

Beginning Game Programming

Michael Morrison

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Michael Morrison : Beginning Game Programming before purchasing it in order to gauge whether or not it would be worth my time, and all praised Beginning Game Programming:

8 of 8 people found the following review helpful. Best Game Development Book for Beginners - PeriodBy Ty ArthurAnyone looking to learn how to develop computer games has found the right book in "Beginning Game Programming". The reader is walked through the production of seven complete (and fun!) games, starting with a simple Memory type game, and moving up through various styles of games including a frogger clone and a Missile Defense clone, until finally ending with a game titled "Stunt Jumper", which brings together all of the techniques learned throughout the book. Morrison's method of teaching is really quite brilliant. Only the most essential parts of the source code are listed in the book, the rest is on the accompanying CD. Once a particular part of the code is explained, it isn't explained again later, even if it's central to the game being made. The reason for this is simple. It makes the user type the code again with each game, which reinforces the concepts presented. If you have to physically do it yourself every time (as you will when you are a professional game developer), you will have a much more solid

grasp of both the code, and much more importantly, the concepts behind the code. The reader is expected to already have a solid grasp of C++, and at least a partial understanding of Win32 programming. While others have complained about these requirements, I feel they are actually the book's strong point. I've read many books geared towards beginning game programming - and all of them stop after giving you the basics. Very few of them actually walk you completely through making an entire game, let alone seven! Every aspect of game programming is shown here, from loading the bitmaps as resources to display on the screen, to getting music playing, to various ways of accepting input from the user, even going so far as to include joystick support. Lots of little things that other books leave out are covered in detail also. Just how do you get a high score to display properly on the screen? Explained here. How do I get my background to scroll? Covered. How the heck am I supposed to eliminate that annoying flickering my sprites keep doing? No problem, this book will show you. If you've ever been frustrated with other newbie style books either not giving enough information, or glossing over extremely complex processes without fully explaining anything, then this book is for you. If you have no background whatsoever in programming, but want a quick route to learning game development, start with *Game Development All in One (First Edition)*, and as soon as you've finished the section on Win32 programming, junk that book and move to this one. At the end you will have a completely solid grasp on game programming, and enough background to switch back to *Game Development All in One* and move on the chapters covering more complex stuff like DirectX.0 of 0 people found the following review helpful. good book
By Eddie Kim
I thought this was a good book, considering that it's been several years since I've worked with C/C++. 16 of 16 people found the following review helpful. Outstanding introduction
By Amanda
I've been a game hobbyist for about 2 months. I started out by jumping straight to the top by trying to tackle Direct3D but soon learned that I was missing several important concepts. During my search to fill this void I stumbled across this book while browsing the shelf at Books-A-Million (which I normally do before I buy on so that I can get a feel for what I am ordering online). I sat down in the store and was quickly plunged into the design of a 2D Game Engine class. Here's the good part: It made perfect sense! I broke my own rule and bought the book from somewhere besides but I couldn't wait to get home and start reading it. Morrison then walked me through the design of several games (most of which can be found in the download section of his site [...]) clearly explaining the source code without regurgitating each and every line (which could be found on the included CD). If your C/C++ is weak then do not worry. This book was written with the beginner in mind. All of the source code is clearly written and easy to understand (with the exception of the Bitmap class which took a little time to study -- but this is the nature of digging into the GDI). I had a very, very limited exposure to C++ (coming from a Java background) and had absolutely no trouble picking it up. Towards the end he really emphasizes the OO paradigm but still at a level suitable for beginners like me. So what will you learn from this book? You will learn the basics behind Game Engine design including what your game engine should be expected to do. This was a big problem for me, because I had no idea what an engine was supposed to do and how it was supposed to make my life easier. Not only will you know what the game engine is supposed to do, you will have a working model in front of you! I have already written several games using it. After that he demystifies sprite animation laying to rest all of my questions on basic animation. You will learn how to double buffer (essential unless you want your games to flicker constantly) and even the basics of windows programming. You will be experienced with basic collision detection and become exposed to the methods behind the more advanced ways to detect collisions. As a bonus he has included several games that go well beyond the scope of the book and will propel you into the intermediate/advanced range of GDI programming. I have only glanced at these but am excited to dissect them when I get the time. In short, if you are serious about game programming you cannot skip the fundamentals that this book offers. Forget about making the next Doom3 (for now) and focus on learning the basics. I have just finished this book and started reading LaMothe and it gave me the tools to understand what he is talking about! For more information visit the download section of his site:[...] and try a few of the games there. If you like them (which I know you will) buy the book and learn how to write them.

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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Michael Morrison is a writer, developer, toy inventor and author of a variety of computer technology books and interactive Web-based courses. In addition to his primary profession as a writer and freelance nerd for hire, Michael is the creative lead at Stalefish Labs, an entertainment company he co-founded with his wife, Masheed. The first commercial debut for Stalefish Labs is a traditional social/trivia game called Tall Tales: The Game of Legends and Creative One-Upmanship (<http://www.talltalesgame.com>). When not glued to his computer, playing hockey, skateboarding or watching movies with his wife, Michael enjoys hanging out by his koi pond. You can visit Michael on the Web at <http://www.michaelmorrison.com>.