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Game Engine Design and Implementation is a fine pick and valuable resource, highly recommended.-Midwest Book Review "This work is a fairly advanced course resource discussing game engine programming; most other related textbooks are at a more introductory programming level.

Game Engine Design and Implementation

The design and implementation of the game engine are described, as well as the performance results of a sample application built using the IsoMob isometric game engine. Marshall Harrison Computers

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In clear and concise language, this book examines through examples and exercises both the design and implementation of a video game engine. Specifically, it focuses on the core components of a game engine, audio and sound systems, file and resource management, graphics and optimization techniques, scripting and physics, and much more.

What is Data-Oriented Game Engine Design?

Whenever I try and write a game in any object-oriented language, the first problem I always face (after thinking about what kind of game to write) is

how to design the engine. Even if I'm using exi...

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implementation of a video game engine. Specifically, it focuses on the core components of a game engine, audio and sound systems, file and resource management, graphics and optimization

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You may have heard of data-oriented game engine design, a relatively new concept that proposes a different mindset to the more traditional object-oriented design. In this article, I'll explain what DOD is all about, and why some game engine developers feel it could be the ticket for spectacular performance gains. A Bit of History

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In Clear And Concise Language, This Book Examines Through Examples And Exercises Both The Design And Implementation Of A Video Game Engine. Specifically, It Focuses On The Core Components Of A Game Engine, Audio And Sound Systems, File And Resource Management, Graphics And Optimization Techniques, Scripting And Physics, And Much More.

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