Game Coder

Robert C Matthews

Video Game Coding Janet Slingerland,2019-01-01 Explains the process programmers use to create a video game, including key concepts such as game mechanics and user interfaces. Easy-to-read text, informative sidebars, and helpful diagrams make this book an engaging read for avid technology fans and readers who are new to computer coding.

Game Coding Complete Mike McShaffry,2003 Game Coding Complete takes programmers through the complete process of developing commercial quality games. From page one, McShaffry, a leading programmer for Origin Systems, shows developers how to create and code the very best interactive games.

Game Development Patterns and Best Practices John P. Doran,Matt Casanova,2017-04-27 Utilize proven solutions to solve common problems in game development About This Book Untangle your game development workflow, make cleaner code, and create structurally solid games Implement key programming patterns that will enable you to make efficient AI and remove duplication Optimize your game using memory management techniques Who This Book Is For If you are a game developer who wants to solve commonly-encountered issues or have some way to communicate to other developers in a standardized format, then this book is for you. Knowledge of basic game programming principles and C++ programming is assumed. What You Will Learn Learn what design patterns are and why you would want to use them Reduce the maintenance burden with well-tested, cleaner code Employ the singleton pattern effectively to reduce your compiler workload Use the factory pattern to help you create different objects with the same creation logic and reduce coding time Improve game performance with Object Pools Allow game play to interact with physics or graphics in an abstract way Refractor your code to remove common code smells In Detail You've learned how to program, and you've probably created some simple games at some point, but now you want to build larger projects and find out how to resolve your problems. So instead of a coder, you might now want to think like a game developer or software engineer. To organize your code well, you need certain tools to do so, and that's what this book is all about. You will learn techniques to code quickly and correctly, while ensuring your code is modular and easily understandable. To begin, we will start with the core game programming patterns, but not the usual way. We will take the use case strategy with this book. We will take an AAA standard game and show you the hurdles at multiple stages of development. Similarly, various use cases are used to showcase other patterns such as the adapter pattern, prototype pattern, flyweight pattern, and observer pattern. Lastly, we'll go over some tips and tricks on how to refactor your code to remove common code smells and make it easier for others to work with you. By the end of the book you will be proficient in using the most popular and frequently used patterns with the best practices. Style and approach This book takes a step-by-step real-life case studies approach. Every pattern is first explained using a bottleneck. We will show you a problem in your everyday workflow, and then introduce you to the pattern, and show you how the pattern will resolve the situation.

The Advanced Game Developer's Toolkit Rex van der Spuy,2017-07-04 Master the most important skills and techniques you need to know for professional HTML5 and JavaScript 2D game development. This book delves into many of the great classic techniques of video game design. You'll discover how to develop games and game levels using Tiled Editor, how to implement tile-based collision, how to design advanced pathfinding and enemy AI systems, the fundamentals of broad-phase collision, and how to make isometric games. All the techniques and supporting code are explained in an easy-to-understand manner and written in a general way so that they can be applied to any game engine or technology that you're comfortable using. You'll find detailed working examples, with dozens of illustrations and many concepts you can freely apply to your own projects. All the math and programming techniques are elaborately explained and examples are open-ended to encourage you to think of original ways to use these techniques in your own games. You can use what you learn in this book as the basis for making games for desktops, mobile phones, tablets, or the Web. The

Advanced Game Developer's Toolkit is a great next step if you already have some JavaScript game-making- experience, or a great continuation if you've already read Advanced Game Design with HTML5 and JavaScript by the same author. What You'll Learn Work with advanced tile-based design techniques for puzzle, platform and maze games Use Tiled Editor to build game worlds Build path-finding and AI systems using Line of Sight and A* (A-Star) Make isometric games Manage complexity to build games of any size that scale seamlessly Who This Book Is For Video game developers with some experience who want to learn the essential techniques they need to know to take their skills to the next level and for readers who want to understand and fine-tune every line of code they write, without resorting to quick fixes.

