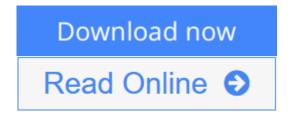# Beginning Game Programming

By Jonathan S. Harbour

Beginning Game Programming By Jonathan S. Harbour

"Beginning Game Programming, Third Edition" shows budding game developers how to take their game ideas from concept to reality. Requiring only a basic understanding of the C++ language, this unique guide covers all the skills needed to create 2D and 3D games using code written in DirectX. Each element of a game is taught step-by-step, from learning how to create a simple Windows program, to using the key DirectX components to render 2D and 3D, to adding sound to your game. Using the skills taught within each chapter, readers will develop their own game library, which they can build upon for future game projects. And this updated, new edition includes end-of-chapter quizzes and projects to help you practice your new skills! At the end of the book, newfound skills will be put to use as you create your own complete, fully functional game.

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Review
Part 1: Introduction to Windows and DirectX Programming. Chapter 1: Getting Started with the Windows API. Chapter 2: Windows Messaging and the Game Loop. Chapter 3: Tapping Into Direct3D. Chapter 4: Initializing A Direct3D Device. Part 2: Creating a 2D Arcade Game. Chapter 5: Drawing Basic Graphics (Bitmaps). Chapter 6: Using Timers For Animation and Framerate Control. Chapter 7: Drawing A Tile-Based Game Level. Chapter 8: Drawing and Animating Sprites. Chapter 9: Detecting Sprite and Tile Collisions. Part 3: Creating a 3D Artillery Game. Chapter 10: Drawing Advanced Graphics (Meshes). Chapter 11: Setting Up The Camera View. Chapter 12: Adding Lights To The Scene. Chapter 13: Rendering A Static Environment. Chapter 14: Firing Rockets and Blowing Stuff Up.

From the Author
Part 1: Introduction to Game Programming with Windows and DirectX
Chapter 1: Getting Started With Windows
Chapter 2: Listening To Windows Messages
Chapter 3: Initializing Direct3D

Part 2: The Game Programming Toolbox
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Part 3: Game Projects
Chapter 14: Anti-Virus The Game

Part 4: Appendices
Appendix A: Configuring Visual C++
Appendix B: Resources For Further Study
Appendix C: Chapter Quiz Answers
Appendix D: Additional Examples

Source code for the projects in this book may be downloaded from these book resource locations:

• jharbour.com/forum (must create a free account first)

About the Author
Jon Harbour has been programming video games since the 1980s. His first video game system was an Atari

2600 which he played with disassembled on the floor of his room as a kid. He has written on languages and subjects that include: C++, C#, Basic, Java, DirectX, Allegro, Lua, DarkBasic, XNA Game Studio, Pocket PC, Nintendo GBA, and game console hacking. He is the author of *Visual Basic Game Programming for Teens, 3rd Edition; Visual C# Game Programming for Teens*; *Beginning Game Programming, 3rd Edition*; *Multi-Threaded Game Engine Design* and *XNA Game Studio 4.0 for Xbox 360 Developers*. Visit his blog and forum at jharbour.com.

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