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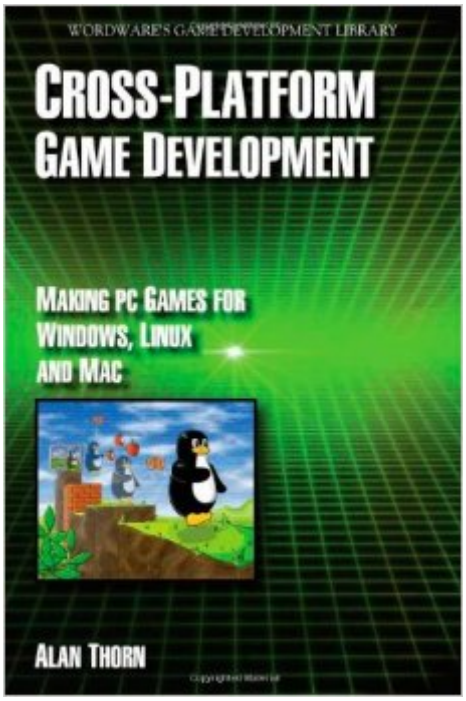

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Synopsis

With the increasing popularity of games that run on all PC platformsâ •whether Windows, Mac, or Linuxâ •the search is on for game developers who can create cross-platform games. Cross-Platform Game Development explains to both beginners and experts how to use cross-platform tools, provides tutorials on setting up and compiling key gaming libraries, and examines the necessary code and conceptual frameworks to get started on the path to making cross-platform games. With this book discover how to create cross-platform games in C++ using the cross-platform editor Code::Blocks; explore how to make games quickly with a combination of cross-platform and open-source gaming libraries; understand the fundamentals of game programming, including hierarchial scene management, collision detection, and depth sorting; learn how to make both 2D and 3D real-time cross-platform games, complete with sound, graphics, and more.

Book Information

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Customer Reviews

I picked up this book hoping to learn a few tricks for game development in general, and with the intent of brushing up on my C/C++ since it's a bit rusty. Unfortunately, this book has very little useful information, and instead devotes 4-6 pages of screenshots on how to install every single application, library, or package it introduces. The first 100 pages or so are devoted to how to install Windows and Ubuntu; a third of the book that is, realisitically, completely wasted on anyone who would even look for a book on this subject. Each chapter has the annoying habit of presenting a 2-3

paragraph summary of what the rest of the book has just covered (as if you couldn't guess that by having just read it), and after the first two or three times, one really does not need full screenshots on how to install yet another program that is only discussed at such a high level it might as well have not been mentioned at all.If you just want to know what libraries or tools might be out there that happen to run on both Windows and Linux, it does provide a pretty good list of those. However, it doesn't really give you any useful information on how to use them, nor does it discuss anything meaningful regarding actual game development. In short, this is the single worst book on programming/development that I have ever come across--you'd get more useful information out of a couple of Google searches than this book provides, and spend a whole lot less that way.

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