Python Game Programming By Example Alejandro Rodas de Paz,Joseph Howse,2015-09-28 A pragmatic guide for developing your own games with Python About This Book Strengthen your fundamentals of game programming with Python language Seven hands-on games to create 2D and 3D games rapidly from scratch Illustrative guide to explore the different GUI libraries for building your games Who This Book Is For If you have ever wanted to create casual games in Python and you would like to explore various GUI technologies that this language offers, this is the book for you. This title is intended for beginners to Python with little or no knowledge of game development, and it covers step by step how to build seven different games, from the well-known Space Invaders to a classical 3D platformer. What You Will Learn Take advantage of Python's clean syntax to build games quickly Discover distinct frameworks for developing graphical applications Implement non-player characters (NPCs) with autonomous and seemingly intelligent behaviors Design and code some popular games like Pong and tower defense Compose maps and levels for your sprite-based games in an easy manner Modularize and apply object-oriented principles during the design of your games Exploit libraries like Chimpunk2D, cocos2d, and Tkinter Create natural user interfaces (NUIs), using a camera and computer vision algorithms to interpret the player's real-world actions In Detail With a growing interest in learning to program, game development is an appealing topic for getting started with coding. From geometry to basic Artificial Intelligence algorithms, there are plenty of concepts that can be applied in almost every game. Python is a widely used general-purpose, high-level programming language. It provides constructs intended to enable clear programs on both a small and large scale. It is the third most popular language whose grammatical syntax is not predominantly based on C. Python is also very easy to code and is also highly flexible, which is exactly what is required for game development. The user-friendliness of this language allows beginners to code games without too much effort or training. Python also works with very little code and in most cases uses the "use cases" approach, reserving lengthy explicit coding for outliers and exceptions, making game development an achievable feat. Python Game Programming by Example enables readers to develop cool and popular games in Python without having in-depth programming knowledge of Python. The book includes seven hands-on projects developed with several well-known Python packages, as well as a comprehensive explanation about the theory and design of each game. It will teach readers about the techniques of game design and coding of some popular games like Pong and tower defense. Thereafter, it will allow readers to add levels of complexities to make the games more fun and realistic using 3D. At the end of the book, you will have added several GUI libraries like Chimpunk2D, cocos2d, and Tkinter in your tool belt, as well as a handful of recipes and algorithms for developing games with Python. Style and approach This book is an example-based guide that will teach you to build games using Python. This book follows a step-by-step approach as it is aimed at beginners who would like to get started with basic game development. By the end of this book you will be competent game developers with good knowledge of programming in Python.

Game Programming Patterns Robert Nystrom,2014-11-03 The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of

the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

The Web Game Developer's Cookbook Evan Burchard,2013-03-23 Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes • Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more • Accelerating development with external libraries and proven patterns • Managing browser differences between IE, Firefox, and Chrome • Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery • Creating INTERACTIVE FICTION "gamebooks" that leverage new CSS3 features and impress.js • Building PARTY games around the lightweight atom.js engine • Developing PUZZLE games with the easel.js graphics rendering engine • Writing PLATFORMERS with melon.js and its integrated tilemap editor • Coding intense 2-player FIGHTING games for web browsers with game.js • Building a SPACE SHOOTER with the jQuery-based gameQuery game engine • Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game • Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with enchant.js • Building an isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js • Engaging players with content that encourages exploration Turn to The Web Game Developer's Cookbook for proven, expert answers–and the code you need to implement them. It's all you need to jumpstart any web game project!

OpenGL Game Development By Example Robert Madsen,Stephen Madsen,2016-03-08 Design and code your own 2D and 3D games efficiently using OpenGL and C++ About This Book Create 2D and 3D games completely, through a series of end-to-end game projects Learn to render high performance 2D and 3D graphics using OpenGL Implement a rudimentary game engine using step-by-step code Who This Book Is For If you are a prospective game developer with some experience using C++, then this book is for you. Both prospective and experienced game programmers will find nuggets of wisdom and practical advice as they learn to code two full games using OpenGL, C++, and a host of related tools. What You Will Learn Set up your development environment in Visual Studio using OpenGL Use 2D and 3D coordinate systems Implement an input system to handle the mouse and the keyboard Create a state machine to handle complex changes in the game Load, display, and manipulate both 2D and 3D graphics Implement collision detection and basic physics Discover the key components needed to complete a polished game Handle audio files and implement sound effects and music In Detail OpenGL is one of the most popular rendering SDKs used to develop games. OpenGL has been used to create everything from 3D masterpieces running on desktop computers to 2D puzzles running on mobile devices. You will learn to apply both 2D and 3D technologies to bring your game idea to life. There is a lot more to making a game than just drawing pictures and that is where this book is unique! It provides a complete tutorial on designing and coding games from the setup of the development environment to final credits screen, through the creation of a 2D and 3D game. The book starts off by showing you how to set up a development environment using Visual Studio, and create a code framework for your game. It then walks you through creation of two games–a 2D platform game called Roboracer 2D and a 3D first-person space shooter game–using OpenGL to render both 2D and 3D graphics using a 2D coordinate system. You'll create sprite classes, render sprites and

