

[PDF] Beginning Game Programming (Premier Press Game Development)

Jonathan S. Harbour - pdf download free book



Books Details:

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Description:

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. --This text refers to an alternate edition.

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

Chapter 4: Drawing Bitmaps

Chapter 5: Getting Input with the Keyboard, Mouse, and Controller

Chapter 6: Drawing and Animating Sprites

Chapter 7: Transforming Sprites

Chapter 8: Detecting Sprite Collisions

Chapter 9: Printing Text

Chapter 10: Scrolling The Background

Chapter 11: Playing Audio

Chapter 12: Learning The Basics of 3D Rendering

Chapter 13: Rendering 3D Model Files

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)

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