Programming 2D Games

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A First Course in Game Programming
Most of today's commercial games are written in C++ and are created using a game engine. Addressing both of these key elements, **Programming 2D Games** provides a complete, up-to-date introduction to game programming. All of the code in the book was carefully crafted using C++. As game programming techniques are introduced, students learn how to incorporate them into their own game engine and discover how to use the game engine to create a complete game.

Enables Students to Create 2D Games
The text covers sprites, animation, collision detection, sound, text display, game dashboards, special graphic effects, tiled games, and network programming. It systematically explains how to program DirectX applications and emphasizes proper software engineering techniques. Every topic is explained theoretically and with working code examples. The example programs for each chapter are available at www.programming2dgames.com.

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