animation, and navigate and control the characters. You will also learn how to implement input, use audio, and code basic collision and physics systems. From setting up the development environment to creating the final credits screen, the book will take you through the complete journey of creating a game engine that you can extend to create your own games. Style and approach An easy-to-follow guide full of code examples to illustrate every concept and help you build a 2D and 3D game from scratch, while learning the key tools that surround a typical OpenGL project.

Game Developer's Marketplace Ben Sawyer,Alex Dunne,Tor Berg,1998 Provides basic background on different aspects of making games. Seventeen chapters discuss the ins and outs of the industry and aspects of designing games, financing, getting a job, console development, creating game content, dealing with software publishers, marketing, legal issues, and resources for developer tools and programs. The CD-ROM contains tools such as the source code to Abuse, demos from Animatek, Goldwave, IForce2.0 SDK, Miles Sound System, demos from RTime and RAD, Open GL, Sound Forge, and a searchable database of industry resources. Annotation copyrighted by Book News, Inc., Portland, OR

Postmortems from Game Developer Austin Grossman,2013-04-02 The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.

Game Coding Complete Mike McShaffry,David Graham,2013 This book examines the entire game development process and the unique challenges associated with creating a game. An introduction to game architecture, it explores the major subsystems of modern game engines and professional techniques used in actual games.

Game Coding Complete Mike McShaffry,2005 Game Coding Complete, Second Edition is the essential hands-on guide to developing commercial quality games written by master game programmer, Mike McSahffry. This must-have second edition has been expanded from the bestselling first edition to include the absolute latest in exciting new techniques in game interface design programming, game audio programming, game scripting, 3D programming, network game programming and gam engine technology. All of the code in the book has been completely updated to work with all of the latest compiler technology.

Invent a Game! And More Coding & Strategy Challenges Megan Borgert-Spaniol,2020-12-15 With this title, young makers will learn how to get inspired, problem-solve, and collaborate with others as they take on four coding and strategy challenges, including creating their own secret code and designing a board game. Like a real coder and strategist, they'll have to meet demands while staying within limits. Aligned to Common Core Standards and correlated to state standards. Super Sandcastle is an imprint of Abdo Publishing, a division of ABDO.

Coding Games Robert C Matthews,2020-11-11 This book's ideology is simple and straight-forward: equip the user with the most important concepts to catapult your game development skills. When looking for a good book that explains game programming, readers are usually bombarded with information from the author without any context. Often, code doesn't make sense, hasn't been explained properly, and the concepts the author tries to explain are unclear. The main reason for this is that authors, when writing technical books such as this, assume that the reader will have the context for every small detail they leave out and every major detail they choose to convey. This book was written with particular care to keep the reader's perspective in mind instead of the author's knowledge, because at the end of the day, the books' purpose is to teach you, rather than leave you disappointed. This book stays true to its purpose and builds upon the content discussed in the previous series. Even though readers coming to the advanced level of game programming should be confident in their intermediate and basic level understanding of the topic, the chapters' content is

careful not to leave anything ambiguous to the reader. Here are some of the key features that you will find in this book: -Important and fundamental topics that are key to advanced game programming.-Well-versed explanations after every block of code to facilitate better delivery of the concepts.-A proper topic architecture such that every chapter builds upon the previous one.-Friendly and explanatory vocabulary with minimum jargon to ensure a better reading experience.In this book you will learn-Start up and shut down sequences-Application layers-How to create game objects and characters-How to create game loops-How to program devices and user interfaces-Sounds, animations, and much more!If you're interested in an advanced programming and developers guide for gaming, then this the guide for you.

