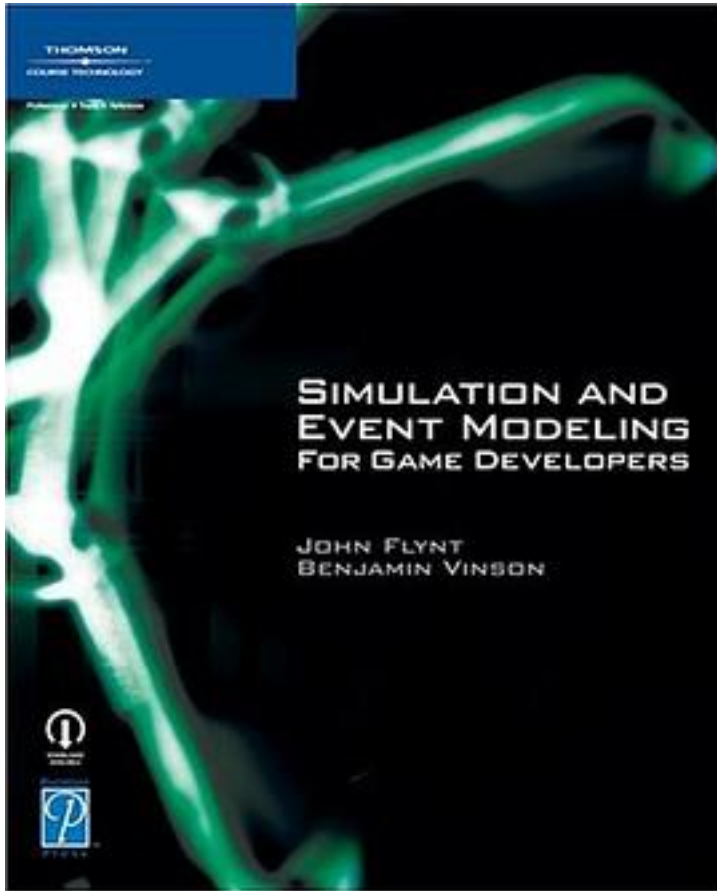# Simulation and Event Modeling for Game Developers

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Discover how to use simulation and event modeling to enhance the games you build. Whether you are a game designer, a programmer, or both, "Simulation and Event Modeling for Game Developers" provides a basic yet technical introduction to

simulation and event modeling as they relate to software development for games. Learn how to use C++ and DirectX? to build 2D and 3D applications that incorporate simulated components or draw from formally structured event models. Each concept is accompanied by a software project, code samples, and extensive discussion of the "why" behind simulation, event modeling, entity creation, world creation, and simulation testing. Develop the skills you need to understand the goals and the priorities of simulation development and learn how to develop, analyze, and test basic simulations. You'll be able to apply your newfound knowledge to simulations you develop for your own games and beyond.

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