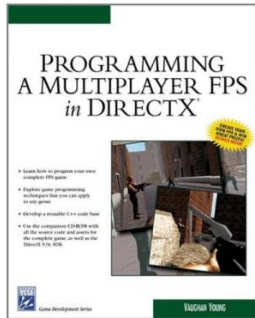


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Cengage Learning, Inc, 2004. Condition: New. 2004. 1st Edition. Paperback. This book teaches beginning C++ programmers how to develop their own first person shooter game from scratch. The book uses DirectX and helps prepare users for future game development. Using a tutorial approach, each chapter builds upon the next as the game evolves from the basic design to a fully functioning game. J Num Pages: 496 pages, Illustrations. BIC Classification: UDX; UM. Category: (P) Professional & Vocational; (UP) Postgraduate, Research&...

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- Authored by Young, Vaughan
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