Core Techniques and Algorithms in Game Programming Daniel Sánchez-Crespo Dalmau,2004 To even try to keep pace with the rapid evolution of game development, you need a strong foundation in core programming techniques-not a hefty volume on one narrow topic or one that devotes itself to API-specific implementations. Finally, there's a guide that delivers! As a professor at the Spanish university that offered that country's first master's degree in video game creation, author Daniel Sanchez-Crespo recognizes that there's a core programming curriculum every game designer should be well versed in-and he's outlined it in these pages! By focusing on time-tested coding techniques-and providing code samples that use C++, and the OpenGL and DirectX APIs-Daniel has produced a guide whose shelf life will extend long beyond the latest industry trend. Code design, data structures, design patterns, AI, scripting engines, 3D pipelines, texture mapping, and more: They're all covered here-in clear, coherent fashion and with a focus on the essentials that will have you referring back to this volume for years to come.

Hands-On Game Development without Coding Lucas Bertolini,2018-11-30 Develop your own games with Unity 2D/3D Game Kit and use it for your presentations, kids education, level design, game design, proofs of concept, or even just for fun! Key FeaturesBuild your first ever video game using Unity 2D/3D Game kitLearn how to create game levels, adding props, giving behaviours to objects and working on gameplayStep by step instructions on creating your own AI enemy and interacting with itBook Description Hands-On Game Development without Coding is the first Visual Scripting book in the market. It was tailor made for a non programing audience who are wondering how a videogame is made. After reading this book you will be able to develop your own 2d and 3d videogames and use it on your presentations, to speed up your level design deliveries, test your game design ideas, work on your proofs of concept, or even doing it just for fun. The best thing about Hands-On Game Development without Coding is that you don't need any previous knowledge to read and understand the process of creating a videogame. It is our main focus to provide you with the opportunity to create a videogame as easy and fast as possible. Once you go through the book, you will be able to create player input interaction, levels, object behaviours, enemy AI, creating your own UI and finally giving life to your game by building it. It's Alive! What you will learnUnderstanding the Interface and kit flow. Comprehend the virtual space and its rules.Learning the behaviours and roles each component must have in order to make a videogame.Learn about videogame developmentCreating a videogame without the need of learning any programming languageCreate your own gameplay HUD to display player and Enemy informationWho this book is for This book is for anyone who is interested in becoming a game developer but do not posses any coding experience or programming skills. All you need is a computer and basic software interface knowledge.

Introduction to Game Design, Prototyping, and Development Jeremy Gibson Bond,2017-08-17 Master the Unity Game Engine to Design and Develop Games for Web, Mobile, Windows, macOS, and More! If you want to design and develop games, there's no substitute for strong hands-on experience with modern techniques and tools—and that is exactly what this book provides. The first edition was frequently the top-selling game design book on Amazon, with more than 70% of the reviews being 5 stars. In a testament to the iterative process of design, this new edition includes hundreds of improvements throughout the text, all designed to make the book easier to understand and even more useful. This book was written with Unity 2017; the book.prototools.net website will cover changes for later versions of the software. Award-winning game designer and professor Jeremy Gibson Bond

has spent more than a decade teaching game design and building great games. In that time, his most successful students have been those who combine knowledge of three critical disciplines: game design theory, rapid iterative prototyping, and practical programming. In this book, Bond distills the most important aspects of all three disciplines into one place. Part I: Game Design and Paper Prototyping • The Layered Tetrad framework: a synthesis of 50 years of game design theory • Proven practices for brainstorming and refining game designs through the iterative process of design • Methods and tools to manage game projects and small teams • Processes to make playtesting and feedback easier Part II: Digital Prototyping with Unity and C# • Chapters that guide you through learning C# the right way • Instruction that takes you from no prior programming knowledge through object-oriented programming • Deep exploration of Unity, today's most popular game engine on both macOS and Windows • Methods for understanding and debugging code issues you encounter Part III: Game Prototype Examples and Tutorials • In-depth tutorials for seven different game prototypes, including a simple action game, a space shooter, a solitaire card game, a word game, and a top-down adventure • Instructions to compile these games for PC, web, or any of the dozens of other release platforms supported by Unity • Improved structure and layout that makes the steps of each tutorial easier to follow • A completely new Dungeon Delver prototype not present in the first edition

