



Beginning Game Programming, Fourth Edition

By Jonathan S. Harbour

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This completely updated fourth edition of the popular BEGINNING GAME PROGRAMMING will introduce you to the fascinating world of game programming for Windows using Visual Studio 2012 and DirectX 11. The book requires only a basic understanding of the C++ language and provides a solid introduction to DirectX 11 programming. You'll learn the basics of making sprite-based games without getting bogged down in complex 3D rendering. The instruction is step-by-step, building as you go. Even if you're new to the subject, you will be able to follow along, learning how to take your game ideas from concept to reality using today's standard professional game-creation tools. At the end of the book, you will put your new skills to use creating your own complete, fully functional game. Get started in game programming today, with BEGINNING GAME PROGRAMMING, FOURTH EDITION.

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Editorial Review

About the Author

Jonathan S. Harbour is an associate professor at the University of Advancing Technology (Tempe, AZ). His web site at www.jharbour.com includes an online forum and blog for book support. His most recent game projects are Starflight - The Lost Colony (www.starflightgame.com) and Aquaphobia: Mutant Brain Sponge Madness (www.aquaphobiagame.com).

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