The Fundamentals of C/C++ Game Programming Brian Beuken,2018-02-21 This book is aimed at giving novice coders an understanding of the methods and techniques used in professional games development. Designed to help develop and strengthen problem solving and basic C/C++ skills, it also will help to develop familiarity targeting and using fixed/restricted hardware, which are key skills in console development. It allows the reader to increase their confidence as game programmers by walking them through increasingly involved game concepts, while maintaining the understanding that despite the increased complexity, the core methods remain consistent with the advancement of the technology; the technology only enhances the gaming experience. It also demonstrates underlying principles of game coding in practical step by step ways to increase exposure and confidence in game coding concepts. Key Features: Increases the confidence of new coders by demonstrating how to get things done. Introduces evolving projects to reinforce concepts, both directly and indirectly that the reader will use to produce and then enhance the project. Provides tutorials on Graphics API's that can be easily understood by a novice. Demystifies hardware used to gain new effects without blinding the user to the technical wizardry going on under the system. Gives a sense of achievement to the reader and pushes them toward improvement.

Beginning C++ Game Programming John Horton,2016-10-07 Learn C++ from scratch and get started building your very own games About This Book This book offers a fun way to learn modern C++ programming while building exciting 2D games This beginner-friendly guide offers a fast-paced but engaging approach to game development Dive headfirst into building a wide variety of desktop games that gradually increase in complexity It is packed with many suggestions to expand your finished games that will make you think critically, technically, and creatively Who This Book Is For This book is perfect for you if any of the following describes you: You have no C++ programming knowledge whatsoever or need a beginner level refresher course, if you want to learn to build games or just use games as an engaging way to learn C++, if you have aspirations to publish a game one day, perhaps on Steam, or if you just want to have loads of fun and impress friends with your creations. What You Will Learn Get to know C++ from scratch while simultaneously learning game building Learn the basics of C++, such as variables, loops, and functions to animate game objects, respond to collisions, keep score, play sound effects, and build your first playable game. Use more advanced C++ topics such as classes, inheritance, and references to spawn and control thousands of enemies, shoot with a rapid fire machine gun, and realize random scrolling game-worlds Stretch your C++ knowledge beyond the beginner level and use concepts such as pointers, references, and the Standard Template Library to add features like split-screen coop, immersive directional sound, and custom levels loaded from level-design files Get ready to go and build your own unique games! In Detail This book is all about offering you a fun introduction to the world of game programming, C++, and the OpenGL-powered SFML using three fun, fully-

playable games. These games are an addictive frantic two-button tapper, a multi-level zombie survival shooter, and a split-screen multiplayer puzzle-platformer. We will start with the very basics of programming, such as variables, loops, and conditions and you will become more skillful with each game as you move through the key C++ topics, such as OOP (Object-Orientated Programming), C++ pointers, and an introduction to the Standard Template Library. While building these games, you will also learn exciting game programming concepts like particle effects, directional sound (spatialization), OpenGL programmable Shaders, spawning thousands of objects, and more. Style and approach This book offers a fun, example-driven approach to learning game development and C++. In addition to explaining game development techniques in an engaging style, the games are built in a way that introduces the key C++ topics in a practical and not theory-based way, with multiple runnable/playable stages in each chapter.

So, You Want to Be a Coder? Jane (J. M.) Bedell,2016-05-03 Love coding? Make your passion your profession with this comprehensive guide that reveals a whole host of careers working with code. Behind the screen of your phone, tablet, computer, or game console lies a secret language that allows it all to work. Computer code has become as integral to our daily lives as reading and writing, even if you didn't know it! Now it's time to plug in and start creating the same technology you're using every day. Covering everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence, So, You Want to Be a Coder? debugs the secrets behind a career in the diverse and state-of-the-art industry. In addition to tips and interviews from industry professionals, So, You Want to Be a Coder? includes inspiring stories from kids who are working with code right now, plus activities, a glossary, and helpful resources to put you on the path to a fun and rewarding career with computer code today!

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